

DRAGONQUEST

Second Edition, Revised

Based on content from the SPI Second Edition DragonQuest rulebook (Bantam printing); Re-numbered and re-indexed for future expansion under the DQOS (DragonQuest Open Source) project; Incorporates the unpublished Arcane Wisdom supplement; Also incorporates selected content from DQOS projects and other published/unpublished releases; Includes a comprehensive five-page character record sheet.

Version Information

Version 2.19; Last revised 20th July 2003

Copyright and Legal Information

This document contains textual and graphical material from published Simulations Publications, Inc., works relating to their copyrighted and trademarked roleplaying game DragonQuest. Such material is reproduced here without permission, and subject to the disclaimers and copyright notices in the paragraphs following. Material not specifically belonging to Simulations Publications, Inc., remains the property of the original authors, and is subject to such national and international copyrights as may be in place for such information, unless specifically stated otherwise. Any unauthorized use of Simulations Publications, Inc., or any other author's copyrighted material or trademarks in this document should not be viewed as a challenge to those copyrights or trademarks.

IMPORTANT! This work is primarily based on the efforts of Simulations Publications, Inc. It is not intended that this work be used for any financial or other pecuniary gain. The information in this work is primarily sourced from the published Second Edition rulebook and unpublished supplements. Other content has been sourced from the Internet, or is original material. Where information has been used without permission, full credit is due to the authors of that content.

NOTE: This work differs from the content in the original Second Edition DragonQuest rulebook. Game masters intending to use these rules instead of the official published rulebook should be aware that there are differences in this work, and not all of them are obvious on first reading. Use of this material is recommended in conjunction with the original printed works as a reference.

Additional Authors and Credits

Jason Winter

Thornewood and Gryphon Valley expanded content (Frontiers of Alusia)

Rodger Thorm, Jim Huffman, David Leuck, David Novak

Selected content from Poor Brendan's Almanac

Original Authors and Credits

Eric Goldberg

Overall Game Design and development of Character Generation, Skills, and Adventure Systems

Kern, Drake Letchner, Chuck Moors, Eric Risted, Neil Rosen, Tom Stanford, Tony Stanford, Jeanie Weber

Game Testing and Advice

Gerard C. Klug

Design and development of Combat System. Editing and Development of the Second Edition

Manfred E Milkuhn

Art Production Management

David James Ritchie

Co-design of Magic System and development of Magic and Monster Systems

Ted Koller, Michael Moors, Ken Stec

Art Production and Technical Editing

Edward J. Woods

Co-design of Magic System

Jim Sherman

Cover Illustration

Redmond A. Simonsen

Design of Physical Systems, Graphics and Illustrations

John Garcia

Interior Illustrations

Robert L Ryer

Rules Editing and Technical Development

Brad E. Hessel

Project Oversight and Editing

Peter Herzip and Nick Karp

Development Assistance

Ed Beach and friends, Cindy Bitowf, John H. Butterfield, Rich Collins, Greg Costikyan, Larry D'Ambrosa, Darryl Esakof, Gary Gillette, Greg Gordon and friends, Stephen Gray, Tom Harmon, Tom Holsinger, Wes Ives, Robert

TABLE OF CONTENTS

| | | | | | |
|--------------------------------------------------------|----|----------------------------------------------------|----|--------------------------------------------------------|----|
| I. INTRODUCTION..... | 6 | [52.5] General Knowledge Rituals | 46 | 2. Ritual of Binding Air (Q-2) | 54 |
| What is Roleplaying?..... | 6 | 1. Ritual of Enchantment (Q-1)..... | 46 | [56.6] Special Knowledge Spells | 54 |
| An Example of Roleplaying | 6 | 2. Ritual of Creating Crystal of Vision (Q-2)..... | 46 | 1. Windstorm Spell (S-1) | 54 |
| The DragonQuest System..... | 6 | 3. Ritual of Creating Sleep Dust (Q-3)..... | 46 | 2. Spell of Storm Calling (S-2) | 54 |
| Rules and the Game Master..... | 6 | 4. Ritual of Manufacturing Poison Dust (Q-4)..... | 46 | 3. Spell of Ice Construction (S-3) | 54 |
| A Note on Dice | 7 | [52.6] Special Knowledge Spells | 46 | 4. Spell of Controlling Avians (S-4) | 54 |
| Rounding Conventions | 7 | 1. Ventriloquism Spell (S-1)..... | 46 | 5. Spell of Freezing Wind (S-5)..... | 54 |
| II. HOW TO PLAY THE GAME | 8 | 2. Bolt of Energy Spell (S-2)..... | 46 | 6. Spell of Ice Projectiles (S-6)..... | 55 |
| I. General Course of Events | 8 | 3. Spell of Opening (S-3)..... | 46 | 7. Lightning Spell (S-7)..... | 55 |
| A. Pre-Adventure Activity | 8 | 4. Spell of Enchanting Weapons (S-4)..... | 47 | 8. Spell of Hibernation (S-8)..... | 55 |
| B. Adventure Activity | 8 | 5. Web of Entanglement Spell (S-5)..... | 47 | 9. Weapon of Cold Spell (S-9)..... | 55 |
| C. Post-Adventure Activity | 8 | 6. Mage Lock Spell (S-6)..... | 47 | 10. Barrier of Wind Spell (S-10)..... | 55 |
| 2. Requirements for Play..... | 9 | 7. Spell of Enhancing Enchantment (S-7) | 47 | 11. Snow Simulacrum Spell (S-11) | 55 |
| III. GAME TERMS | 10 | 8. Spell of Levitation (S-8) | 47 | 12. Wall of Ice Spell (S-12)..... | 55 |
| IV. CHARACTER CREATION | 11 | 9. Spell of Enchanting Armor (S-9) | 47 | 13. Ray of Cold Spell (S-13)..... | 55 |
| 3. Description of Characteristics..... | 11 | 10. Wizard's Eye Spell (S-10)..... | 47 | 14. Spell of Sleep Gas (S-14)..... | 55 |
| 4. Effects of Characteristics | 12 | 11. Spell of Slowness (S-11) | 47 | 15. Spell of Windwalking (S-15)..... | 56 |
| 5. Characteristic Generation..... | 13 | 12. Spell of Quickness (S-12)..... | 47 | 16. Whirlwind Vortex Spell (S-16)..... | 56 |
| 6. Birthright..... | 14 | [52.7] Special Knowledge Rituals | 47 | 17. Spell of Frozen Doom (S-17)..... | 56 |
| 7. Aspect..... | 17 | 53. The College of Sorceries of the Mind | 47 | [56.7] Special Knowledge Rituals | 56 |
| 8. Heritage | 18 | [53.3] Talents | 48 | 1. Ritual of Controlling Weather (R-1)..... | 56 |
| V. COMBAT | 20 | 1. Resist Temperature (T-1)..... | 48 | 2. Ritual of Summoning and Controlling Air | |
| 16. Combat Terminology..... | 20 | 2. Resist Pain (T-2)..... | 48 | Elemental (R-2)..... | 56 |
| 17. Combat Equipment | 20 | 3. Sensitivity to Danger (T-3)..... | 48 | 57. The College of Water Magics..... | 56 |
| 18. Preparation for Combat..... | 21 | [53.4] General Knowledge Spells..... | 48 | [57.3] Talents | 56 |
| 19. Combat Sequence | 21 | 1. Spell of Extrasensory Perception (G-1)..... | 48 | 1. Predict Weather (T-1) | 56 |
| 20. Actions of Engaged Figures..... | 22 | 2. Spell of Limited Precognition (G-2)..... | 48 | [57.4] General Knowledge Spells | 56 |
| 21. Actions of Non-Engaged Figures | 23 | 3. Mind Cloak Spell (G-3)..... | 48 | 1. Spell of Calming Waters (G-1)..... | 56 |
| 22. Action Choice Restrictions | 24 | 4. Spell of Empathy (G-4)..... | 48 | 2. Spell of Wave Making (G-2)..... | 56 |
| [22.7] Action Summary Table..... | 25 | 5. Spell of Hypnotism (G-5)..... | 48 | 3. Spell of Speaking to Seabirds (G-3) | 56 |
| 23. Attacking..... | 25 | 6. Spell of Controlling Animals (G-6)..... | 48 | 4. Spell of Flotation (G-4)..... | 57 |
| 24. Resolving Attempted Attacks | 26 | 7. Spell of Controlling Person (G-7) | 48 | 5. Spell of Navigation (G-5)..... | 57 |
| Shield Table..... | 27 | [53.5] General Knowledge Rituals | 48 | 6. Water Purification Spell (G-6)..... | 57 |
| [24.8] Strike Chance Modifier Tables..... | 27 | 1. Ritual of Binding Will (Q-1)..... | 48 | 7. Spell of Speaking with Aquatic Mammals (G-7)..... | 57 |
| Close Combat Modifiers | 27 | [53.6] Special Knowledge Spells | 49 | 8. Spell of Summoning Aquatic Mammals (G-8) | 57 |
| Melee Combat Modifiers | 27 | 1. Spell of Mental Attack (S-1) | 49 | 9. Mage Wind Spell (G-9) | 57 |
| Ranged Combat Modifiers | 27 | 2. Spell of Telepathy (S-2)..... | 49 | 10. Spell of Water Creation (G-10)..... | 57 |
| Lighting Condition Modifiers | 27 | 3. Phantasm Spell (S-3)..... | 49 | 11. Spell of Water Sight (G-11)..... | 57 |
| Miscellaneous Modifiers | 27 | 4. Spell of Molecular Disruption (S-4)..... | 49 | 12. Spell of Water Breathing (G-12)..... | 57 |
| 25. Damage | 27 | 5. Spell of Molecular Rearrangement (S-5) | 49 | 13. Spell of Ship Binding (G-13)..... | 57 |
| Armor Table | 28 | 6. Force Shield Spell (S-6)..... | 49 | 14. Spell of Seablessing (G-14) | 57 |
| [25.6] Special Damage Table | 28 | 7. Spell of Healing (S-7)..... | 49 | [57.5] General Knowledge Ritual | 57 |
| [25.7] Grievous Injury Table | 28 | 8. Spell of Invisibility (S-8) | 49 | 1. Ritual of Binding Water(Q-1)..... | 57 |
| 26. The Effects of Damage | 30 | 9. Spell of Telekinesis (S-9) | 49 | [57.6] Special Knowledge Spells | 58 |
| 27. Weapons | 30 | 10. Spell of Telekinetic Rage (S-10) | 49 | 1. Spell of Liquid Purification (S-1) | 58 |
| Weapon Tables | 31 | [53.7] Special Knowledge Rituals | 49 | 2. Spell of Liquid Transmutation (S-2)..... | 58 |
| Swords | 31 | 1. Ritual of Binding Elements (R-1)..... | 49 | 3. Waters of Healing Spell (S-3)..... | 58 |
| Hafted Weapons | 31 | 54. The College of Illusions | 50 | 4. Waters of Strength Spell (S-4)..... | 58 |
| Thrown Weapons | 31 | [54.3] Talents | 50 | 5. Spell of Summoning Fish (S-5)..... | 58 |
| Pole Weapons | 32 | 1. Witchsight (T-1) | 50 | 6. Spell of Controlling Fish (S-6)..... | 58 |
| Missile Weapons | 32 | 2. Projected Image (T-2)..... | 50 | 7. Spell of Controlling Sea Mammals (S-7) | 58 |
| Entangling Weapons..... | 32 | [54.4] General Knowledge Spells | 50 | 8. Waters of Vision Spell (S-8)..... | 58 |
| Special Weapons | 32 | 1. Flash of Light Spell (G-1)..... | 50 | 9. Windsail Spell (S-9)..... | 58 |
| Weapon Accessories..... | 32 | 2. Visual Illusion Spell (G-2)..... | 50 | 10. Spell of Rain Calling (S-10) | 58 |
| 28. Unarmed Combat | 33 | 3. Audio Illusion Spell (G-3)..... | 50 | 11. Maelstrom Spell (S-11)..... | 58 |
| 29. Multi-Hex Monsters..... | 33 | 4. Olfactory Illusion Spell (G-4)..... | 51 | 12. Waterspout Spell (S-12)..... | 59 |
| 30. Mounted Combat | 34 | 5. Tactile Illusion Spell (G-5)..... | 51 | [57.7] Special Knowledge Rituals | 59 |
| 31. Infection | 34 | [54.5] General Knowledge Rituals | 51 | 1. Ritual of Summoning and Binding Water | |
| 32. Example of Combat | 34 | 1. Ritual of Illusory Fog (Q-1)..... | 51 | Elementals (R-1) | 59 |
| VI. MAGIC..... | 36 | [54.6] Special Knowledge Spells | 51 | 58. The College of Fire Magics | 59 |
| 41. Definition of Magical Terms | 36 | [54.7] Special Knowledge Rituals | 51 | [58.3] Talents | 59 |
| 42. How Magic Works..... | 36 | 55. The College of Naming Incantations | 51 | 1. Infravision (T-1) | 59 |
| 43. How to Cast Spells..... | 37 | [55.3] Talents | 52 | [58.4] General Knowledge Spells | 59 |
| 44. The Effects of Spells | 38 | 1. Detect Aura (T-1) | 52 | 1. Spell of Pyrogenesis (G-1)..... | 59 |
| 45. Restrictions on Magic | 38 | [55.4] General Knowledge Spells..... | 52 | 2. Spell of Heat Production (G-2)..... | 59 |
| 46. Backfire from Spells and Rituals | 39 | [55.5] General Knowledge Rituals | 52 | 3. Spell of Fire Resistance (G-3)..... | 59 |
| [46.1] Backfire Table..... | 39 | 1. Ritual of Dissipation (Q-1)..... | 52 | 4. Spell of Light (G-4)..... | 59 |
| 47. Counterspells and Resisting Spells | 40 | [55.6] Special Knowledge Spells | 52 | 5. Spell of Temperature Alteration (G-5) | 59 |
| 48. Special Magical Preparations..... | 42 | 1. Spell of Charming (S-1) | 52 | 6. Wall of Smoke Spell (G-6)..... | 60 |
| 49. Incorporating Magic into Combat | 43 | 2. Spell of Compelling Obedience (S-2) | 52 | 7. Spell of Fireproofing (G-7)..... | 60 |
| 50. The Colleges of Magic | 43 | [55.7] Special Knowledge Rituals | 53 | 8. Spell of Protection against Magical Fire (G-8)..... | 60 |
| 51. Magic Conventions | 44 | 1. Ritual of Magic Divination (R-1)..... | 53 | [58.5] General Knowledge Rituals | 60 |
| 52. The College of Ensolements and Enchantments | 45 | 56. The College of Air Magics..... | 53 | 1. Ritual of Binding Fire (Q-1)..... | 60 |
| [52.3] Talents..... | 45 | [56.3] Talents | 53 | [58.6] Special Knowledge Spells | 60 |
| 1. Witchsight (T-1)..... | 45 | 1. Predict Weather (T-1)..... | 53 | 1. Wall of Fire Spell (S-1) | 60 |
| [52.4] General Knowledge Spells | 45 | [56.4] General Knowledge Spells | 53 | 2. Bolt of Fire Spell (S-2)..... | 60 |
| 1. Spell of Charming (G-1) | 45 | 1. Spell of Resistance to Cold (G-1)..... | 53 | 3. Ball of Fire Spell (S-3)..... | 60 |
| 2. Spell of Telekinesis (G-2)..... | 45 | 2. Spell of Ice Creation (G-2)..... | 53 | 4. Web of Fire Spell (S-4)..... | 60 |
| 3. Spell of Enchanted Sleep (G-3)..... | 45 | 3. Spell of Mage Wind (G-3)..... | 53 | 5. Spell of Self-Immolation (S-5) | 61 |
| 4. Spell of Walking Unseen (G-4)..... | 45 | 4. Spell of Communication with Avians (G-4)..... | 53 | 6. Imploding Fireball Spell (S-6)..... | 61 |
| 5. Spell of Speaking to Enchanted Creatures (G-5)..... | 45 | 5. Wind Whistle Spell (G-5)..... | 53 | 7. Weapon of Flames Spell (S-7)..... | 61 |
| 6. Spell of Location (G-6) | 45 | 6. Spell of Conjuring Mist (G-6)..... | 54 | 8. Demonic Firebolt Spell (S-8)..... | 61 |
| 7. Spell of Mass Charming (G-7)..... | 45 | 7. Spell of Summoning Avians (G-7)..... | 54 | 9. Spell of Hellfire (S-9)..... | 61 |
| 8. Spell of Invisibility (G-8)..... | 46 | 8. Spell of Detecting Fumes (G-8) | 54 | 10. Spell of Dragon Flames (S-10)..... | 61 |
| 9. Evil Eye Spell (G-9)..... | 46 | [56.5] General Knowledge Rituals | 54 | 11. Web of Dragon Flames Spell (S-11) | 61 |
| | | 1. Ritual of Wind Speak (Q-1)..... | 54 | 12. Storm of Fire Spell (S-12)..... | 61 |

| | | | | | |
|----------------------------------------------------|----|-----------------------------------------------------|----|------------------------------------------------------|-----|
| 13. Malignant Flames Spell (S-13)..... | 61 | 3. Spell of Obscurement (G-3)..... | 69 | [63.5] General Knowledge Rituals..... | 79 |
| 14. Spell of Incineration (S-14)..... | 62 | 4. Fire and Brimstone Spell (G-4)..... | 69 | 1. Ritual of Cleansing (Q-1)..... | 79 |
| 15. Spell of Summoning Salamander (S-15)..... | 62 | 5. Spell of Heating Metal (G-5)..... | 69 | 2. Ritual of Summoning Succubi (Q-2)..... | 79 |
| 16. Spell of Summoning Efreeth (S-16)..... | 62 | 6. Spell of Harming Entity (G-6)..... | 69 | 3. Ritual of Summoning Incubi (Q-3)..... | 80 |
| [58.7] Special Knowledge Rituals..... | 62 | 7. Spell of Noxious Vapors (G-7)..... | 69 | 4. Ritual of Summoning Heroes (Q-4)..... | 80 |
| 1. Ritual of Summoning and Controlling Fire | | 8. Spell of Warping Wood (G-8)..... | 70 | 5. Ritual of True Speaking (Q-5)..... | 80 |
| Elemental (R-1)..... | 62 | 9. Ram of Force Spell (G-9)..... | 70 | 6. Ritual of Binding (Q-6)..... | 80 |
| 59. The College of Earth Magics..... | 62 | 10. Spell of Vapor Breathing (G-10)..... | 70 | [63.6] Special Knowledge Spells..... | 80 |
| [59.3] Talents..... | 62 | [61.5] General Knowledge Rituals..... | 70 | [63.7] Special Knowledge Rituals..... | 80 |
| 1. Detect Aura (T-1)..... | 62 | 1. Ritual of Summoning and Binding Lesser Undead | | 1. Ritual of Summoning Demonic Dukes (R-1)..... | 81 |
| [59.4] General Knowledge Spells..... | 63 | (Q-1)..... | 70 | 2. Ritual of Summoning Demonic Princes (R-2)..... | 86 |
| 1. Spell of Converse With Animals (G-1)..... | 63 | 2. Ritual of Converse With The Dead (Q-2)..... | 70 | 3. Ritual of Summoning Demonic Presidents (R-3) | |
| 2. Spell of Converse With Plants (G-2)..... | 63 | [61.6] Special Knowledge Spells..... | 70 | | 87 |
| 3. Spell of Controlling Animals (G-3)..... | 63 | 1. Spell of Causing Wounds (S-1)..... | 70 | 4. Ritual of Summoning Demonic Earls (R-4)..... | 89 |
| 4. Spell of Blending (G-4)..... | 63 | 2. Wall of Force Spell (S-2)..... | 70 | 5. Ritual of Summoning Demonic Marquis (R-5)..... | 90 |
| 5. Spell of Walking Unseen (G-5)..... | 63 | 3. Wall of Bones Spell (S-3)..... | 70 | 6. Ritual for Summoning Demonic Kings (R-6)..... | 93 |
| 6. Spell of Healing (G-6)..... | 63 | 4. Spell of Fear (S-4)..... | 70 | 64. The College of Lesser Summonings..... | 95 |
| 7. Spell of Detecting Traps and Snares (G-7)..... | 63 | 5. Mass Fear Spell (S-5)..... | 71 | [64.3] Talents..... | 96 |
| 8. Spell of Detecting Poisons (G-8)..... | 63 | 6. Spell of Scarring Terrain (S-6)..... | 71 | 1. Communicate with Lesser Beasts (T-1)..... | 96 |
| 9. Spell of Lesser Enchantment (G-9)..... | 63 | 7. Spell of Animation of the Dead (S-7)..... | 71 | 2. Detect Aura (T-2)..... | 96 |
| 10. Spell of Herbal Lore (G-10)..... | 63 | 8. Wraithcloak Spell (S-8)..... | 71 | [64.4] General Knowledge Spells..... | 96 |
| 11. Spell of Tracking (G-11)..... | 63 | 9. Shadowed Weapon Spell (S-9)..... | 71 | 1. Spell of Summoning Small Land Mammals (G-1) | |
| [59.5] General Knowledge Rituals..... | 64 | 10. Hand of Death Spell (S-10)..... | 71 | | 96 |
| 1. Ritual of Summoning Animals (Q-1)..... | 64 | 11. Hellfire Spell (S-11)..... | 71 | 2. Spell of Summoning Fish and Other Aquatics | |
| [59.6] Special Knowledge Spells..... | 64 | 12. Spell of Life Draining (S-12)..... | 71 | (G-2)..... | 96 |
| 1. Earth Hammer Spell (S-1)..... | 64 | 13. Spell of Agony (S-13)..... | 71 | 3. Spell of Summoning Lizards and Kindred, | |
| 2. Hands of Earth Spell (S-2)..... | 64 | 14. Phantasm Spell (S-14)..... | 71 | Snakes, Insects and Spiders (G-3)..... | 96 |
| 3. Strength of Stone Spell (S-3)..... | 64 | [61.7] Special Knowledge Rituals..... | 72 | 4. Spell of Summoning Common Avians (G-4)..... | 96 |
| 4. Armor of Earth Spell (S-4)..... | 64 | 1. Ritual of Summoning and Binding Greater | | 5. Spell of Summoning Riding Beasts (G-5)..... | 96 |
| 5. Diamond Weapon Spell (S-5)..... | 64 | Undead (R-1)..... | 72 | 6. Spell of Summoning Apes and Prehumans (G-6) | |
| 6. Spell of Gem Creation (S-6)..... | 64 | 2. Ritual of Life Prolonging (R-2)..... | 72 | | 97 |
| 7. Spell of Animal Growth (S-7)..... | 64 | 3. Ritual of Becoming Undead (R-3)..... | 72 | 7. Spell of Summoning Felines (G-7)..... | 97 |
| 8. Spell of Enchanting Plants (S-8)..... | 64 | 62. The College of Black Magics..... | 72 | 8. Spell of Binding Lesser Beasts (G-8)..... | 97 |
| 9. Spell of Binding Animals (S-9)..... | 64 | [62.3] Talents..... | 73 | 9. Spell of Summoning Lesser Undead (G-9)..... | 97 |
| 10. Spell of Conjuring and Controlling Earth | | 1. Witchsight (T-1)..... | 73 | 10. Spell of Communication with Lesser Undead | |
| Elemental (S-10)..... | 64 | 2. Projected Image (T-2)..... | 73 | (G-10)..... | 97 |
| 11. Spell of Sinking Doom (S-11)..... | 65 | 3. Special Alchemy (T-3)..... | 73 | 11. Wall of Thorns Spell (G-11)..... | 97 |
| 12. Wall of Stone Spell (S-12)..... | 65 | [62.4] General Knowledge Spells..... | 73 | 12. Spell of Summoning Fog (G-12)..... | 98 |
| 13. Wall of Iron Spell (S-13)..... | 65 | 1. Spell of Fear (G-1)..... | 73 | 13. Empath Spell (G-13)..... | 98 |
| 14. Spell of Tunneling (S-14)..... | 65 | 2. Spell of Darkness (G-2)..... | 73 | 14. Summon Energy Spell (G-14)..... | 98 |
| 15. Trollskin Spell (S-15)..... | 65 | 3. Spell of Walking Unseen (G-3)..... | 73 | [64.5] General Knowledge Rituals..... | 98 |
| 16. Spell of Smoking Magma (S-16)..... | 65 | 4. The Damnum Minatum (G-4)..... | 73 | 1. Ritual of Conjuring Lesser Beasts (Q-1)..... | 98 |
| 17. Spell of Diamond Javelins (S-17)..... | 65 | 5. Spell of Storm Calling (G-5)..... | 74 | 2. Ritual of Conjuring Lesser Undead (G-2)..... | 98 |
| 18. Spell of Earth Transformation (S-18)..... | 65 | 6. Wind Whistle Spell (G-6)..... | 74 | [64.6] Special Knowledge Spells..... | 98 |
| [59.7] Special Knowledge Rituals..... | 65 | 7. Spell of Protection Against Were-Creatures (G-7) | | 1. Spell of Communication with Fantastical Beasts | |
| 1. Ritual of Binding Earth (R-1)..... | 65 | | 74 | (S-1)..... | 98 |
| 60. The College of Celestial Magics..... | 66 | 8. Spell of Summoning Enchanted Creature (G-8)..... | 74 | 2. Spell of Communication with Greater Sentients | |
| [60.3] Talents..... | 66 | 9. Spell of Putrescence (G-9)..... | 74 | (S-2)..... | 98 |
| 1. Speak to Shadow Creatures (T-1)..... | 66 | 10. Spell of Harming Entity (G-10)..... | 74 | 3. Spell of Summoning Great Land Mammals (S-3) | |
| 2. Night Vision (T-2)..... | 66 | 11. Spell of Igniting Flammables (G-11)..... | 74 | | 99 |
| 3. Detect Aura (T-3)..... | 66 | 12. Spell of Hypnotism (G-12)..... | 74 | 4. Spell of Summoning Aquatic Mammals (S-4)..... | 99 |
| [60.4] General Knowledge Spells..... | 66 | 13. Mind Cloak Spell (G-13)..... | 74 | 5. Spell of Summoning Humanoids (S-5)..... | 99 |
| 1. Spell of Blending (G-1)..... | 66 | 14. Call Master Spell (G-14)..... | 74 | 6. Spell of Summoning Fairy Folk (S-6)..... | 99 |
| 2. Spell of Light (G-2)..... | 66 | [62.5] General Knowledge Rituals..... | 74 | 7. Spell of Binding Greater Beasts (S-7)..... | 99 |
| 3. Spell of Darkness (G-3)..... | 66 | 1. The Tarot (Q-1)..... | 74 | 8. Spell of Controlling Persons (S-8)..... | 99 |
| 4. Spell of Shadow Form (G-4)..... | 66 | [62.6] Special Knowledge Spells..... | 75 | 9. Spell of Using Animal Senses (S-9)..... | 99 |
| 5. Wall of Starlight Spell (G-5)..... | 66 | 1. Spell of Converse With Animals (S-1)..... | 75 | 10. Spell of Summoning Entities of Light (S-10)..... | 99 |
| 6. Wall of Darkness Spell (G-6)..... | 67 | 2. Spell of Nightvision (S-2)..... | 75 | 11. Spell of Summoning Entities of Darkness (S-11) | |
| 7. Witchsight Spell (G-7)..... | 67 | 3. Spell of Blending (S-3)..... | 75 | | 100 |
| 8. Strength of Darkness Spell (G-8)..... | 67 | 4. Spell of Blight on Crops (S-4)..... | 75 | 12. Spell of Summoning Fantastical Avians (S-12) | |
| 9. Spell of Walking Unseen (G-9)..... | 67 | 5. Spell of Blessing on Crops (S-5)..... | 75 | | 100 |
| [60.5] General Knowledge Rituals..... | 67 | 6. Spell of Pestilence on Livestock (S-6)..... | 75 | 13. Spell of Summoning Fantastical Monsters (S-13) | |
| 1. Ritual of Reading the Stars (Q-1)..... | 67 | 7. Spell of Blessing on Livestock (S-7)..... | 75 | | 100 |
| 2. Ritual of Summoning and Binding Shadow | | 8. Spell of Controlling Animals (S-8)..... | 75 | 14. Spell of Summoning Greater Undead (S-14)..... | 100 |
| Creatures (Q-2)..... | 67 | 9. Evil Eye Spell (S-9)..... | 75 | 15. Spell of Summoning Summonables (S-15)..... | 100 |
| [60.6] Special Knowledge Spells..... | 67 | 10. Spell of Causing Disease (S-10)..... | 75 | 16. Spell of Bodily Possession (S-16)..... | 100 |
| 1. Spell of Healing (S-1)..... | 67 | 11. Spell of Blessing or Curse on Unborn Child (S- | | 17. Spell of Summoning Dragons (S-17)..... | 101 |
| 2. Spell of Creating Shadow/Starsword (S-2)..... | 67 | 11)..... | 76 | [64.7] Special Knowledge Rituals..... | 101 |
| 3. Starfire Spell (S-3)..... | 67 | 12. Spell of Virility (S-12)..... | 76 | 1. Ritual of Conjuring Greater Beasts (R-1)..... | 101 |
| 4. Meteor Spell (S-4)..... | 67 | 13. Spell of Creating Restorative (S-13)..... | 76 | 2. Ritual of Animation of the Dead (R-2)..... | 101 |
| 5. Shadow Wings Spell (S-5)..... | 67 | 14. Well of Bones Spell (S-14)..... | 76 | 65. The College of Rune Magics..... | 101 |
| 6. Web of Starlight Spell (S-6)..... | 68 | 15. Mass Fear Spell (S-15)..... | 76 | [65.3] Talents..... | 102 |
| 7. Web of Blackness Spell (S-7)..... | 68 | 16. Spell of Agony (S-16)..... | 76 | 1. Read Ancient Languages (T-1)..... | 102 |
| 8. Meteor Swarm Spell (S-8)..... | 68 | 17. Fire and Brimstone Spell (S-17)..... | 76 | 2. Decipher Codes and Ciphers (T-2)..... | 103 |
| 9. Dwarf Star Spell (S-9)..... | 68 | 18. Spell of Animation of the Dead (S-18)..... | 76 | 3. Read Runesticks (T-3)..... | 103 |
| 10. Black Fire Spell (S-10)..... | 68 | 19. Hellfire Spell (S-19)..... | 76 | 4. Create Codes and Ciphers (T-4)..... | 103 |
| 11. Spell of Shadow Walking (S-11)..... | 68 | 20. Shadow Wings Spell (S-20)..... | 76 | 5. Summon Wand (T-5)..... | 103 |
| 12. Spell of Whitefire (S-12)..... | 68 | 21. Skin Change Spell (S-21)..... | 76 | [65.4] General Knowledge Spells..... | 103 |
| 13. Spell of Fear (S-13)..... | 68 | 22. Earth Tremor Spell (S-22)..... | 76 | 1. Detect Aura Spell (G-1)..... | 103 |
| [60.7] Special Knowledge Rituals..... | 68 | [62.7] Special Knowledge Rituals..... | 77 | 2. Spell of Darkness (G-2)..... | 103 |
| 1. Ritual of Conjuring and Controlling Dark Sphere | | 1. Ritual of Controlling Weather (R-1)..... | 77 | 3. Spell of Light (G-3)..... | 103 |
| (R-1)..... | 68 | 2. Ritual of Summoning Animals (R-2)..... | 77 | 4. Spell of Pyrogenesis (G-4)..... | 103 |
| [60.8] Fright Table..... | 68 | 3. Ritual of Casting the Runes (R-3)..... | 77 | 5. Curse Spell (G-5)..... | 103 |
| 61. The College of Necromantic Conjurations..... | 69 | 4. Ritual of Creeping Doom (R-4)..... | 77 | 6. Spell of Illusion (G-6)..... | 104 |
| [61.3] Talents..... | 69 | 5. The Hand of Glory (R-5)..... | 77 | 7. Control Entity Spell (G-7)..... | 104 |
| 1. Ask The Dead (T-1)..... | 69 | 6. The Dead Man's Candle (R-6)..... | 77 | 8. Spell of Purification (G-8)..... | 104 |
| [61.4] General Knowledge Spells..... | 69 | 63. The College of Greater Summonings..... | 77 | 9. Runelock Spell (G-9)..... | 104 |
| 1. Spell of Conjuring Darkness (G-1)..... | 69 | [63.3] Talents..... | 78 | [65.4] General Knowledge Rituals..... | 104 |
| 2. Spell of Putrescence (G-2)..... | 69 | [63.4] General Knowledge Spells..... | 79 | 1. Ritual of Fashioning Runesticks (Q-1)..... | 104 |

| | |
|-----------------------------------------------------------------|-----|
| 2. Ritual of Fashioning Runewand (Q-2)..... | 105 |
| 3. Ritual of Warding with Runesticks (Q-3)..... | 105 |
| 4. Ritual of Healing (Q-4)..... | 105 |
| 5. Runes of Sight (Q-5)..... | 105 |
| 6. Ritual of Sending (Q-6)..... | 105 |
| [65.6] Special Knowledge Spells..... | 106 |
| 1. Renewal Spell (S-1)..... | 106 |
| 2. Spell of Summoning Totem Spirits (S-2)..... | 106 |
| 3. Spell of Creating Rune Portal (S-3)..... | 107 |
| 4. Spell of Visitation (S-4)..... | 107 |
| 5. Spell of Truth (S-5)..... | 107 |
| 6. Spell of Banishment (S-6)..... | 107 |
| 7. Smite Spell (S-7)..... | 107 |
| 8. Spell of Creating Runeweapon (S-8)..... | 107 |
| 9. Binding Spell (S-9)..... | 108 |
| [65.7] Special Knowledge Rituals..... | 108 |
| 1. Ritual of casting Runes (R-1)..... | 108 |
| 2. Ritual of Creeping Doom (R-2)..... | 108 |
| 3. Ritual of Rune Sacrifice (R-3)..... | 108 |
| 4. Ritual of Dimension Portal (R-4)..... | 108 |
| [65.8] Runewand Table..... | 108 |
| [65.9] Runestick Table..... | 109 |
| 66. The College of Shaping Magics..... | 109 |
| [66.3] Talents..... | 109 |
| 1. Detect Enchantment (T-1)..... | 109 |
| [66.4] General Knowledge Spells..... | 110 |
| 1. Spell of Mending (G-1)..... | 110 |
| 2. Spell of Enchanting Weapons (G-2)..... | 110 |
| 3. Spell of Enchanting Armor (G-3)..... | 110 |
| 4. Congeal Air Spell (G-4)..... | 110 |
| 5. Congeal Water Spell (G-5)..... | 110 |
| [66.5] General Knowledge Rituals..... | 110 |
| 1. Ritual of Shaping Rag and String Golem..... | 110 |
| 2. Ritual of Shaping Clay Golem (Q-2)..... | 110 |
| 3. Ritual of Magic Divination (Q-3)..... | 111 |
| 4. Ritual of Investment (Q-4)..... | 111 |
| Preparation Rituals..... | 111 |
| 5. Ritual of Amulet of Preparation (Q-5)..... | 112 |
| 6. Ritual of Preparing Arms and Armor (Q-6)..... | 112 |
| 7. Ritual of Preparing Enchanted Clothing (Q-7)..... | 112 |
| 8. Ritual of Preparing Enchanted Furniture (Q-8)..... | 112 |
| 9. Ritual of Preparing Talismans and Minor Artifacts (Q-9)..... | 112 |
| 10. Ritual of Preparing Staves and Wands (Q-10)..... | 112 |
| 11. Ritual of Preparing Greater Artifacts (Q-11)..... | 112 |
| [66.6] Special Knowledge Spells..... | 112 |
| 1. Spell of Creating Mudslick (S-1)..... | 112 |
| 2. Spell of Shaping Elementals (S-2)..... | 112 |
| 3. Spell of Neutralizing Golems (S-3)..... | 112 |
| 4. Spell of Binding Golems (S-4)..... | 113 |
| 5. Spell of Activating Golems (S-5)..... | 113 |
| [66.7] Special Knowledge Rituals..... | 113 |
| 1. Ritual of Turning Stone to Flesh (R-1)..... | 113 |
| 2. Ritual of Shaping Stone Golems (R-2)..... | 113 |
| 3. Ritual of Shaping Iron Golems (R-3)..... | 113 |
| 4. Ritual of Shaping Flesh Golems (R-4)..... | 113 |
| 5. Ritual of Warding Demons (R-5)..... | 114 |
| 6. Ritual of Binding Investments (R-6)..... | 114 |
| 7. Contain Monster (R-7)..... | 114 |
| 8. Contain Greater Summoning (R-8)..... | 114 |
| [66.8] Enchantment Binding Rituals..... | 115 |
| 23. Ritual of Naming Artifacts (R-23)..... | 115 |
| 24. Ritual of Warding Artifacts by Magical Aptitude (R-24)..... | 115 |
| 25. Ritual of Ancient Divination (R-25)..... | 115 |
| [66.9] Magic Item Creation Table..... | 115 |
| [66.10] Shaping Accidents Table..... | 116 |
| VII. ARCANE WISDOM..... | 118 |
| 81. Magical Research and Spell Construction..... | 118 |
| [81.8] Spell, Talent, and Ritual Construction Chart..... | 121 |
| [81.9] Spell, Talent, and Ritual Development Table..... | 121 |
| 82. Magical Rocks, Stones and Gems..... | 122 |
| Aetites..... | 122 |
| 83. Herbal Lore..... | 127 |
| Availability..... | 127 |
| Habitat..... | 128 |
| Potency Loss..... | 128 |
| Description..... | 128 |
| Alchemical Herbs..... | 128 |
| Healing Herbs..... | 128 |
| Magical Herbs..... | 128 |
| Poisonous Herbs..... | 128 |
| Herbs..... | 128 |
| 84. Magic Items..... | 133 |
| Amulets..... | 133 |
| Arms and Armor..... | 133 |
| Magic Armor..... | 133 |
| Magic Shields..... | 134 |
| Magic Crowns, Helms and Helmets..... | 134 |
| Magic Missiles..... | 134 |
| Magic Swords..... | 135 |
| Magic Hammers..... | 136 |
| Enchanted Clothing..... | 136 |
| Enchanted Furniture..... | 137 |
| Talismans and Minor Artifacts..... | 137 |
| Staves and Wands..... | 138 |
| Greater Artifacts..... | 138 |
| Notes on Shaping Magic Items..... | 138 |
| 85. Magic System Design Notes..... | 138 |
| Enforcements and Enchantments..... | 139 |
| Sorceries of the Mind..... | 139 |
| Illusions..... | 139 |
| Naming Incantations..... | 139 |
| Air Magics, Water Magics, and Fire Magics..... | 139 |
| Earth Magics..... | 139 |
| Celestial Magics..... | 139 |
| Necromancy..... | 140 |
| Black Magics and Greater Summoning..... | 140 |
| Shaping Magics..... | 140 |
| Rune Magics..... | 140 |
| Magic System Reminders..... | 140 |
| Talent Magic..... | 140 |
| Spell Magic..... | 140 |
| Ritual Magic..... | 140 |
| General Knowledge..... | 140 |
| Active Resistance..... | 140 |
| Passive Resistance..... | 140 |
| Ritual Spell Preparation..... | 140 |
| Investment Ritual..... | 141 |
| Rank Gain..... | 141 |
| VIII. SKILLS..... | 142 |
| 91. Acquiring and Using Skills..... | 142 |
| 92. Speak and Write Language..... | 142 |
| 93. Alchemist..... | 143 |
| 94. Assassin..... | 145 |
| 95. Astrologer..... | 145 |
| 96. Beast Master..... | 146 |
| 97. Courtesan..... | 147 |
| 98. Healer..... | 147 |
| 99. Mechanician..... | 149 |
| 100. Merchant..... | 150 |
| 101. Military Scientist..... | 151 |
| 102. Navigator..... | 151 |
| 103. Ranger..... | 152 |
| 104. Spy and Thief..... | 153 |
| 105. Troubadour..... | 154 |
| IX. MONSTERS..... | 156 |
| 131. Encountering Monsters and Non-Player Characters..... | 156 |
| [131.1] Danger Table..... | 156 |
| [131.2] Encounter Table..... | 158 |
| 132. Reactions to Encounters..... | 160 |
| 133. How to Read the Monster Descriptions..... | 160 |
| 134. Common Land Mammals..... | 160 |
| [134.1] Apes and Pre-Humans..... | 160 |
| [134.2] Felines..... | 162 |
| [134.3] Great Land Mammals..... | 163 |
| [134.4] Small Land Mammals..... | 166 |
| 135. Avians..... | 169 |
| [135.1] Common Avians..... | 169 |
| [135.2] Fantastical Avians..... | 170 |
| 136. Aquatics..... | 171 |
| [136.1] Fish..... | 172 |
| [136.2] Aquatic Mammals..... | 172 |
| [136.3] Other Aquatic Life..... | 173 |
| 137. Lizards, Snakes and Insects..... | 174 |
| [137.1] Lizards and Kindred..... | 174 |
| [137.2] Snakes..... | 177 |
| [137.3] Insects and Spiders..... | 177 |
| 138. Giants, Fairies and Earth Dwellers..... | 178 |
| [138.1] Giant Humanoids..... | 178 |
| [138.2] Fairy Folk..... | 180 |
| [138.3] Earth Dwellers..... | 182 |
| 139. Fantastical Monsters..... | 183 |
| 140. Creatures of Night and Shadow..... | 185 |
| 141. Summonables..... | 186 |
| Elementals..... | 187 |
| 142. Undead..... | 188 |
| [142.1] Lesser Undead..... | 188 |
| [142.2] Greater Undead..... | 189 |
| 143. Dragons..... | 191 |
| 144. Riding Animals..... | 193 |
| X. ADVENTURE..... | 196 |
| 151. Preparation for Adventure..... | 196 |
| 152. Game Conventions..... | 196 |
| 153. Organizing a Party..... | 197 |
| 154. The Adventure Sequence..... | 199 |
| 155. Monetary Matters..... | 199 |
| [155.4] Basic Goods Cost List..... | 200 |
| Clothing..... | 200 |
| Food and Other Provisions..... | 200 |
| Tools..... | 200 |
| Transportation..... | 200 |
| Adventure Equipment..... | 200 |
| 156. Fatigue Loss and Recovery..... | 201 |
| [156.9] Fatigue and Encumbrance Chart..... | 202 |
| 157. Adventure Actions..... | 202 |
| [157.5] Overland Movement Chart..... | 203 |
| 158. Consequences..... | 203 |
| 159. Recuperation and Upkeep..... | 204 |
| 160. How Experience is Gained..... | 204 |
| 161. How Experience is Used..... | 205 |
| [161.8] Experience Point Cost Charts..... | 206 |
| Character Generation..... | 206 |
| Magic..... | 206 |
| Adventure..... | 206 |
| Combat..... | 206 |
| Skills..... | 208 |
| XI. FRONTIERS OF ALUSIA..... | 208 |
| 170. Introduction..... | 208 |
| 171. How to Use the Map..... | 208 |
| [172.1] Who Should See the Map?..... | 208 |
| [2.2] Using the Danger Table..... | 209 |
| [2.3] Area Borders and Multiple Terrain Features..... | 209 |
| [2.4] River Encounters..... | 209 |
| 172. The General Region..... | 209 |
| 173. Travel Guide..... | 209 |
| The Sweetwater River..... | 209 |
| The Sweet Riding..... | 209 |
| The Artusian Hills..... | 210 |
| Carzala..... | 210 |
| The East Warding..... | 210 |
| Fastness of Girwyllan..... | 210 |
| Swihan's Roughlands..... | 210 |
| Confederation Bay..... | 210 |
| The Plain of Desai..... | 210 |
| The Pallsades..... | 210 |
| Isle of Garax..... | 210 |
| The Hills of the Halfborn..... | 211 |
| Forest of Arlynn..... | 211 |
| The Wilderlands of Gilarni..... | 211 |
| The Hills of Aldri..... | 211 |
| The Lesser Sylphs..... | 211 |
| The Brastor Holding..... | 211 |
| Ildrisholm..... | 211 |
| The Greenwood..... | 211 |
| The South Downs..... | 211 |
| Eastmarch..... | 212 |
| Westmarch..... | 212 |
| Choth Gap..... | 212 |
| The Sea of Grass..... | 212 |
| The Thornewood..... | 212 |
| Locations of Interest..... | 212 |
| The Brotherhood of Gellen..... | 212 |
| The Thornewood Orchard..... | 212 |
| Flora/Fauna..... | 213 |
| Thorneapple Tree..... | 213 |
| Non-Player Characters..... | 213 |
| Haxtor Gellen..... | 213 |
| Shara Woodbinder..... | 213 |
| Kalen Brass..... | 214 |
| Gerrick Brass..... | 214 |
| The Angarwold..... | 214 |
| Vale of Morin..... | 214 |
| The Mountain Wall..... | 214 |
| The Mountains of Marbak..... | 214 |
| The Gatar Depression..... | 214 |
| The East Bounders/The West Bounders..... | 214 |
| Gryphon Valley..... | 215 |
| Stony Meadows..... | 215 |
| Gryphon's Gate..... | 215 |
| The East/West Bounders..... | 215 |
| Locations of Interest..... | 215 |
| The Bounder Orcs..... | 215 |
| People of Note..... | 215 |
| Karak..... | 215 |
| The Mucklands..... | 216 |
| Vale of Avoca..... | 216 |
| The Filgiso Forest..... | 216 |
| Superstition Mountains..... | 216 |
| The Barren Hills..... | 216 |
| Sith's Revenge..... | 216 |
| The Barrens of Sith..... | 216 |
| Kestrel Ridge..... | 216 |

| | |
|--------------------------------------------|-----|
| The Rocklands | 216 |
| The Hills of Skoshi | 216 |
| Forest of Karsharak | 216 |
| River Running | 216 |
| Dolphin Bay | 217 |
| The Rookeries | 217 |
| M'Nor | 217 |
| The Alusian Ocean/The Gulf of Brunei | 217 |
| The Unicorn River | 217 |
| Chub's Bay/Haven/Landfall | 217 |

I. INTRODUCTION

The genre of fantasy literature stems from the myths of our fathers. The marvelous creatures and strange sorceries of legend are part and parcel of that genre. Hardly anyone in the Western world has not been exposed to some element of fantasy, be it fairy tale, classical myth, or J.R.R. Tolkien's estimable *Lord of the Rings*. There are many reasons for the widespread appeal of fantasy, the most compelling of which is its uncomplicated nature. Good and evil are readily distinguishable, and the hero invariably confronts the villain. It is all too easy to imagine oneself, clothed in exotic garb, wielding a magical sword, vanquishing the sinister sorcerer. Small wonder, then, that fantasy roleplaying games, which allow a person to play the part of that hero, are so popular today.

What is Roleplaying?

When you were a child, you probably played spontaneous, informal games in which you pretended to be a policeman, an Indian, a parent, or a pirate. You imagined what these mysterious and powerful people were capable of, and then you acted out scenes with your friends. There was no winner or loser, everybody won by getting the thrill of pretending to be another person. These games of "make-believe" had no real rules, no structure, and no equipment. They depended solely upon the imagination of the players to keep them lively and interesting.

Much of the wonderful, imaginative experience and free play of these childhood games can be found in their adult counterpart—roleplaying games. A roleplaying game is also one in which you pretend to be someone, but the 'someone' is very detailed in abilities, physical description, and nature. In fact, characters in roleplaying games are as detailed as the characters in a major novel. These characters inhabit a world, which is also very well described. In a fantasy roleplaying game, such as *DragonQuest*, the world is one of magic and monsters, quests and spells, and all the romantic color of an imaginary time and place reminiscent of early medieval Europe.

A live player plays each active character in the game. There are many other characters and monsters, all of whom are operated by the GM. The GM is a combination of referee, storyteller, and 'hand of fate'. He keeps the story unfolding by telling the players what is happening and judging the results of any actions the players take. He has a very free hand to interpret the situation as he sees fit within the guidelines of the rules. The GM usually works from a prepared story synopsis called an adventure. This is the setting of the story and something of a general script outline for the course of the action. It also can contain maps and tables of information on the area and its inhabitants. This adventure is a tool for the GM and is not directly used by the players, although the players will actually create the detail and action of the story by the decisions they make as they participate in the adventure.

An Example of Roleplaying

In a roleplaying session, the players (usually two to six people) sit around a table with the GM at the head. Sometimes the adventure can be played through in one sitting but, more typically, the players will meet a number of times to finish the adventure. Adventures can be strung together and players play the same character from game to game in a roleplaying campaign. Their characters will grow or diminish in strength, ability and wealth. Throughout the entire experience, the GM creates the world through which the characters travel, by interacting with and prompting the players.

There is also the fun of assuming the role of a powerful or outrageous character very different from your real-world self. The exhilarating experience of the power of one's own imagination is terrifically entertaining and engrossing. Roleplaying is a very social experience as well. People can use their roleplaying identities to interact with one another in ways that are usually impossible. You can come to someone's rescue. You can sell them the key to their quest—or you

can sell them out! In particular, the GM has the chance to influence the very fate of the other players—how often do you get to tell a friend that he has found a fortune or been eaten by a dragon? The chance to be bold and brave without any real world consequence is one of the fascinations of roleplaying.

The DragonQuest System

Fantasy roleplaying, as a way to spend one's leisure time, has come of age in the last five years. Since the days when a small group of devoted die-hards first uncovered an enjoyable fantasy roleplaying game, the idea has attracted an ever-growing body of people whose divergent tastes demand innovative and original new works. Thus, enter *DragonQuest*.

Three general themes guided the design and development of *DragonQuest* and make this game different, and an improvement on other roleplaying games. First, *DragonQuest* was designed to impose as few artificial restrictions on the GM (GM) as possible. For example, a character is not limited to a particular group of abilities (known in the genre as a 'character class'). A character class imposes certain arbitrary restrictions upon a character, forcing him or her into moulds, which have to fit, regardless of the inclination of the player. These classes came into being in other games as balancing tools, to make it just as advantageous to be a human fighter as to be a dwarven priest. In order for a character in a *DragonQuest* world to have as much freedom of choice as possible, anyone can be anything. Of course, the player who tries to have as versatile a character as possible will be correspondingly handicapped when he tries to rise in power. The important effect of this theme is that any character from the pages of fantasy literature can be re-created (in game terms) without causing aberrations in the game system.

Second, almost all creatures and magics are drawn from sources existing in myth, legend, or literature. We do not pretend that our fantastic inventions can compete with those reaching across the gulf of time to us, being the stuff of our heritage. Rather, we have attempted to imbue as much verisimilitude as we could, to allow those who play *DragonQuest* to live on a gaming table those worlds they have only been able to vicariously experience before. The fantasy of northern Europe is prevalent in these rules, because it is the common reference point shared by most of the people who will play *DragonQuest*. When a specific mythic creature or type of magic is reproduced, it is given all the characteristics ascribed to it in legend. When discussing the imaginary, brief mentions were often thought to be sufficient; in such cases, we try to explain as best we can. The few liberties taken were to fill the logical 'holes'. Norse legend and the Lesser Key of Solomon (to name but two examples) are not entirely compatible. We have attempted to give the GM a solid base to which he may add his own or other cultures' legends and magics.

A third concept in mind during the design process was to maintain the game's flexibility, and allow the GM and players to expand on the original rules. The modular presentation of skills and magic colleges makes the introduction of new ideas easy; adding a new skill or college does not necessitate changing the original ones.

Rules and the Game Master

A point that should be emphasized is that printed rules are a framework for assuming the role of a person in a fantasy world, and cannot possibly cover every aspect of living. In every adventure, situations will arise in which the game master (GM) will be called upon to interpret or add to the rules. This may seem to be an obvious statement to those readers who are veteran roleplayers, but for those to whom this game is a first experience, it is a concept not to be glossed over.

While the rules as written are playable, they may not suit everyone's taste. Some may be too complex, and some may not be complex

enough (the desires of roleplayers are many and varied). The GM is empowered to change whatever he wishes (with the mutual consent of his players) in order to make the game more enjoyable for all concerned. In order to make these decisions fairly, he must know the entire body of rules thoroughly and have a keen sense as to what is good for his campaign. The first attribute can be easily attained; the second requires experience and an acute awareness of his players.

The GM must be fair and impartial at all times, and never lose sight of the fact that he is a referee. Within the framework of the rules, he objectively determines the results of the players' actions. The players act out their part as if their characters actually existed in the world the GM has created. The GM is a master storyteller, a weaver of tales which deal with those themes aforementioned: fairy tale, myth, and fantasy. This job may, at first glance, seem both mammoth and unattractive. It is, however, one of the most enjoyable gaming experiences this author and many other individuals have ever found. While the players act out the parts of their characters, the GM gets to act out the parts of everyone else who inhabits his world—shopkeepers, evil wizards, dragons, and giants. Along with playing these parts, the GM is the referee of all the actions that occur; his impartiality is assured by the absence of a game persona directly identified with him.

A Note on Dice

It is strongly recommended that the GM and players have an adequate supply of ten-sided dice, which are used to resolve numerous game functions. These dice are readily available at game shops. If you have no suitable dice, a pack of common playing cards may be used. Extract and shuffle the Ace through 10 of both a red and a black suit and draw from these at random as required by the situation you are resolving (see rule 2.6).

Rounding Conventions

Sometimes the rules will call for numbers to be rounded up or down to the nearest whole. Unless specifically stated otherwise, always round to the nearest whole number except in the case of exactly 0.5, in which case round up.

II. HOW TO PLAY THE GAME

DragonQuest is a fantasy roleplaying game. In a roleplaying game, a player is a character in another world. Unlike a conventional game, the players do not sit around a board and move pieces. The players sit in a semicircle about the GM, each with only a sheet on which is recorded information about his character. The object of a roleplaying game is not for an individual player to win (in fact, there is no winner), but to enjoy a stimulating interchange between the players as characters and the GM (GM).

The GM plots the background for an adventure, invents a segment of a fantasy world, and plays the part of every being not represented by another player. The game flows as a result of give and take between the GM and the other players. The GM informs the players of the situation in which the characters find themselves, the players tell him what their characters are doing, and the GM in turn tells the players what happens in response to their characters' actions.

DragonQuest can be played in two ways. The first is as an individual session. If played this way, the players are taking characters for one play session only, and are trying to complete a mission of limited scope. The players are not interested in a full-fledged roleplaying game in this case. It will be sufficient to be a team with a common goal just this once. However, DragonQuest is best played as a campaign. The game does not end at the conclusion of one of the players' get-togethers. A player roleplays the same character until the character dies. During a campaign, a character's personality should become more and more evident as he is granted a fief, gets married, declares blood-feuds, etc. A campaign continues indefinitely, until the players either become separated in the real world, die or (heaven forbid!) lose interest.

1. General Course of Events

The following is an informal sequencing of the order in which the GM should cause events to occur. What is written here is not intended to supplant any of the rules in the related sections of the rules. This cycle (A. through C.) is repeated indefinitely, as long as the campaign lasts.

A. Pre-Adventure Activity

The GM is responsible for preparing an adventure before he and the players game it out.

[1.1] Adventure Rationale.

The GM must decide what options he is going to present to the players. This can be done as a series of questions posed to himself: What are the players supposed to accomplish? Where are they supposed to go? Who (or what) is their adversary? How are they supposed to find out about their mission? Is any particular non-player character interested in this mission? How much information should the GM tell the players?

[1.2] Map Adventure Area.

The GM must map the land or sea area in which he expects the player characters to travel (see rule 151.3). This must include the area between the characters' current location and their destination, and should take in a sizeable portion of the surroundings. The GM must also plan the interior of any structures that will figure prominently in the adventure.

[1.3] Record Adversary Information.

The GM must prepare a listing for each of the beings directly opposing or obstructing the completion of the player characters' mission (see rule 131.). Additionally, he must prepare listings for a few miscellaneous encounters, which can be picked at random when the characters are due to meet something other than their ultimate foe. The GM will probably wish to append some notes to the descriptions of the characters' adversaries.

[1.4] Record Update.

The GM checks that all Character Records are current and that any new entries have been figured correctly, if he has not done so already. He writes any data about the characters that their players are not supposed to know in his private campaign record.

B. Adventure Activity

The players engage in some initial preparation, and then they play out the adventure with the GM.

[1.5] Generate New Characters.

Any player without a character must generate a new one; any player with a character may generate a new one. There is no limit to the number of characters an individual player may have; however, a player may never control more than one character at a time. Someone who likes variety might choose to rotate five or six characters on consecutive adventures. The GM should strictly limit the interaction between multiple characters controlled by the same player.

[1.6] Organization of a Party.

The players must choose a leader. They must also inform the GM of which non-player characters they wish to accompany them on adventure; the GM, in turn, tells the players who is willing to accompany their characters. Any purchases for the upcoming adventure are made at this point.

[1.7] Determine any Contractual Arrangements.

The players, representing their characters, and the GM, representing any non-player characters, haggle to decide how any booty will be split. The standard Adventurers' Guild contract is suggested (see rule 153.4).

[1.8] Trek/Wait Stage; [1.9] Encounter Stage; [1.10] Chase Stage; [1.11] Tactical Stage.

See rule 154.

C. Post-Adventure Activity

The players and the GM wrap up the adventure, and the players decide what to do with their characters.

[1.12] Experience Point Awards.

The GM awards the characters Experience Points, depending on each player's performance during the adventure (see rule 160.).

[1.13] Appeals.

A player who objected strenuously to a decision of the GM has one last chance to try and change the GM's mind. All decisions are final past this point.

[1.14] Upkeep Level.

The players inform the GM of how much their characters will spend on upkeep per week, until the next adventure begins or the character goes broke (see rule 159.3).

[1.15] Allocation of Time.

Each player informs the GM how his character will use the time between adventures. This is especially important for increasing ability ranks and acquiring new abilities.

[1.16] Solo Adventures.

If a player wishes his character to undertake any action which requires the attention of the GM, he and the GM play it out at the GM's convenience.

[1.17] Experience Point Expenditures.

If the player wishes to increase the Rank or value of an ability, skill or characteristic, he must have sufficient Experience Points in his character's Experience Point Bank and have his character perform all prerequisites successfully (see rule 161.). He so informs the GM, and a change is made on his Character Record.

[1.18] Calendar Update.

The GM marks off the passage of game time on his calendar (see rule 152.1).

2. Requirements for Play

The players must have certain equipment and knowledge of the basics of the game before they can play DragonQuest. The GM requires additional material and, of course, a thorough familiarity with the rules.

[2.1] The rules are intended to guide, not restrict, the GM.

The flavor of each and every roleplaying campaign is heavily influenced by the knowledge (or lack thereof) and prejudices of the GM who runs it, no matter what set of 'rules' are being used. Some GMs emphasize combat in their worlds, some magic, some monsters, some wilderness adventures, and some dungeon expeditions. The rules of any game are simply a common set of guides for both the players and the GM so they may speak the same language and have some common base from which their ideas may spring. Game masters should feel free to add or delete any of these rules with the understanding that he does so at his own risk in terms of play balance and systems integration.

Since the GM is the final arbiter of these rules, most rules questions should be answered by him.

[2.2] A Tactical Display is used in conjunction with the Combat rules (see rule 18.).

A Tactical Display is used to portray a variety of terrain and interior features that can affect combat between characters, monsters, and non-player characters. The display is overlaid with a hexagonal grid to regulate the movement and positioning of the playing pieces. Each hexagon (or hex) equals 5 feet of terrain from side to side.

[2.3] The figures occupying the display are either miniatures, cardboard counters, or other suitable markers.

Most often, roleplayers use metal miniatures (available from many hobby stores) to represent their character while he occupies the display. If these are unavailable or undesirable, cardboard counters (such as those used in board games) are equally useful, if not as picturesque. In a pinch, such markers as chess pieces, toy soldiers, or other small items (dice of different colors often work well) may be substituted without affecting play. The GM will need markers of some kind to represent any monsters or non-player characters also occupying the display. Doors, chairs, walls, trees, windows, fireplaces, chests, and other items of importance will also have to be represented. A combination of small markers and lightly drawn-in features will solve most of these problems. A note should be made of any ambiguous item or drawing.

[2.4] Percentile dice will be needed by both the players and the GM.

At least one set of two ten-sided dice are needed for play, and it is most desirable to have several sets available at all times. The GM will need to have his own set with which to roll those checks he needs to keep hidden from the prying eyes of players. With a group of players numbering three or more, any combat situation will have many die rolls happening in rapid succession, and play will be greatly slowed if each player has to reach across the table for the only available set of dice.

[2.5] The players must provide themselves with some miscellaneous play aids.

- Each player must have a copy of the Character Record for each of his characters. It is suggested that all numerical values be recorded in pencil, and the rest of the entries in pen.
- The GM must have a copy of the Adventure Record. The players should fill this out before the adventure begins.

- The GM should have a copy of the Strategic Map Hex Grid on which the area over which the characters are going to adventure may be drawn.
- The GM must have either graph paper or copies of the Strategic Map Hex Grid if he is to draw any structure plans.
- Each player must have some readily identifiable marker to represent his character on the Tactical Display. This marker must have an unambiguous front and back, for the purpose of determining facing during combat.
- Scrap paper, pens and pencils will also be needed.

[2.6] The abbreviation 'D' stands for 'die' or 'dice'.

A jargon for the number of dice rolled has been established in the roleplaying hobby, and this jargon is used throughout the rules. When the players are told to roll 'D10' or '1D10', this means one of them is to roll a single ten-sided die (since the die is only marked 1 through 0, this will yield a digit between 1 and 0). '2D10' would direct the players to roll two ten-sided dice and sum the results, etc. Note that when a dice code is suffixed with 'D10', any result of '0' (zero) on a die is treated as a '10'.

Example: Two rolls of '0' would equal 20 (twenty) when the players are directed to roll 2D10.

'D100', '1D100' or 'percentile dice' would direct a player to roll two ten-sided dice of different colors, treating one as the first digit of a two-digit number, and the other as the second digit.

Example: If a player rolls a '3' on the first die and a '9' on the second die, the dice-roll would be '39'.

Note that a roll of '0' on the first die could not be interpreted without the use of the roll on the second die. If the roll on the second die is 1 through 9 (e.g., 07), the roll is treated as the appropriate number 1 through 9. However, if the roll on the second die is '0' giving a result of '00'), then the result is treated as 100 (one hundred).

If a dice code is followed by a positive or negative number (e.g., D10+3, 2D10-4), add or subtract the number as indicated to or from the dice roll.

Example: 2D10-1 would direct the players to roll two ten-sided dice and subtract one from the sum of those rolls (to obtain the result).

Sometimes, an addition to, or subtraction from, a die or dice roll is referred to as a modifier. All modifiers affect a 1D10 die roll.

Example: A "+4" modifier is the same as "D10+4".

When instructed to roll a D5, the player should roll a D10 and halve the result, rounding fractions up.

[2.7] The roll on a single, or percentile, die roll may never be modified below 1.

Therefore, the result of 2D10 can never be less than 2, the result of 3D10 never less than 3.

[2.8] The GM is advised to keep some information, particularly dice rolls, secret during adventure.

Suggestions are made throughout the rules as to who should roll dice in a particular situation, but the GM has the final authority in this matter. Where the very act of rolling dice may give the players more information than the GM wishes them to know, he should intersperse relevant dice rolls with meaningless ones to confuse them. The GM should set up his playing space so that the players cannot see his records or the results of any die he rolls.

This can be achieved by using a cardboard screen (GM Screen) that has useful tables printed on it, and thus is readily accessible by the GM when needed.

III. GAME TERMS

The game terms unique to Magic and Combat are summarized in rule 16. and rule 41.

Ability: Any single talent which a character can perform. One spell or ritual is a single ability.

Adventure: Whenever the player characters organize themselves into a party and seek to fulfill a mission, they are on adventure.

AG: Agility

Campaign: A series of adventures run by the same GM, presumably with some duplication of players present on the separate adventures.

Characteristic: A numerical value which describes a facet of a character's physical or emotional make-up (see rule 3.).

EN: Endurance

Encounter: Any time the player characters meet a non-player character or monster not in their party, it is termed an encounter.

Experience Point: The basic unit of exchange for improvement in abilities, skills or characteristics. Experience Points are earned at the conclusion of an adventure for the player character's performance during the adventure. A character keeps Experience Points in his Experience Point Bank (on the Character Record) until he uses them for gain in any Skill, Spell, Weapon, etc.

FT: Fatigue

Game Master, GM: The referee, or moderator, of the game.

Game Time: The speed at which time passes in the alternate world, relative to the time in the real world (see rule 152.1).

Leader: The player nominated to be the speaker for the party. Several privileges are accorded to his character for the extra book-keeping responsibility he assumes (see rule 153.1).

MA: Magical Aptitude

MD: Manual Dexterity

Mission: The goal the characters wish to achieve to conclude their adventure. Alternately, what must be accomplished to complete that goal.

Monster: Any being of a race from which a player character cannot come is termed a monster.

Non-Player Character, NPC: Any being of a race from which a player character could come (and which is controlled by the GM) is a non-player character.

Rank: A numerical expression for character's (or monster's) aptitude in a skill or ability. The greater the Rank, the better the character (or monster) is at the ability or skill in question.

Party: The player characters and the accompanying non-player characters on an adventure are collectively known as the party.

PB: Physical Beauty

PC: Perception

Player Character: The analogue for a player in the alternate world. The amalgam of player and character (i.e., when an action is simultaneously taking place in both worlds) is also referred to as the player character.

PS: Physical Strength

Session: The time during which the GM and all players partaking in a given adventure spend together is known as one session.

Skill: A skill is a collection of interrelated abilities which are almost always learned together (see section VIII.).

Success Percentage: When a character has a chance of doing a particular task properly, the dice range in which he succeeds at the task is termed the success percentage.

TMR: Tactical Movement Rate

WP: Willpower

IV. CHARACTER CREATION

A player assumes the role of a character. The player develops the personality of his character during adventures: the character's needs, foibles, and ethos are revealed through interaction with the other players' characters and the creatures represented by the GM. The manner in which the character's personality develops will undoubtedly be affected by that character's characteristics. A characteristic is a measure of a facet of the character's physical or mental makeup which the player does not invent.

Every human character begins play at the age of 18 years (if the GM's world revolves around its sun during a period of time not equal to 365 days, he should convert from earth years to his own). A non-human character begins play at a corresponding age for his race. At that age, the character's body has matured enough so that age will not alter his characteristics. The character does have some of his life already behind him; the memories of those times must be supplied by the player, but any monies and experience accumulated are the character's to spend.

A player must keep track of the statistical data (e.g., characteristics) concerning his character. A model Character Record, on which all pertinent information may be recorded, is provided with this rulebook (see Appendices). The GM may choose to use a different recording form, or modify the one provided to suit his tastes. Whichever the case, the GM must be provided with a complete and current character record for each player's character. The GM can then verify the information on each record, or make corrections where necessary. Each player should also have a copy of his own character's record, though as play goes on, the two records will differ (the GM will, in all probability, note something about a character that he does not want the player to know, such as a curse).

3. Description of Characteristics

The player must generate or assign values to each of his character's first eight characteristics (see rule 3.1 through rule 3.8.). The GM may also choose to introduce optional characteristics, including Physical Beauty (described in these rules), Height, Weight, Sex Drive, and anything else that comes to mind. The proliferation of such indices, while providing a player with a clearer picture of his character, will require extra book keeping.

The first six characteristics are primary characteristics. Primary characteristics may be increased temporarily by magic or permanently by the expenditure of experience, and may be decreased temporarily by magic or permanently by injury to the character. All other characteristics, whether or not optional, are secondary characteristics. The manner in which a secondary characteristic may be changed will be covered in the appropriate rule. A 'temporary' change indicates an increase or decrease of limited duration to the value of a characteristic; a 'permanent' change indicates an increase or decrease of indefinite duration to the value of a characteristic. Adventurers in a world of magic can expect to be in a state of flux for most of the time.

Generally, a high characteristic value indicates a character's ability to perform a certain task well, while a low value indicates a relative lack of such ability. A characteristic's effect is almost always translated into numerical terms for the purposes of resolving action during play.

Though characteristics are relatively fixed, a player retains total freedom of choice for his character. When a player shapes the personality of his character, he will probably wish to account for some of the character's more extreme characteristics. For instance, if a character with an extremely low Physical Strength value decided to specialize in magic, he might compensate for an inferiority complex developed during adolescence (due to constant bullying) by choosing spells of destruction. The spells would, of course, allow that character to stand off the would-be Conans (refer to R.E. Howard's classic stories) of his world. A character with a high value in Agility might indulge in frivolous sports, because of his natural talent in such

activities. Remember, the greater the care taken when characterizing, the more 'real' that character becomes. The player should strive for consistency in developing facets of his character's emotional make-up.

[3.1] Physical Strength is a measure of a character's muscle coordination and strength.

The Physical Strength characteristic represents the brute force a character can exert from the thews of his arms, the thrusting power of his leg muscles, and his lift and weight capacity (using leg, back, and stomach muscles).

[3.2] Manual Dexterity is a measure of a character's digital control.

The Manual Dexterity characteristic represents the character's hand-to-eye coordination, the speed at which he may perform a complex task with his hands, and his ability to manipulate his hands.

[3.3] Agility is a measure of a character's ability to maneuver his body and the speed at which he moves.

The Agility characteristic represents the character's litheness of body, the speed at which he may run, and his ability to dodge with or contort his body.

[3.4] Endurance is a measure of the punishment a character's body can absorb before he becomes unconscious, sustains mortal wounds, or dies.

The Endurance characteristic represents the character's capacity to sustain wounds, his resistance to disease and infection and his rate of recovery from same, and directly affects his ability to overexert himself.

[3.5] Magic Aptitude is a measure of a character's ability to harness and direct magical energies.

The Magic Aptitude characteristic represents the character's control over the flow of mana (the stuff of magic) from another dimension, and his ability to remember arcane rituals and information.

[3.6] Willpower is a measure of a character's control of his mind and body especially in stress situations.

The Willpower characteristic represents a character's ability to resist the imposition of another's will upon his own, and the degree to which his will can be used to counter his instincts (when, for instance, he might be attempting an action which may be suicidal).

[3.7] Fatigue is a measure of the length of time that a character can sustain activities requiring a great deal of physical or mental exertion.

The Fatigue characteristic represents the number of potentially serious wounds the character can turn into minor cuts and bruises by adroit or random maneuvering in combat, the mental energy he can use to cast spells, and the degree to which he may exert himself before becoming exhausted.

Fatigue value may be increased permanently by the expenditure of Experience Points, and temporarily by magic.

[3.8] Perception is a measure of a character's intuition developed as a result of his experience.

The Perception characteristic represents the character's ability to note peculiarities in a given situation (e.g., recognize an ambush), his ability to deduce a people's habits or customs from scant information, and his ability to gauge the fighting skill of another person or monster. Perception value may be increased or decreased temporarily, as a result of a character's performance during an expedition, and may be increased permanently, through the expenditure of experience. Magic, drugs, and the character's condition may cause a temporary increase or decrease in the Perception value.

[3.9] **Physical Beauty is a measure of a character's exterior attractiveness (or repulsiveness), as perceived by a member of a humanoid race.**

Physical Beauty is an optional characteristic representing a character's appearance compared to the aesthetic standards of his society and race. A character with a high Physical Beauty value will be a pleasing sight to a member of any of the races described in section VI., though reactions will vary by race.

Example: A female halfling would find a male halfling with a Physical Beauty of 23 sexually stimulating, while a female human would think that the same halfling is extremely cute.

Physical Beauty is in no way a reflection of a character's personality. A member of the opposite sex might be smitten by a character with a high Physical Beauty value, but the smitten character's subsequent reactions would probably be governed by the beautiful character's personality.

The Physical Beauty values for monsters describe how that monster appears to a character, and not to another monster of the same race. This distinction is made because there is a greater incidence of character-to-monster than monster-to-monster interaction, from the perspective of the players. Physical Beauty may be increased or decreased temporarily by magic, and decreased permanently by disfigurement.

4. Effects of Characteristics

The different characteristics do not cover every facet of a character's performance on an adventure.

The GM relies upon characteristics only when a player attempts a physical or magical action for which character-GM interaction will no longer help decide the outcome. If the character must exercise his intelligence or wisdom (to name a few facets of his personality not included in characteristics), the player must provide the action or conversation for his character.

[4.1] **If a character attempts a feasible task not specifically explained in a rule, the GM derives a percentage chance of the character succeeding.**

When a player declares that his character will attempt a task which the GM acknowledges as dependent upon a particular characteristic, the GM assigns the task a difficulty factor. This difficulty factor will be a number from .5 (one-half, most difficult) through 5 (least difficult). The greater the difficulty factor value, the easier a task will be to perform.

The GM multiplies the difficulty factor by the appropriate characteristic, arriving at the percentage chance of the character performing the task. He then rolls D100, and if the roll is less than the percentage, the character has successfully performed the task. If the roll is equal to that percentage, the character will succeed if immediately aided by another character (if applicable). If the roll is greater than the percentage, but not greater than the percentage plus the relevant characteristic, the character has failed without injury to himself (if injury is at all avoidable). If the roll is greater than the percentage plus the relevant characteristic, then the character has failed and may have injured himself. The GM may wish to determine the extent of the injury by how much the roll exceeds the percentage plus the characteristic.

When one character aids another (because the D100 roll was equal to the latter's characteristic times the difficulty factor), the aiding character's value in the relevant characteristic must be at least 15 or equal to or greater than the aided character's value.

The chance of failure is always equal to at least 30 minus the relevant characteristic, and a roll of 100 always causes failure.

Example: If the applicable value is 23, then a roll of 94 or greater (30-23=7; there is a 7% chance of a number from 94-100 being generated) will cause the character to fail at his task, regardless of what the percentage chance of success may be.

The following sample tasks are provided so that GMs may establish their own guidelines.

Physical Strength: Opening doors and lifting heavy objects will be the two most common tasks tied to Physical Strength. Consider the sturdiness of the door and the implement being used to open it for the former, and consider the weight and bulk of the object plus the purchase afforded the character for the latter.

Manual Dexterity: Consider the delicacy of the task when a character seeks the careful manipulation or removal of an object.

Agility: Consider the sturdiness of the structure being crossed or climbed and the ease with which the character may balance himself when attempting to cross or climb a poorly-anchored structure.

Endurance: Consider how tired the character already is and how exhausting the upcoming task if the character wishes to push his body to its limits. If more than one character is attempting a task which the GM will resolve using these rules, he may reduce the difficulty factor if their combined efforts surpass those of one. If the task requires a co-operative effort, the difficulty factor remains the same. In either case, the lowest-valued characteristic among the performing characters is the multiplier.

If more than one character is attempting a task which the GM will resolve using these rules, he may reduce the difficulty factor if their combined efforts surpass those of one. If the task requires a cooperative effort, the difficulty factor remains the same. In either case, the lowest-valued characteristic among the performing characters is the multiplier.

[4.2] **The only magic task not described in the rules which may be attempted by a character is a feat of minor magic.**

Minor magic is best performed by a member of a Magical College. Therefore, a character's ability to perform minor magic is governed by his Magic Aptitude value.

A feat of minor magic is generally performed to entertain rich, royal, or towns folk. Such a feat can also gull the credulous. Minor magic includes the tricks used by the prestidigitators and conjurers of fantasy literature.

Minor magic may be employed by any caster, regardless of his collegiate affiliation. No one may be directly harmed by the use of minor magic, although an adroit caster might conceive a trap making use of minor magic. If a being wishes to resist minor magic, his magic resistance is increased temporarily (see rule 47.).

There are three types of minor magic. The **glamour**, a spell of minor illusion, can be used to create simple images that glow with faint luminescence. A caster could, for instance, appear to be juggling colored balls of light though use of a glamour. The **cantrip**, a spell of small transformation or apportionment, can be used to recreate some of the spells ascribed to imps. A caster could sour beer, cause candle flames to gutter, or make small objects disappear down his sleeve to any other place on his person. The **trance**, a hypnotic spell, can be used to remove minor inhibitions temporarily or to cause a person to perform a harmless task. The caster of such a spell must engage his subject through traditional means; i.e., he must lull the subject into trance by engaging the subject's concentration upon the rhythmic movement of a small object. If, for instance, a woman with prim demeanor were rather attracted to a male caster, the caster could not cause the same woman to run naked through a deserted street at night, if the nudity taboo of her culture was as strong as that of most cultures.

The casting of a minor magic spell costs the Adept one Fatigue Point, whether the spell is successful or not. The procedure described in rule 4.1 is used to resolve the spell. Magic Aptitude is the relevant characteristic. The difficulty factor value should decrease as the spell becomes more ambitious. If the roll is greater than the sum of the success percentage plus the value of the character's Magic Aptitude, then the spell result should manifest itself in a manner decidedly different from the Adept's intention.

[4.3] The information given the players by the GM will sometimes depend upon a player's Perception characteristic.

A character will often have to rely upon his intuition and his powers of observation at crucial junctures during an adventure. The GM can recreate a character's interpretation of events or of a tableau in front of him by deriving a percentage chance (of the character understanding the situation properly) from one character's Perception value. The GM should use this procedure to dictate what he will tell the players only when the particular clue or piece of information is not deducible from verbally relayed data.

The GM should, for example, inform the players that the ellipsoid symbol on the robes of the tall man approaching them probably indicates that he is a priest, since the circle is a religious symbol used throughout his world. However, it would be up to the players to infer what happened when they see the vampire with which their necromancer friend was so recently talking come out the door, blood dripping from his mouth.

When the GM deems it appropriate to check a player's Perception before he answers a question, he either consults the Perception of the leader (see rule 153.1) or the character who is particularly suited to deduce information in the current situation. The obscurity of the information sought determines the difficulty factor. Multiply the character's Perception value by the difficulty factor, and roll D100.

If the roll is equal to or less than the percentage chance, the GM informs the appropriate player of the correct information. If the roll is greater than the percentage, but not greater than the percentage plus the character's Perception value, the GM will either inform the player that he is not sure or give him a part (but not all) of the information. If the roll is greater than the percentage plus the character's Perception value, the GM will mix fact with fiction; the greater the roll, the more erroneous the information.

The GM should not avail himself of this procedure constantly during an expedition. He should use it when the players request more information than he is willing to give them, when the characters venture into foreign places or lands or meet alien people or races, and when a decision is necessary to speed play. Remember that constant use of this procedure makes the outcome of the adventure increasingly luck-dependent. A judicious GM will use the procedure no more than once per hour (real time) during an expedition.

The GM will stint those players who constantly request use of the Perception roll when it comes time for experience awards (see rule 160.). A player who allows dice rolls to usurp the responsibilities of his mind deserves no better.

[4.4] The effects of an optional characteristic must be determined by the GM.

Whenever the GM introduces a new characteristic, he must define what it represents and its effects. He may decide to change or add to the effects at a later date; since a fantasy roleplaying game evolves with each campaign, such adjustments are permissible as long as he informs the players.

Example: The GM requires each player to generate a Physical Beauty value for their character. He announces that the characteristic will come into play whenever the reaction of a humanoid non-player character must be gauged on the Reaction Table. The dice roll will be modified by one for every 3 points difference between 15 and the Physical Beauty value of the character with whom the humanoid is conversing. The primary purpose for creating new characteristics is to provide players with further reference points for their characters' personalities.

5. Characteristic Generation

The player randomly generates his character's total Characteristic Points. He assigns values, within specified limits, to each of his primary characteristics from this point pool. The secondary characteristics are generated either randomly or as a direct function of a primary characteristic, or they begin at a set number for all

characters. Some of the characteristics will be modified if the character is of a non-human race. The player will not know the race of his character (unless human) until all of his characteristics have been generated.

The range of values for a characteristic will normally be between 5 and 25. A value of 5 represents the minimum performance possible by an adventuring character.

Example: A character with a Manual Dexterity of 5 would be extremely clumsy, but not so inept that he could not be entrusted with a simple, though essential, task.

A value of 25 represents the normal maximum performance, which may be achieved by a human; a value of 26 or greater befits a superman.

Example: A character with a Physical Strength of 25 may not be able to bend steel bars in his hands, but he does pretty well with bars of iron.

[5.1] Each player begins the game with a randomly determined number of Characteristic Points from which to assign values to his character's primary characteristics

Each player rolls 2D10 and reads across the line on the Point Generation Table below corresponding to the two dice total. The number of Characteristic Points and Maximum value thereby obtained is noted on a piece of scrap paper.

| 2D10 | Characteristic Points | Characteristic Maximum |
|------|-----------------------|------------------------|
| 2 | 81 | 25 |
| 3 | 82 | 25 |
| 4 | 83 | 24 |
| 5 | 84 | 24 |
| 6 | 85 | 24 |
| 7 | 86 | 23 |
| 8 | 87 | 23 |
| 9 | 88 | 23 |
| 10 | 89 | 22 |
| 11 | 90 | 22 |
| 12 | 91 | 22 |
| 13 | 92 | 21 |
| 14 | 93 | 21 |
| 15 | 94 | 21 |
| 16 | 95 | 20 |
| 17 | 96 | 20 |
| 18 | 97 | 20 |
| 19 | 98 | 19 |
| 20 | 99 | 19 |

[5.2] The minimum value that a player may assign to a primary characteristic is 5, and the maximum value is determined by the maximum for his characteristic point total (see rule 5.1).

Furthermore, a character may have only one characteristic equal to his maximum value if that value is greater than 20, or may have up to two characteristics equal to the maximum value if that value is 19 or 20. In either case, the character may have up to two characteristics equal to one less than his maximum value and up to three characteristics equal to two less than his maximum value. If a character does not have a characteristic equal to his maximum value, he may increase the limit of characteristics with a value one or two less than the maximum values by one.

Similarly, he may 'transfer' an extra characteristic equal to two less than the maximum value for either or both of his two characteristics equal to one less than the maximum value; thus, if it were mathematically possible, a character could have six characteristics equal to two less than the maximum value for his group. Prior to dividing up his characteristic points, the player should give some thought to what kind of character he wishes to be and what weapons, spells, and skills he desires for this newly born individual. It is important to emphasize that in DragonQuest, any character can choose any combination of abilities. Certain weapons require a great deal of

Physical Strength or Manual Dexterity and the player should be sure to allot enough points in those areas to use the weapons of his choice. All Magical Colleges require a minimum Magical Aptitude to join (see rule 50.7) and the player should be aware of these restrictions. Most Skills do not have any special requirements, but many give bonuses for exceeding a minimum value in certain characteristics. The choice of race will also alter the characteristic values, and the player must weigh all requirements and restrictions.

When the player has chosen the values for his character, he writes them down on his Character Record. The total value of the six primary characteristics must equal the amount received from the Point Generation Table; a player may not "save" Characteristic Points to assign to characteristics at a later date. The value of each of the six primary characteristics must be recorded before any secondary characteristics (see rule 5.3 through rule 5.6) are generated.

[5.3] The value of a character's Fatigue is a direct function of his Endurance.

The player enters the Fatigue value corresponding to his character's Endurance value.

| Endurance | Fatigue |
|--------------|-----------|
| 3-4 | 16 |
| 5-7 | 17 |
| 8-10 | 18 |
| 11-13 | 19 |
| 14-16 | 20 |
| 17-19 | 21 |
| 20-22 | 22 |
| 23-25 | 23 |
| 26-27 | 24 |

Boldface Values: Bold Endurance and Fatigue values may be achieved only by members of certain non-human races.

Once the character has been completely generated, a change in the character's Endurance value will not affect his Fatigue value, and vice-versa.

[5.4] A character's Perception value begins at 8.

The value may be modified if the character is non-human (see rule 6.).

[5.5] An optional characteristic is usually generated randomly.

The GM may decide on any method he wishes to generate a characteristic he introduces. The equal distribution method generates the value randomly, with every result having the same chance of occurrence. The bell curve method also generates the value randomly, though the average is more likely to occur than the extremes. The set value method either gives every character the same starting value, or derives the value directly from some characteristic. The GM should not interfere with the procedures for generating any of the mandatory eight characteristics when establishing a procedure for an optional characteristic.

Example: The value of the Physical Beauty characteristic is generated by rolling 4D5+3. A roll of 7 indicates an ugly character, while a 23 indicates a beautiful character. Characters are assumed not to be execrably horrible in appearance (5), or of surpassing loveliness (25), since such people would have great problems while adventuring. They were, in all likelihood, directed to other pursuits at an early age.

[5.6] A character's Tactical Movement Rate is a direct function of his Agility (see rule 21.1).

The player enters the Tactical Movement Rate (TMR) value corresponding to his modified Agility value.

| Modified Agility | Tactical Movement Rate (TMR) |
|------------------|------------------------------|
| 3-4 | 2 |
| 5-8 | 3 |
| 9-12 | 4 |
| 13-17 | 5 |
| 18-21 | 6 |

| Modified Agility | Tactical Movement Rate (TMR) |
|------------------|------------------------------|
| 22-25 | 7 |
| 26-27 | 8 |

Boldface Values: Bold Modified Agility and TMR values may be achieved only by members of certain non-human races.

The Tactical Movement Rate may be modified if the character is non-human. In addition, a character's normal Tactical Movement Rate may be reduced if he suffers an Agility penalty due to wearing armor, or becomes encumbered due to the amount of weight he carries (see rule 156.9). In normal play, a character's Agility value will not exceed 27.

6. Birthright

A character's genetic heritage will have great influence upon him throughout his adventures. First, there is the matter of gender. The worlds of DragonQuest closely parallel the Europe of medieval Earth, where women were largely relegated to secondary roles. However, the bias is not as great in a fantasy world, for the physically weak have recourse to magic. Generally, a female adventurer will be a determined soul, having surmounted cultural handicaps.

A character's race is just as important as his gender, if not more so. In this world, a person's race connotes the color of his skin. In a fantasy world, a character's race indicates that he is a member of a distinct humanoid species. Each race has a separate way of life, developed over millennia of co-existence with one another. Racial intolerance is just as prevalent in a fantasy world as it is in this world. Only the camaraderie and interdependence of adventurers have promoted interracial harmony, which may be why adventurers are often regarded as rogues and outcast among their comparatively staid brethren.

Practically, each race has its strengths and weaknesses. The human race is the most prevalent, probably because of its high birth rate and the flexibility of the individual human. The elves, dwarves and giants are races in their twilight years; human civilization will not treat them too kindly. The halflings seem to be adaptable to almost any way of life, and thrive because of their compatibility with humans. The orcs and shape-changers are nascent races, who may some day challenge human hegemony.

A truly sophisticated player will integrate the effects of his sex, culture, and race into the personality of his character. Most games-masters, while struggling to flesh out the cultures of their world, will settle for the character who is the product of his racial and sexual background.

[6.1] A player may always choose the gender of his character.

A character must be either male or female. Every race described in this section comprises only those two sexes. A character may only be hermaphroditic or asexual if his player receives special permission from the GM.

Each player should choose the sex of the character. It is recommended each character be the same sex as the player. Roleplaying a character whose entire gestalt is alien to the player is hard enough without a change of sex. If the player wishes a character of the opposite sex, the GM should warn him (or her) of the difficulties, and judge that player's characterization as closely as anyone else's.

The Physical Strength of a female character is decreased by two, but her Manual Dexterity and Fatigue are increased by one.

A character's gender may be changed only through deep magic, or by a deity.

[6.2] A player must determine whether his character's Primary Hand is his right or his left.

The player rolls D5 and D10. If the D10 result is greater, the character's Primary Hand is his right. If the D5 result is higher, the Primary Hand is the left. If the two results are identical, the character is ambidextrous. This determination affects which hand a weapon is

held in during combat, and any penalties assessed for attacking with a weapon in a non-Primary Hand.

[6.3] **A player may always choose to be a human character. If the player wishes his character to be non-human, he has three chances to roll within one of the indicated ranges.**

If the player is a human character, none of his characteristics are modified. He gains no advantages and is subject to no restrictions.

When a player wishes to be a non-human character, he declares which race he is attempting to be, and rolls D100. If the roll is equal to or less than the percentage chance given for that race, the character is that type of non-human. If the roll is greater than the indicated percentage, the character may not be of that race.

| Race | %Chance |
|---------------|---------|
| Dwarf | 25 |
| Elf | 30 |
| Giant | 6 |
| Halfling | 15 |
| Human | 100 |
| Orc | 20 |
| Shape-Changer | 4 |

A player may attempt up to three rolls (for separate races) to be a non-human. If he fails on all three rolls, his character is human. Conversely, if one of his rolls falls within the indicated span of numbers for a race, his character must be of that race. A player may forfeit his right to any further rolls to be a non-human if he has exhausted the races he wants to be.

When a character gains proficiency in an ability, it is represented in game terms by his player expending Experience Points. The cost, in terms of Experience Points, to advance in any one ability is affected by the character's race. Multiply the cost for any advancement in one ability (see rule 161.7) by the Racial Experience Multiplier.

| Race | Racial Experience Multiplier |
|---------------|------------------------------|
| Dwarf | 1.1 |
| Elf | 1.2 |
| Giant | 1.5 |
| Halfling | 1.1 |
| Human | 1.0 |
| Orc | 0.9 |
| Shape-Changer | 1.4 |

[6.4] **A dwarf is a stout, usually taciturn humanoid who frequents mountainous areas.**

Traits: Dwarves are enamored of precious stones and metals, and of intricate work incorporating the same. They form strong community ties, and are distrustful of strangers, especially those of other races. Their strongest antipathies are towards orcs and elves. Though dwarves are greedy by nature, they are essentially honest. Dwarven warriors favor the axe as weapon. Pride matters as much to dwarves as face does to the Japanese.

Special Abilities:

1. A dwarf may see in the dark as a human does at dusk. His effective range of vision in the dark is 50 feet under the open sky, 100 feet inside artificial (man-made) structures, and 150 feet inside caves and tunnels.
2. A dwarf may assess the value of and deal in gems and metals as if he was a Merchant of Rank 5 (see rule 100.). If a dwarf character progresses in the Merchant skill, his ability to assess the value of gems and metals is considered five Ranks greater than his current Merchant Rank (to a maximum of Rank 10).
3. If a dwarf character takes the Ranger skill, he expends 50% fewer Experience Points to progress Ranks if he specializes as a spelunker (i.e., mountain environment).
4. A dwarf's capacity for alcohol is twice that of a human.

Dwarf Racial Characteristics

| Characteristic | Modifier |
|------------------------|---------------------|
| Physical Strength | +2 |
| Agility | -2 |
| Endurance | +1 |
| Magical Aptitude | -2 |
| Willpower | +2 |
| Perception | +1 |
| Tactical Movement Rate | -1 |
| Average Life Span | 125-150 Earth years |

[6.5] **An elf is a lithe humanoid, of joyful demeanor, who frequents wooded areas.**

Traits: Elves are great respecters of nature and learning. They are virtually immortal, and are, at the same time, repositories of great wisdom and highly enthusiastic merrymakers. Many elves cannot handle their dual natures, and become either frivolous wastrels or grim questers. The elves are ethical by nature, and, though they do not often interfere in the affairs of others, are traditionalists. Elfven warriors favor bow weapons and disdain metal armor. Members of other races generally find elves attractive.

Special Abilities:

1. An elf may see in the dark as a human does on a cloudy day. His effective range of vision in the dark is 150 feet under the open sky, and 75 feet elsewhere.
2. If an elf character takes the Ranger skill and specializes in a woods environment, he expends 50% fewer Experience Points to progress Ranks.
3. An elf receives a Magic Talent which functions in all respects as Witchesight (see rule 62.3, Talent T-1).
4. An elf makes little or no noise while walking and adds 10% to his chance to perform any activity requiring stealth.
5. If an elf character takes the Healer skill (see rule 98.), he expends 25% fewer Experience Points to progress Ranks, though he may never resurrect the dead.
6. An elf is impervious to the special abilities of the lesser undead.
7. If an elf character takes the Courtesan skill (see rule 97.), he expends 50% fewer Experience Points to progress Ranks.

Elf Racial Characteristics

| Characteristic | Modifier |
|------------------------|---------------------|
| Physical Strength | -1 |
| Agility | +1 |
| Endurance | -1 |
| Magical Aptitude | +1 |
| Willpower | +1 |
| Fatigue | +2 |
| Perception | +1 |
| Tactical Movement Rate | +1 |
| Average Life Span | ~30,000 Earth years |

[6.6] **A giant is a huge, slightly prognathous humanoid, whose existence stems from deep elemental magic.**

Type: The player must roll D10 to determine what type of giant his character is.

D10 Giant Type

| | |
|-----|---------------------|
| 1-3 | Fire Giant (Fire) |
| 4-6 | Frost Giant (Water) |
| 7-8 | Cloud Giant (Air) |
| 9-0 | Stone Giant (Earth) |

Traits: Giants have a good-natured respect for their own element, and a healthy respect for its opposite (Fire opposes Water, Air opposes Earth). Giants are lusty types, preferring nothing better than to go through life brawling, drinking, and wenching. They tend to gather together in a clan arrangement, building huge halls (or steadings) in out-of-the-way locations. They are not overly intelligent, and resent humans and elves particularly. Giants enjoy riddling and bartering. Giant warriors favor the club and sword (scaled to their size).

Special Abilities:

1. A giant possesses infravision, which allows him to see faint red shapes where living beings are located in the dark. His range of vision is 250 feet.
2. A giant's magic resistance is increased by 10%, except when a spell of the opposite elemental alignment is cast at him, in which case his magic resistance is reduced by 20%.
3. A giant spell caster whose college is identical to his element gains 5% to his chances to cast spells of that college. A giant may never be a caster of a college opposed to his element.
4. Whenever a giant attempts minor magic (see rule 4.2), the GM should increase the difficulty factor by 1, making it easier.

Cloud Giant Racial Characteristics

| Characteristic | Modifier |
|-------------------|-----------------|
| Physical Strength | +19 |
| Manual Dexterity | -1 |
| Agility | -2 |
| Endurance | +25 |
| Magical Aptitude | -1 |
| Willpower | -1 |
| Fatigue | +1 |
| Average Life Span | 500 Earth years |

Fire Giant Racial Characteristics

| Characteristic | Modifier |
|-------------------|-----------------|
| Physical Strength | +10 |
| Manual Dexterity | -1 |
| Agility | -2 |
| Endurance | +15 |
| Magical Aptitude | -1 |
| Willpower | -1 |
| Fatigue | +1 |
| Average Life Span | 500 Earth years |

Frost Giant Racial Characteristics

| Characteristic | Modifier |
|-------------------|-----------------|
| Physical Strength | +19 |
| Manual Dexterity | -1 |
| Agility | -2 |
| Endurance | +20 |
| Magical Aptitude | -1 |
| Willpower | -1 |
| Fatigue | +1 |
| Average Life Span | 500 Earth years |

Storm Giant Racial Characteristics

| Characteristic | Modifier |
|-------------------|-----------------|
| Physical Strength | +8 |
| Manual Dexterity | -1 |
| Agility | -2 |
| Endurance | +10 |
| Magical Aptitude | -1 |
| Willpower | -1 |
| Fatigue | +1 |
| Average Life Span | 500 Earth years |

[6.7] **A halfling is a short, sleepy humanoid, who frequents halfling-constructed burrows.**

Traits: Halflings appreciate the good life more than most; a successful halfling will arrange a schedule of much sleep, good food, and relaxed study or conversation. Halflings are a social folk, though are more inclined to keep intercourse among themselves. They greatly enjoy the telling of tales and exchange of gossip. Halflings take their responsibilities seriously. Halfling warriors use, for obvious reasons, smaller weapons, including maces and slings. Halflings usually go barefoot and are noted for their tough, hairy feet.

Special Abilities:

1. A halfling possesses infravision, which allows him to see solid red shapes where living beings are located in the dark. His range of vision is 100 feet.
2. A halfling adds 20% to his chance to perform any activity requiring stealth.
3. If a halfling takes the Thief skill, he expends 50% fewer Experience Points to progress Ranks.
4. A halfling may dispose of jewelry into large, semi-active volcanoes, without anyone thinking the worse of him.

Halfling Racial Characteristics

| Characteristic | Modifier |
|------------------------|-------------------|
| Physical Strength | -3 |
| Manual Dexterity | +3 |
| Agility | +2 |
| Endurance | -2 |
| Magical Aptitude | -1 |
| Willpower | +1 |
| Tactical Movement Rate | -1 |
| Average Life Span | 80-90 Earth years |

[6.8] **An orc is a stoop-shouldered, surly humanoid who is nomadic by nature.**

Traits: Orcs are a cruel, violent folk, liking nothing better than to rape and pillage. Individually, orcs are a cowardly lot, but a charismatic leader can turn a band of orcs into a conquering horde. Orcs enjoy the sensual pleasures of life, and reduce their already short life span through hard living. Orc warriors favor the scimitar. Orcs are generally considered unattractive by other humanoid races.

Special Abilities:

1. An orc possesses infravision, which allows him to see faint red shapes where living beings are located in the dark. His range of vision is 150 feet.
2. An orc's eyes are highly light sensitive. The GM should decrease an orc's chance of aiming at a target during daytime by 5%-15%, depending on the brightness of the sun.
3. An orc is not an Adept student. Increase the game time required to learn or improve upon any ability by one day per week normally required.
4. An orc's seed is highly fertile. The orc and hybrid orc population increase mitigates against the high orc fatality rate.

Orc Racial Characteristics

| Characteristic | Modifier |
|-------------------|-------------------|
| Physical Strength | +2 |
| Agility | -1 |
| Endurance | +1 |
| Magical Aptitude | -2 |
| Willpower | -2 |
| Fatigue | +2 |
| Average Life Span | 40-45 Earth years |

[6.9] **A shape-changer is a separate genetic strain of human, with the ability to change into the form of a particular animal.**

Type: The player must roll D10 to determine what type of shape-changer his character is.

D10 Shape-Changer Type

| | |
|-----|-------|
| 1-4 | Wolf |
| 5-6 | Tiger |
| 7-8 | Bear |
| 9-0 | Boar |

Traits: Shape-changers are identical in appearance to humans when not in animal form. Shape-changers are somewhat bestial in nature, adopting traits one might expect from an anthropomorphized wolf, tiger, bear, or boar. There exists a love/hate relationship between humans and shape-changers: shape-changers possess some degree of animal magnetism, but, if discovered, can expect severe treatment at

the hands of humans. Shape-changers are, on the whole, bitter towards humans, and are not above using humans to their advantage. There are very few ways to tell a shape-changer from a human (e.g., they will be discomforted by garlic), and these vary by shape-changer type. Shape-changers are a ruthless lot.

Special Abilities:

1. A shape-changer may change from human to animal form (or vice-versa) in 10 seconds (2 Pulses) during daytime and 5 seconds (1 Pulse) during the night-time.
2. A shape-changer possesses a dual nature. While in animal form, human inhibitions will be muted, and while in human form, animal instincts will be dulled.
3. A shape-changer cannot be harmed while in animal form, unless struck by a silvered weapon, magic, or by a being with a Physical Strength greater than 25 (5 Damage Points are automatically absorbed in the latter case).
4. The shape-changer will regenerate 1 Endurance Point every full minute while in animal form.
5. The shape-changer must devise a set of characteristics for his animal form. Take the difference between the average for each characteristic in animal and human form, and modify the human characteristics appropriately.
6. A shape-changer is automatically lunar aspected (see rule 7.3).
7. A shape-changer may remain in animal form for one-quarter of the night times the phase of the moon; thus, during the full moon the shape-changer could remain in animal form all night. A shape-changer may remain in animal form for one hour times the quarter of the moon during the day. A shape-changer may make one set of transformations times the quarter of the moon.
8. If a shape-changer is in animal form during the day, there is a +1% cumulative chance for each 5 minutes (or part thereof) he remains in animal form that he will never be able to change back into human form. Similarly, if the shape-changer exceeds the time limits given in ability 7., there is a +1% cumulative chance per 5 minutes (or part thereof) of his not being able to regain human form. Roll up a new character, or know an extremely powerful wizard.
9. A shape-changer will be inconvenienced by those wards which can be used against were-creatures.
10. A shape-changer's magic resistance is increased by 5%.
11. If a shape-changer takes the Courtesan skill (see rule 97.), he expends 25% fewer Experience Points necessary to advance Ranks.

Shape-Changer Racial Characteristics

| Characteristic | Modifier |
|-------------------|-------------------|
| Average Life Span | 55-65 Earth years |

7. Aspect

The date and time of birth of a character will have a small, but significant, effect upon the course of his life. Some mana is invested by one of the Great Powers into the soul, or life-force, of every being born into a DragonQuest world. A character will benefit during the time his Power is in full ascendancy, and will suffer when the opposite Power is in full ascendancy.

The GM is obliged to keep track of the passage of time for the purposes of character advancement in abilities (see rule 161.). If he is not willing to maintain a formalized calendar, then he should not use the ensuing rules. The work required is minimal, though, once the calendar is set up.

The times of high noon and midnight are extremely important when applying the effects of aspects. The GM should allow characters to perform actions at precisely those instants, though the passage of time must be properly monitored. The GM may wish to counter the players' timing with monsters or non-player characters who use their aspects to full advantage.

[7.1] **Each player randomly determines the aspect of his character.** Each player rolls D100, and enters the result corresponding to his dice-roll on his Character Record.

D100 Aspect

| | |
|-------|-----------------------|
| 01-20 | Winter Stars |
| 21-40 | Vernal (Spring) Stars |
| 41-60 | Summer Stars |
| 61-80 | Autumnal (Fall) Stars |
| 81-85 | Sun |
| 86-90 | Moon |
| 91-95 | Life |
| 96-00 | Death |

[7.2] **A character is affected by a seasonal aspect during the season of his aspect and during the season which does not share an equinox or solstice with the season of his aspect.**

Stars are ascendant during the season for which they are named. The Vernal Stars are ascendant when the Autumnal Stars are descendant, and the Winter Stars are ascendant when the Summer Stars are descendant. The reverse is true in both cases.

Consult the following table to determine when to apply seasonal aspect effects, and what they are.

| Time | Effect |
|---------------------------------------------------------------------------|--------|
| Midnight, character's Stars Ascendant | -10% |
| Midnight, Equinox or Solstice name for character's Stars | -25% |
| Midnight, character's Stars Descendant | +10% |
| Midnight, Equinox or Solstice other than that Named for character's Stars | +25% |

The effect is applied to any percentile roll (not success chance) for that character for 30 seconds before and after midnight. If the night is cloudy, reduce the effect to a minimum of 2 and 5, respectively, depending on how complete the cloud cover is.

[7.3] **A character of solar or lunar aspect is affected by his aspect at high noon and midnight.**

Consult the following table to determine when to apply solar aspect effects, and what they are.

| Time | Effect |
|---------------------------|--------|
| Noon | -5% |
| Midnight | +5% |
| Noon, Summer Solstice | -25% |
| Midnight, Winter Solstice | +25% |

Multiply the solar aspect effect by -1 to determine the effect for lunar-aspected characters. The effect is applied to any percentile roll (not success chance) for a solar or lunar aspect character for 10 seconds before and after high noon or midnight. If the sky is cloudy, reduce the effect to a minimum of 1 and 5, respectively, depending on how complete the cloud cover is.

[7.4] **A character of life or death aspect is affected by a birth or death in his immediate vicinity.**

Consult the following table to determine what events bring life or death aspect effects into play, the range at which they affect a character, and what they are.

| Event | Range Less Than | Life/Death Effect |
|------------------------------------------------|-----------------|-------------------|
| Birth of non-humanoid mammal | 100 feet | -5%/+5% |
| Birth of humanoid mammal | 250 feet | -10%/+10% |
| Birth of humanoid mammal related to character* | 500 feet | -25%/+25% |
| Death of non-humanoid mammal | 50 feet | +5%/-5% |
| Death of humanoid mammal | 125 feet | +10%/-10% |
| Death of humanoid mammal related to character* | 250 feet | +25%/-25% |

* The relative may be no more distant than second cousin. A female life-aspected character will suffer no pain after giving birth, and will be as healthy and active as she was before she became pregnant.

A life aspect effect is applied for 3 seconds times the range number (e.g., the birth of a humanoid mammal would cause an effect for 750 seconds). A death aspect effect is applied for 1 second times the range number. Death aspect effects are non-cumulative (only one may be in effect at a given time). Life aspect effects are cumulative.

A still-birth does not affect a life or death aspect character. A resurrection is treated as a birth.

8. Heritage

Most characters are of an age equal to approximately one-quarter of their normal life-span before players assume control of them. A human character, for instance, will begin with 18 of his 70 years already behind him. Elves are the proverbial exception to the rule; assume that an elf is between three hundred and one thousand years old, and even then the elapsed time may be on the low side.

The social position of the character's parents during the time of his adolescence is described in general terms.

The heritage rules are designed with a human character in mind. If a player has a non-human character, he will have to take part in the ongoing process of defining his character's position within his race. An elven character, for instance, might be classified as woods, sea, or high elf. The player and the GM then decide which was the forest of his character's birth, and the position of his parents in an elven community by comparing it to the human analogue given on one of the Heritage Tables. The experience and monies gained from these tables still hold, regardless of the history the player and GM sketch out for the character.

[8.1] The player must determine the social status of his character's parents.

The player rolls D100, and reads across on the line corresponding to the dice-roll and the column corresponding to his race to derive the status of his parentage and his money multiplier (see rule 8.5).

A character of lesser or greater noble birth will at all times have some sort of stigma attached to him: he may be a natural black sheep or a remittance man doing time until he will be forgiven for a disgraceful breach of conduct. In rare instances, a noble-born character will be naturally adventurous; his family will probably dismiss his departure from his proper station on some pretext or other. The young noble is certainly not performing the duties expected of him—ruling the people in fief to him, or learning to do so. A character will never be of royal birth in direct accession to the throne.

| Social Status | Human | Elf | Dwarf | Orc |
|------------------|-------|-------|-------|-------|
| Barbarian | 01-10 | — | — | 01-20 |
| Slave | 11-15 | — | 01-05 | 21-30 |
| Woods Dweller | — | 01-45 | — | — |
| Miner | — | — | 06-35 | — |
| Peasant | 16-25 | — | — | 31-40 |
| Farmer | 26-31 | — | — | — |
| Townsmen | 32-38 | — | 36-40 | — |
| Soldier | 39-46 | — | 41-50 | 41-50 |
| Craftsman | 47-53 | 46-65 | 51-65 | — |
| Adventurer | 54-63 | 66-85 | 66-75 | 51-60 |
| Bandit | 64-70 | — | 76-80 | 61-75 |
| Pirate | 71-77 | — | — | 76-85 |
| Merchant | 78-84 | — | 81-85 | 86-95 |
| Merchant Prince | 85-88 | — | — | — |
| Lesser Nobility | 89-97 | 86-95 | 86-95 | 96-00 |
| Greater Nobility | 98-00 | 96-00 | 96-00 | — |

| Social Status | Halfling | Giant | Shape-changer |
|---------------|----------|-------|---------------|
| Barbarian | — | 01-20 | 01-15 |
| Slave | 01-05 | — | 16-25 |
| Woods Dweller | — | — | — |
| Miner | — | — | — |
| Peasant | 06-15 | 21-30 | 26-35 |
| Farmer | 16-35 | 31-50 | 36-45 |

| Social Status | Halfling | Giant | Shape-changer |
|------------------|----------|-------|---------------|
| Townsmen | 36-55 | — | — |
| Soldier | — | — | — |
| Craftsman | 56-75 | 51-65 | — |
| Adventurer | 76-85 | 66-75 | 46-65 |
| Bandit | — | 75-90 | 66-80 |
| Pirate | — | — | 81-85 |
| Merchant | 86-95 | — | 86-95 |
| Merchant Prince | — | — | — |
| Lesser Nobility | 96-00 | 91-95 | 96-00 |
| Greater Nobility | — | 96-00 | — |

The character's social status also affects both his starting experience and starting monies (see rule 8.5). This reflects the impact that social status has on the character's upbringing.

| Social Status | Experience Multiplier | Money Multiplier |
|------------------|-----------------------|------------------|
| Barbarian | 1.2 | 2 |
| Slave | 0.9 | 1 |
| Woods Dweller | 1.0 | 4 |
| Miner | 1.0 | 7 |
| Peasant | 0.8 | 2 |
| Farmer | 0.9 | 4 |
| Townsmen | 1.0 | 5 |
| Soldier | 1.1 | 5 |
| Craftsman | 1.0 | 5 |
| Adventurer | 1.2 | 5 |
| Bandit | 1.2 | 8 |
| Pirate | 1.2 | 8 |
| Merchant | 1.0 | 6 |
| Merchant Prince | 0.9 | 10 |
| Lesser Nobility | 0.8 | 5 |
| Greater Nobility | 0.7 | 10 |

[8.2] A player must determine his character's legitimacy, and his standing (if any) vis-à-vis his siblings.

The player rolls D100, and cross-indexes the roll with the social status of his parents.

| Social Status | Bastard | Legitimate | First Child |
|------------------|---------|------------|-------------|
| Barbarian | 01-10 | 11-85 | 86-00 |
| Slave | 01-25 | 26-95 | 96-00 |
| Woods Dweller | 01-10 | 11-80 | 81-00 |
| Miner | 01-05 | 06-85 | 86-00 |
| Peasant | 01-30 | 31-85 | 86-00 |
| Farmer | 01-17 | 18-81 | 82-00 |
| Townsmen | 01-13 | 14-92 | 93-00 |
| Soldier | 01-13 | 14-92 | 93-00 |
| Craftsman | 01-13 | 14-92 | 93-00 |
| Adventurer | 01-13 | 14-92 | 93-00 |
| Bandit | 01-15 | 16-90 | 91-00 |
| Pirate | 01-15 | 16-90 | 91-00 |
| Merchant | 01-20 | 21-89 | 90-00 |
| Merchant Prince | 01-24 | 25-87 | 88-00 |
| Lesser Nobility | 01-27 | 28-96 | 97-00 |
| Greater Nobility | 01-35 | 36-98 | 99-00 |

[8.3] The character's birth standing modifies his initial allotment of experience and monies.

A bastard was born under dubious circumstances, but should be able to prove who is his less-favored parent. He will have had to fend for himself at an early age, and can handle himself better than most. A bastard receives 50% of the money normally due to him, but begins with 25% more Experience Points.

A legitimate child is the offspring of a couple in wedlock, at the time of his birth. Such a child will be the second or younger of the acknowledged children. His parents gave him as much attention as they could. A legitimate child's monies and experience are unmodified by his order of birth.

A first child is the first legitimate child born to his parents (though others less fortunate than he may have arrived earlier). He has received better treatment than his siblings, but has been shielded a little from some of the harsher realities of life. A first child receives a 50% increase to his initial monies, but a 25% decrease to his starting Experience Point total.

| D10 | Lesser Noble | Greater Noble |
|-----|-------------------|-----------------------|
| 1-5 | Knight (Sir/Lady) | Marquis (Marchioness) |
| 6-8 | Baron (Baroness) | Duke (Duchess) |
| 9-0 | Count (Countess) | Prince (Princess) |

[8.4] **A player may wish to know the exact order in which his character was born, if he is listed as legitimate.**

The player rolls D10 to determine the order of birth.

| D10 | Sibling Rank |
|-----|--------------------|
| 1-3 | Second |
| 4-5 | Third |
| 6 | Fourth |
| 7 | Fifth |
| 8 | Sixth |
| 9-0 | Seventh or Younger |

[8.5] **A player now determines his character’s initial allotment of silver pennies and Experience Points.**

The player rolls D100 twice: the first time for Experience Points, the second for silver pennies.

| D100 | Experience Points | Silver Pennies |
|-------|-------------------|----------------|
| 01-02 | 10 | 5 |
| 03-06 | 30 | 15 |
| 07-14 | 60 | 25 |
| 15-30 | 90 | 35 |
| 31-50 | 120 | 45 |
| 51-70 | 140 | 55 |
| 71-86 | 170 | 65 |
| 87-94 | 200 | 75 |
| 95-98 | 230 | 85 |
| 99-00 | 250 | 100 |

The Experience Point total may be modified by the character’s Social Status (see rule 8.1) and Birth Standing (see rule 8.3). The Silver Penny total will be modified by Social Status (see rule 8.1), and may be modified by the character’s Birth Standing (see rule 8.3).

[8.6] **A character may spend his initial allotment of Experience Points and/or silver pennies before ever going on an adventure.**

Goods that can be purchased are listed on the Basic Goods List and Experience Point costs are listed on the Experience Point Cost Chart.

NOTE: A character may expend only 100 Experience Points, rather than the normal cost (see rule 161.8), to acquire any one skill at Rank 0 (zero). He may exercise this option before his first, or at the conclusion of any, adventure.

[8.7] **The player has completely generated his character.**

The player checks that every piece of relevant data has been entered on his Character Record, and then hands the completed record to the GM. The player may want to equip his character with armor, shield, and weapon (see rule 25.1, rule 24.5, and rule 27.2), choose a college of magic for his character (see rule 50.), choose skills for the character (see rule 8.6 and section VIII.) and any abilities afforded by the adventure rules (see section X.).

[8.8] **The player should choose a name for his character.**

A name gives a character a specific identity. It is much easier to recount the exploits of a character if the deeds can be attributed in his name. If the players in one campaign wish to cooperate, they can name their characters in a similar fashion (e.g., every character in world has a Tolkienian name). This will aid in fostering the belief that those characters exist in the same alternate universe.

[8.9] **Noble characters can determine what title their character adopts within the noble hierarchy.**

Characters with a noble social status (see rule 8.1) may wish to determine the title their character would adopt. Roll D10 against the following table and compare the result against the appropriate column to determine the character’s title.

V. COMBAT

In any DragonQuest world, individual combat is an inevitable (and sometimes necessary) occurrence, and the players should be aware of its dangers. Fighting is a deadly process and should be avoided if at all possible. Heroes are made by defeating the dragon, but more graves are dug than heroes made. The DragonQuest combat system reflects these dangers and emphasizes skills and smarts over brawn and brutality.

Combat occurs whenever characters, non-player characters, or monsters attempt to physically overcome or harm other conscious opposing figures while on the Tactical Display or in the Chase Stage (see rule 154.). Combat should not occur whenever entities simply encounter one another; rather only when some overtly hostile action has taken place or intentions are made clear.

When combat has begun (whether both sides are aware of each other or not), the GM should set up the Tactical Display and have the players place the pieces representing their characters on the display with the GM being the judge as to their final positioning. The pieces representing the hostile figures are then placed by the GM and the combat sequence begins.

Combat time on the display is divided into 5-second Pulses during which all figures may attempt to take various actions, depending on their positions relative to the hostile figures. The order in which these actions take place is determined by the figures' Initiative Value (for engaged figures) or by an Initiative Die Roll (for non-engaged figures). Attacking is resolved by rolling D100 versus the attacker's modified Strike Chance with his weapon. If a hit results, any damage is generated by rolling D10 and adding modifiers by weapon type.

When all figures occupying the display are either dead, unconscious, incapacitated, or friendly towards each other, combat is over. Combat should never last any longer than necessary to resolve the situation; returning to the Trek/Wait stage (see rule 154.) as soon as possible will speed overall play.

16. Combat Terminology

The following terms are used throughout the combat rules.

Action: The movement and/or combat activity a figure may attempt during one Pulse. The number of actions a figure attempts during a Pulse is a function of his modified Agility.

Attacker: The figure taking action in an engagement.

Attack Zone: Any hex into which a figure may Melee or Fire attack.

Base Chance, BC The percentage chance for one figure to strike another with a weapon; listed for each weapon on the Weapon Chart.

Blocked Hex: Any hex which contains enough solid matter to block any attack. The Attack Zone of a figure cannot extend into a Blocked hex.

Close Combat: Any combat involving figures mutually occupying the same hex.

Combat Action: Any action taken by a figure occupying the display while in combat. Choice of actions may be limited due to position relative to hostile figures.

Damage Check: A roll on a D10 to determine the amount of damage done after a successful hit.

Damage Points, DP: The amount of damage (expressed as a number) done as a result of a damage check.

Defender: The figure on the receiving end of any attacker's action.

Effective Damage: Any Damage Points (to either Fatigue or Endurance) which are actually inflicted on the figure hit; this does not include points absorbed by armor or ignored due to other considerations.

Engaged: Hostile figures occupying adjacent hexes are engaged.

Facing: The placement of a figure on the display such that it unambiguously is oriented towards one hex, termed its front hex.

Once this orientation has been performed, a figure's front and rear hexes are determined.

Figure: Any sentient entity occupying the display.

Fire: To throw or fire a weapon or spell in Ranged Combat.

Grapple: The act of striking a figure in Close Combat.

Grievous Injury: An injury suffered which results in the maiming or temporary incapacitation of a figure.

Line of Fire: A straight line drawn from the center of an attacking figure's hex to a target figure's hex which passes only through hexes of the attacking figure's Ranged zone and is not blocked.

Melee Zone: The front hexes of any conscious, unstunned figure armed with a weapon rated for Melee Combat.

Modified Agility: The figure's Agility after it has been modified due to weight carried (see rule 156.9) and armor worn (see rule 25.1).

Modified Manual Dexterity: The figure's Manual Dexterity after it has been modified due to type of shield carried (see rule 24.5)

Obscured Hex: Any hex into which a figure normally cannot see but which objects may pass through. A figure may attack into an obscured hex but cannot fire through it.

Prepared Item: Any item (weapon, shield, flask, etc.) which a figure has in his hand(s) and can readily use.

Pulse: A five-second increment of game time which regulates actions while on the Tactical Display.

Ranged Zone: The hexes radiating out from a figure's front hexes into which that figure can see and fire a weapon, spell, etc.

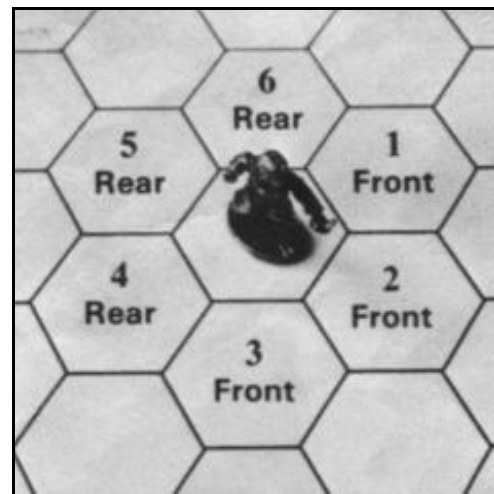


Illustration 1: The figure is facing hex #2.

Sheltered Hex: Any hex containing physical objects behind which a figure could take shelter such that approximately half of his body is protected from any attack.

Strike: The act of attempting to hit a hostile figure.

Strike Chance: The chance of hitting a hostile figure with a weapon; it is a combination of the Base Chance, Manual Dexterity and Rank.

Strike Check: The roll on D100 to see if the attack was successful.

Tactical Movement Rate, TMR: A figure's Movement Allowance in hexes per Pulse while on the display.

Weapon: Anything used to strike a hostile figure.

17. Combat Equipment

To aid in the resolution of combat situations, the players and the GM should have a number of items close at hand. If these items are prepared before combat begins, the entire process will take much less time to resolve.

The Tactical Display is used to locate and regulate the movement of the figures involved in combat. It consists of a 1 inch (25mm) hexagonal grid. Each hex represents 5 feet of space from side to side. A number of photocopies of this display should be made and butted together to form large areas. The GM may wish to cover the display with a clear plastic (contact paper or acetate) to allow drawing on the display with china pencils or other erasable markers.

If the GM wishes to use a 1 inch (25mm) square grid instead of hexes he may, but should resolve any rules anomalies himself. (Diagonal movement on such a grid can misrepresent actual distances moved.)

When representing figures on the display, some form of markers must be used. Often lead miniatures (available from most hobby stores) are painted to represent players' characters. Cardboard counters are equally useful, with counters being much less expensive but also much less visually exciting. Beginning players often find the three dimensional quality of miniatures helpful in visualizing what is actually occurring during combat. Game masters will find that trying to collect an arsenal of appropriate monster miniatures grows to become inordinately expensive, and numbered counters may be used. Special monsters, painted and prepared by the GM for a particular encounter, are useful to spice up an adventure.

The GM should have a copy of a completed Adventure Record and the players should have their Character Records. These contain information that will be used continuously during combat, such as strike chances, movement rates, etc. If any non-player characters or monsters are involved in combat, the GM should record their characteristics and information on a piece of scrap paper or index card. This information should be determined prior to the adventure if at all possible. Any damage taken in combat should be recorded on a piece of scrap paper rather than on the Adventure or Character Records.

Percentile dice are used in the resolution of combat, and plenty should be available (one pair for each player and the GM is ideal). Also, copies of all the combat charts and tables should be made so the players may readily refer to them. The GM will often use a screen to hide his die rolls, papers, etc., and the most commonly used charts and tables may appear on it.



Illustration 2: The different combat zones and facings.

18. Preparation for Combat

Whenever it has been determined that combat in some form is an inevitable result of an encounter, the GM must set up all the equipment necessary for the resolution of combat (see rule 17.). It is

important for the GM to be as organized as possible (have monster or non-player character characteristics and weapons pre-generated, have miniatures or counters ready, have the encounter area mapped to facilitate easy transfer to the display, etc.) so the set-up time for combat goes quickly. Knowing combat is coming, the players will get more excited in anticipation, and now is not the time for the GM to fumble with his notebook. Each player should have his playing piece and Character Record prepared and ready. There should be as little fuss as possible when placing pieces on the display, and the GM has the final word as to the placement of all characters, non-player characters, and monsters.

If the GM has prepared the display to accept either china pencils or markers, he should draw in the details of the encounter location. This may be a hallway in a dungeon, a room in a castle, or whatever—wherever the party may encounter hostile entities is where combat may take place. If the display would be marred by drawing on it, the GM should use dice or some other form of marker to record the locations of important details. Anything the players would be able to see, touch, hear, or smell should be described to them, because inventive players will scrape for any advantage they can find, and are not above using a broken bottle, for example, as a Thrown Weapon if they can find one. The players need to feel as if they know all the details of the encounter location they could know if they were actually there. It is a sloppy GM who suddenly realizes he hasn't told his players about the small window in the northern wall just as the party is frantically scrambling to find an escape route.

[18.1] Prior to placing the hostile figures on the display, the GM determines whether a surprise situation exists.

See rule 154.2 for the procedure to determine whether surprise exists. Once the determination has been made (this information should be conveyed to the players only if they are the ones who have achieved surprise) the GM then places the hostile figures on the display. If no surprise exists, the distance between the two parties should not be less than 8 hexes, and each group is aware of the other. If surprise does exist, the distance between the groups should not exceed 8 hexes, and can be much less depending on the GM judging the degree of "jump" one group has on the other. In both cases, the GM has the final say as to the distance separating the groups.

If surprise does not exist, Initiative is determined normally for the first Pulse of combat (see rule 19.2). If surprise does exist, the party with the advantage receives one "free" Pulse during which it can take any action it wishes without the surprised group being able to react. After this free Pulse, Initiative for the remainder of combat is determined normally.

[18.2] After placing all the figures on the display, the GM assigns any Fatigue losses the figures may have incurred as a result of their actions prior to combat.

For the characters, the GM should use the system detailed in rule 156. For all hostile figures, he should make a quick estimate relating all presumed activity they may have undertaken up to the instant of combat. The GM may dispense with this procedure if he feels the Fatigue loss would balance out or if he wishes to simply get on with and resolve the encounter. If he assigns penalties from one side, he must make a judgment for the other; he should never treat one party differently from another in this regard.

Assigning hostile figures a high Fatigue loss is one method of balancing a fight so the characters may be able to defeat a foe who, on the surface, may appear vastly superior. This does wonders for party morale.

19. Combat Sequence

The order in which all actions are attempted in a Pulse is called the combat sequence. This sequence should be adhered to by the players and the referee as this will greatly speed play.

Each Pulse, the following events occur in order:

1. Initiative is determined for all non-engaged figures.

2. If any Melee or Close Combat is possible, the GM groups the engaged figures into engagements, determines Initiative for each engagement, and resolves combat for each engagement separately prior to proceeding to the next engagement. Each engaged figure may choose one action from the list of actions allowed of engaged figures on the Action Summary (see rule 22.7).
3. The side that won Initiative in Step 1 now has the option to take action or let the other side take action. All actions of the figures on one side must be resolved before any figures on the opposing side may take action.

NOTE: It is entirely possible for Ranged, Melee, or Close attacks to occur in this step as non-engaged figures move and attack. Each non-engaged figure may choose one action from the list of actions allowed of non-engaged figures on the Action Summary (see rule 22.7).

After these steps are performed, the Pulse is over and a new one begins. Rule 152.3 has guidelines for the speedy resolution of combat actions.

[19.1] A Pulse is a 5-second increment of time used to regulate all actions in combat situations.

Each action listed in rule 20. and rule 21. take one full Pulse to accomplish unless the figure performing them has an exceptional Agility (see rule 22.3), in which case two actions may be combined. Magic may also alter the number of actions taken in a Pulse.

Some actions which figures in combat may wish to attempt will require more than one Pulse to complete. The following list is intended as a guide for the GM to be able to judge how long an attempted action will take to perform (remembering each Pulse equals 5 seconds).

| Action | Pulses | Seconds |
|---------------------------------------------------------------|------------|------------|
| Search for trap in specific place (e.g., door) | 4 | 20 |
| Attempt to remove trap | rule 104.3 | rule 104.3 |
| Quick search of 10' by 10' room for disguised objects | 3 | 15 |
| Sound wall (floor, ceiling) | 1 | 5 |
| Search 10' by 10' wall segment for concealed objects | 18 | 90 |
| Pick lock | rule 104.2 | rule 104.2 |
| Force lock | 3 | 15 |
| Spike door (per spike) | 2 | 10 |
| Light torch | 5 | 25 |
| Light lantern | 7 | 35 |
| Exchange wieldy item close to, or in, hand with another being | | |
| 1-handed, 1 item | 4 | 20 |
| 1-handed, 2 items | 6 | 30 |
| 2-handed, 1 item | 2 | 10 |
| 2-handed, 2 items | 4 | 20 |
| Take off backpack | 5 | 25 |
| Remove item from backpack | | |
| On ground | 6 | 30 |
| On back | 8 | 40 |
| Store item in backpack | 3 | 15 |
| Mount horse | 1 | 5 |
| Dismount horse | 1 | 5 |

[19.2] At the beginning of a Pulse, Initiative must be determined for all non-engaged figures.

To determine Initiative, the Leader for each side rolls D10. To the result is added the Leader's (PC+Military Scientist Rank). The side with the highest total has the Initiative for the Pulse (any ties are re-rolled). When it becomes that side's turn to take action, it may choose to act first or last, as it desires. That decision is made after all engaged actions have been taken.

If the Leader is involved in Melee or Close Combat, Stunned or unconscious, or otherwise incapacitated, some other non-engaged figure must roll for Initiative. Only his PC is added to the D10 roll for

Initiative. A non-leader may not add his Military Scientist Rank to the roll.

The Leader for a party is appointed prior to an adventure. An alternate (a "second") may be designated, but this alternate may not use his Military Scientist Rank, if any. If there is any doubt as to who is the current leader of a party, the GM resolves the dispute.

[19.3] For engaged figures, Initiative is determined by comparing each figure's Initiative Value.

A figure's Initiative Value is equal to his (modified AG+PC+Rank with any prepared weapon). If the figure has no prepared weapon, it is equal to his (modified AG+PC).

In each engagement, the figure with the highest Initiative Value may act either first or last, at his option. All others must act in order of their Initiative Value, from highest to lowest.

If a figure is Stunned, or has any rear hex toward his opponent, the opponent automatically receives the Initiative. Every character, non-player character, and monster should have Initiative Values for all weapons or attack forms determined prior to the adventure and recorded (for characters, on their Character Record).

[19.4] An engagement is defined as any number of figures occupying adjacent hexes, occupying the same hex, or any combination thereof.

Further judgment must be made by the GM as to the intent of each figure. For purposes of determining Initiative Values, each figure should be compared only to other figures who are involved in the same combat, or who mutually mean each other harm (illustration 3.).

Engagements are defined to allow swift, unambiguous resolution of combat situations. The GM resolves each engagement's combat separately, and deals with the individual engagements in any order he finds convenient.

[19.5] When a figure chooses an action, it is assumed to be performing that action until it may choose again.

Thus, if a figure chose to move during the last Pulse, it is assumed to be moving for all purposes of determining combat modifiers, affects, etc.

20. Actions of Engaged Figures

Being engaged imposes certain limitations on the actions which a figure may attempt. A figure who is engaged is defined as one who is adjacent to a hostile figure on the display, and may have his movement and choice of action restricted. The order in which the actions of engaged figures are resolved is determined by each figure's Initiative Value, and any actions taken by engaged figures are not simultaneous. Two or more hostile figures who occupy the same hex are in Close Combat and are considered engaged.

[20.1] An engaged figure may Melee attack any figure within his Melee Zone.

If the figure who wishes to make the attack is within the defender's Melee Zone, he may move only one hex within that Zone, and change facing prior to attempting the attack. He may not move or change facing after the attack.

If the figure who wishes to attack is not within the defender's Melee Zone he may move up to ½ of his TMR, either before or after executing the attack. Any facing changes may be made only after the attack.

[20.2] An engaged figure may Evade.

If the figure who wishes to Evade is within the defender's Melee Zone, he may move only one hex within that Zone and change facing one hex-side while executing the Evade.

If the figure who wishes to Evade is not within the defender's Melee Zone he may move up to ½ his TMR and change facing as he sees fit (within the GM's discretion, see rule 21.1) while executing the Evade.

If a Melee attack is attempted on a figure who is Evading, with a Ranked weapon, he may be able to Parry or Riposte (see rule 24.4).

NOTE: A figure who is Evading receives defensive benefits versus Melee and Ranged attacks (see rule 24.6).

[20.3] An engaged figure may Withdraw.

If the figure who wishes to Withdraw is within the opponent's Melee Zone and the opponent also occupies at least one hex of the figure's Melee Zone, the figure may Withdraw by backing directly into any of his rear hexes but may not change facing.

While Withdrawing, the figure may adopt one of two postures: Offensive Withdrawal or Defensive Withdrawal. If he chooses the Offensive Withdrawal posture, he may strike at his opponent (at -20% to his Strike Chance) before executing the Withdrawal action. To adopt a Defensive Withdrawal posture, a figure must have a prepared shield (Ranked or Unranked). While in this posture, he may interpose the shield between himself and any attack. This adds 20% to his Defense, in addition to any other modifiers already in his favor.

If the figure who wishes to Withdraw is within the opponent's Melee Zone but the opponent does not occupy any hexes of the figure's Melee Zone, he may move and change facing normally (see rule 21.1).

If the opponent is able to Melee attack the figure, the opponent automatically receives Initiative for the attack.

A figure may Withdraw from one hostile figure's Melee Zone into another hostile figure's Melee Zone. If the figure wishing to Withdraw does not occupy a hex within the defender's Melee Zone, he may move normally.

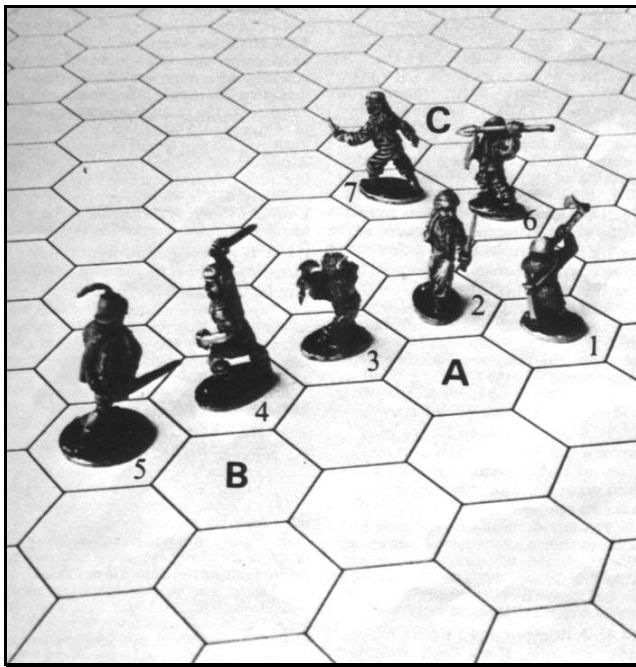


Illustration 3: All three figures in Group A are engaged, as are both figures in Group B. Note that figure 4 in Group B is technically engaged with figure 3 in Group A, but the GM concluded that figure would more likely attack figure 2, whom figure 3 faces. If, however, figure 4 turned his back on figure 5 to attack figure 3 in Group A, he would then become engaged with that Group. In Group C, figures 6 and 7 are engaged, even though 7 faces away from 6; in this case, 6 automatically has the Initiative.

[20.4] An engaged figure may take any Pass action.

If the figure wishing to Pass is within a hostile figure's Melee Zone, he may move one hex within that Zone and change facing while Passing.

If the figure wishing to Pass is not within a hostile figure's Melee Zone, he may move up to two hexes and change facing while Passing.

A Pass action is a generic term for any non-attacking action a figure may do. Typical Pass actions include: preparing an item; preparing a weapon; putting an item or weapon away; picking up a dropped weapon or item; mounting or dismounting a riding beast; loading a missile; dropping to one knee or prone; rising up, etc.

All of these actions are mutually exclusive; that is no two can be attempted during the same Pass action.

[20.5] An Adept who is engaged may attempt to cast a spell.

If the Adept wishing to cast a spell is within a hostile figure's Melee Zone, he may not move or change facing, and, if attacked, will have to perform a Concentration Check (see rule 45.5).

If the Adept wishing to cast a spell is not within a hostile figure's Melee Zone, he may change facing after the Cast Check is performed. An Adept who is in Close Combat may not cast a spell, but may activate Talent Magic (see rule 42.).

[20.6] An engaged figure may attempt to Close and Grapple.

If the figure who wishes to Close and Grapple is within the Melee Zone of the defender, the defender may attempt to Repulse the attacker's Close attempt. If the defender wishes to Repulse, he rolls D10 and compares the result to his Rank with any Prepared weapon. If the result is less than or equal to his Rank, the attacker may not enter the defender's hex and must cease all action for that Pulse. If the result is above the Rank, the attacker may enter the defender's hex and execute a Grapple attack immediately.

If the figure who wishes to Close and Grapple is not within the Melee Zone of the defender, the defender may not attempt to repulse the Close attempt and the attacker may immediately enter and Grapple. Figures that are larger than one hex treat this action differently (see rule 29.).

NOTE: Any figure who enters Close Combat must immediately drop any Prepared shield and any Prepared weapon not rated for Close Combat.

[20.7] A figure engaged in Close Combat may attempt to Grapple, Pass or Withdraw.

A Grapple is an attack in Close Combat against any figure who occupies the same hex as the attacker. It is assumed any figures engaged in Close Combat are rolling around on the ground, struggling with each other. Grappling may only be attempted with a weapon rated for Close Combat.

The figure who wishes to Pass while in Close Combat may take any Pass action he wishes (at the GM's discretion).

The figure who wishes to Withdraw while in Close Combat must first attempt to "break contact." The figure rolls D10, and adds his PS, and that of any other friendly figures in the hex, and subtracts the total combined PS of any hostile figures in the hex. If the modified result is 10 or above, the figure may Withdraw into any adjacent hex and is assumed to be prone. In addition, an unmodified roll of 10 always allows Withdrawal.

21. Actions of Non-Engaged Figures

A non-engaged figure is one who is not adjacent to any hostile figure on the display. There are certain minor restrictions which result from this, but non-engaged figures may generally take any action they wish. All figures who are considered on the same side or members of the same party take their actions together and in any order they find convenient. In case of disagreement, the GM has final say as to the order of actions. No actions are considered simultaneous, and all actions of non-engaged figures occur after all the actions of engaged figures have been resolved.

The determination of which side acts first is resolved by the Initiative die roll (see rule 19.2).

[21.1] A non-engaged figure may move any number of hexes up to its Tactical Movement Rate (TMR).

A figure's TMR equals the number of hexes he may move in one Pulse, and he expends one point of the TMR for each normal, unobstructed hex he enters. For characters and all non-player characters, this total is determined by their modified AG (see rule 5.6). For monsters, it is listed with their other characteristics (see rule 134. through rule 144).

During movement, a figure may change facing as it desires within the judgment of the GM and the fellow players. Any complicated maneuver the figure attempts may result in a penalty being applied by the GM in the form of a reduction in the figure's TMR for that Pulse. For instance, turning three hex-sides (180°) within one move is a fairly complex maneuver. The GM may decide if the figure wishes to change facing to that degree, it may move two less hexes during the Pulse. At the end of movement, a figure must unambiguously face one hex-side (in the case of multi-hex monsters, one hex vertex).

The TMR assumes a flat surface with little or no hindrance to movement. The GM is allowed to assign a penalty for movement attempted over terrain not conducive to quick traversal. In any case, a figure may always (if not Stunned, etc.) move one hex during a Pulse, no matter how difficult the terrain.

If a figure enters the Melee Zone of any hostile figure, he must stop movement but may change facing. If in the midst of executing a Charge and Close action, he may then be able to enter the defender's hex, depending on the results of the defender's Repulse attempt.

If a figure wishes to jump during his movement, the GM may allow this with a penalty of one hex for every 5 feet (or part thereof) jumped (horizontally or vertically) and make the figure who jumped attempt a roll versus his modified Agility (with an appropriate difficulty factor) to see if he landed cleanly.

Often two, or more, friendly figures will wish to pass through a hex at the same time, or need to squeeze past another figure in the same hex. The GM must judge whether circumstances will allow or prevent the move, and if it is hindered, to what degree. Thus, a halfling should be able to squeeze past a human without too much trouble, but for one human to move through a hex containing another human will result in at least a TMR penalty of two hexes, and possibly be disallowed if the human is currently engaged in some fairly active situation (such as preparing a bow to be fired).

A figure may crawl at a rate of ¼ of his TMR (round down).

NOTE: Giant characters have their TMR calculated according to the monster section pertaining to them (see rule 138.1). The average TMR listed is used as the midpoint of a chart the GM creates similar to the one in rule 5.6, with the appropriate giant's TMR replacing the average human TMR of 5, with modification above and below that occurring in a similar manner according to modified Agility as for humans.

Example: A Cloud Giant with a modified Agility of 19 has a TMR of 14 (average TMR of 13+1 for Agility=14).

[21.2] A non-engaged figure may move up to ½ (round down) of his TMR and attempt to Melee attack with a non-Pole weapon, and this action is a Charge.

At the end of the figure's movement, if he is adjacent to any hostile figure, he may Melee attack him (with a negative modifier; see rule 24.6). The destination hex is counted when figuring ½ of the TMR.

Consult the Weapon Tables (see rule 27.) for listings as to which weapons are Pole weapons.

[21.3] A non-engaged figure may move up to his full TMR and attempt to Melee attack with a Pole weapon, and this action is a Charge.

This action is in all ways similar to rule 21.2, except the movement is greater and using a Pole weapon gives the attacker a bonus to his Strike Chance (see rule 24.6). Some Pole weapons use this attack form from two hexes away (see the Weapon Tables, rule 27.2.).

[21.4] A non-engaged figure may move up to ½ of his TMR (round down) and attempt to Grapple, and this is a Charge and Close.

This action is in all ways similar to rule 20.6, except the charging figure has moved into the adjacent hex from outside that hex. No facing changes are allowed during this action, and the destination hex (the hex the defender occupies) is counted when figuring ½ of the TMR.

[21.5] A non-engaged figure may move up to ½ (round down) of his full TMR and Evade as he moves.

The figure must obey all rules of movement (see rule 21.1) and while moving is much harder to hit (see rule 24.6).

If a figure who is evading while moving is Melee attacked he may, if he has a prepared Ranked weapon, be able to Parry or Riposte (see rule 24.4).

[21.6] A non-engaged figure may move up to two hexes directly backward, and this is a Retreat.

The action functions in all respects as a Withdraw (see rule 20.3) except the figure may not adopt an Offensive posture since there are no adjacent hostile figures to attack.

[21.7] A non-engaged figure may fire a Missile or Thrown Weapon, or loose a Spell, and these are all Fire actions.

A figure may not move or change facing in the same Pulse as a weapon is Fired or a spell is loosed, with two exceptions:

1. Once a cross-bow is prepared and loaded, a figure may carry it around and fire whenever he wishes. In this instance, movement of up to two hexes prior to, or after, firing is allowed.
2. If an Adept or his mount is flying and the Adept is in all other ways eligible to cast a spell (has his hands free, is not out of Fatigue, etc.) he or his mount may move up to ½ of his or his mount's TMR (round down) and attempt to cast the spell prior to, during, or after his movement. This also applies to all flying magic-using monsters.

Only targets who occupy one or more hexes of a figure's Ranged Zone may have a Missile or Thrown Weapon Fired at them.

[21.8] A non-engaged figure may move up to two hexes and perform any Pass action.

Typical Pass actions are listed in rule 20.4. A figure who is Passing may also change facing while executing a Pass. The actions listed in rule 19.1 may require a number of consecutive Pass actions to complete.

22. Action Choice Restrictions

Normally figures occupying the Tactical Display may only attempt one permissible action per Pulse. Figures with a modified Agility of 8 or less are restricted in the amount of movement they may combine with other actions. Figures with a modified Agility of 22 or above gain extra movement and may be able to combine two actions in one Pulse.

Figures who become stunned or otherwise incapacitated will have their choice of actions drastically curtailed. The type of attack a figure may attempt against a hostile figure is limited by his position on the display relative to the hostile figure and the degree of visibility which exists.

The use of magic in combat is subject to restrictions and may, in some circumstances, be impossible.

[22.1] Figures with a modified AG of 8 or less are allowed one less hex of movement when executing any of the following actions: Melee attack, Evade, Retreat, Pass, and Charge with a Pole Weapon.

[22.2] Figures with a modified AG of 22 through 25 are allowed one extra hex of movement when executing any of the following actions: Melee attack, Evade, Withdraw, Pass, and Retreat.

[22.3] Figures with a modified AG of 26 or greater may combine any two of the following actions in a single Pulse: Melee attack, Evade, Withdraw, Pass, Close and Grapple, Grapple, Charge, Charge and Close, Retreat, and Fire.

The actions may be combined in any order. If a figure with this option chooses not to combine two actions, it may increase its movement (see rule 22.2) by two hexes.

[22.4] A figure who becomes Stunned may attempt no other action except to try to recover from being Stunned.

See rule 26. for details concerning Stun and Stun recovery. A figure who becomes incapacitated can do nothing until he recovers.

[22.5] A figure's choice of combat actions is limited by his position relative to the intended target of his attack.

A figure may only Melee attack a hostile figure he is adjacent to and who occupies at least one hex of his Melee Zone. A figure may only Grapple a hostile figure in the same hex. A figure may only Fire at a hostile figure who occupies at least one hex of his Ranged Zone.

If a figure is attempting to Melee attack a hostile figure who occupies a hex which is obscured (due to smoke, magic, etc.), he may attempt to strike if he first rolls less than or equal to his Perception \times 4. If the roll is above this result, the attack may not take place and the figure may take no other action that Pulse.

[22.6] If an Adept attempts to cast a spell while either being Ranged attacked or Melee attacked, he must perform a Concentration Check (see rule 45.5).

This check may need to be done twice, once while Preparing the spell and once before Loosing it. If either check results in the Adept's concentration being broken, the spell may not be cast. No spell work of any kind is allowed in Close Combat, but Talent Magic may be activated at any time and does not require the expenditure of a Pass action to do so.

[22.7] Action Summary Table

This table lists all actions and their restrictions.

Actions Allowed of Engaged Figures:

- Melee Attack
- Evade
- Withdraw
- Pass
- Prepare or Loose a Spell
- Close and Grapple

If in Close Combat...

- Grapple
- Withdraw
- Pass

Actions Allowed of Non-Engaged Figures:

- Move up to full TMR
- Move up to ½ TMR and Melee Attack
- Move up to ½ TMR and Charge and Close
- Move up to ½ TMR and Evade
- Move up to full TMR and Charge with a Pole Weapon
- Retreat
- Fire
- Pass
- Prepare or Loose a Spell

23. Attacking

A hostile figure may be attacked by Ranged, Melee, or Close Combat while on the display. To attack via Ranged Combat, a figure must be armed with a Prepared weapon rated for Ranged Combat and the target must occupy at least one hex of the figure's Ranged Zone. To attack via Melee Combat, the figure must be armed with a prepared weapon rated for Melee Combat and the target must occupy at least one hex of that figure's Melee Zone. To attack via Close Combat, the figure must be armed with a prepared weapon rated for Close Combat and share the same hex as the target.

NOTE: Empty bare hands are always considered a prepared weapon.

The order of all attacking actions is determined by the Initiative procedure as detailed in rule 19.2 and rule 19.3. Combat involving engaged figures is always resolved prior to any combat involving non-engaged figures. An attacker's weapon is always assumed to be

held in his Primary hand (see rule 6.2) unless he states otherwise. Optionally, a figure may attempt to use two weapons at once, or attempt to strike more than one target with one weapon.

Special types of attacks are allowed, and these include attempting to Trip, Entangle, Restrain, Knockout, Shield Rush, or Disarm.

[23.1] A figure may attempt to attack a hostile figure he is not adjacent to via Ranged Combat by executing a Fire action.

The attacker declares his target, determines and applies any Ranged Combat modifiers (see rule 24.6), and executes a Strike Check. The only weapons eligible for use in Ranged Combat are those rated for Ranged Combat on the Weapon Tables (see rule 27.2).

To fire a weapon, the attacker must have a Line of Fire (see rule 16.) to the target. In addition, the attacker may fire into but not through an obscured hex. The weapon fired always travels in a straight line, and if not stopped by striking an object, it will travel 1.5 times the maximum range of the weapon, then fall to the ground.

Whenever a fired weapon enters a hex occupied by a figure (other than a solid wall, tree, or pillar which automatically breaks the weapon), there is a chance the weapon will hit the figure instead of continuing its flight. The weapon's flight is always stopped when it strikes a figure and remains in that figure until withdrawn.

A Strike Check must be resolved for all figures occupying any hex along the Line of Fire until the weapon hits something, or loses momentum and falls to the ground.

A figure may never check a Line of Fire without executing the Fire action, whether or not the weapon is actually loosed.

[23.2] A figure may attempt to Melee attack any hostile figure who occupies at least one hex of his Melee Zone.

The attacker declares his target, applies any Melee Combat modifiers (see rule 24.6), and executes a Strike Check. The only weapons eligible for use in Melee Combat are those rated for Melee Combat on the Weapon Tables. The attacker may have moved adjacent to the target during that Pulse and this combination of movement and Melee is a Charge (see rule 21.2).

The normal melee attack is intended to do as much damage to the target as possible, but other forms of specialized attack exist and are detailed in rule 23.5.

[23.3] A figure may attempt to attack any figure who occupies the same hex only via Close Combat by executing a Grapple action.

The attacker declares his target (there may be more than one figure in the hex), applies any Close Combat modifiers (see rule 24.6), and executes a Strike Check. The only weapons eligible for use in Close Combat are those rated for Close Combat on the Weapon Tables. The attacker may have moved into the target's hex during that Pulse, and this combination of movement and Grappling is detailed in rule 20.6 and rule 21.4.

[23.4] A figure who is armed with either two prepared weapons or one two-handed class B weapon may attempt a Multiple Strike.

A figure may attempt to strike one or more targets more than once as part of the same attack with two different weapons (one in each hand), but suffers a negative attack modifier (see rule 24.6). The attacks need not be directed at the same hostile figure, but must be of the same type (Grapple, Melee, or Fire). Some non-humanoid monsters could attack three, four, or more times in one Pulse using this option.

A figure may attempt to strike more than one target one time each if the prepared weapon is Class B and the attacker is Rank 4 or above with the weapon. Each figure thus attacked must be in adjacent hexes within the attacker's Melee Zone. Thus, the maximum number of attacks available via this option is three. This attack may only occur in Melee Combat, and the attacker suffers a negative attack modifier (see rule 24.6).

[23.5] A figure attempting to attack may specify any one of the following special attacks:

Trip: The attacker must be armed with a quarterstaff, spear, halberd, poleaxe, or glaive and be in Melee Combat. The Base Chance is 40%

and the Damage is D10. If the attack is successful, the target must attempt to roll less than or equal to his (modified AG×3). If the target's Agility roll is successful, he keeps his footing; if he fails the roll, he falls prone. This only works against human size or smaller targets.

Entangle: The attacker must be armed with a Net, Whip, or Bola. The Base Chance is listed with the individual weapons. If entangled, the target suffers D10-4 damage. If the attack is successful, the target must attempt to roll less than or equal to his modified Agility×3, falling prone if he fails. The target must disentangle himself before rising, and to do so requires the target to execute a Pass action for two consecutive Pulses.

Restrain: A figure may attempt to restrain another figure by executing a Grapple. A successful attack results in the hostile figure being restrained (pinned). The Base Chance equals ((attacker's PS+modified AG)-(target's PS+modified AG))×3. No damage is done to the target. A restrained figure is treated as incapacitated, and remains restrained until the hold is broken by an attack from outside the hex which does at least one point of effective damage to the restraining figure. Several figures may combine their PS and AG to attempt to restrain a hostile figure.

Knockout: The attacker must be armed with any weapon except Missile Weapons, Entangling weapons, darts, grenades, lances, or pikes. The attack is successful if the Strike Check result is equal to or less than 15% of the modified Strike Chance. No damage is done and the target is knocked unconscious for D10+5 minutes, with the results of the time roll being kept from the players. This attack may not be attempted on larger than human-sized monsters.

NOTE: The sap is a weapon especially designed for this purpose and is detailed on the Weapon Tables (see rule 27.2).

Shield Rush: The attacker must be armed with any shield except a Main Gauche or Tower Shield. The Base Chance is 40% and the Damage is D10-2. Rank with the shield will increase the Base Chance, as with any weapon. If the attack is successful, the target must attempt to roll less than or equal to his (modified AG×3), falling prone if he fails. If this attack is occurring at the termination of a Charge attack, the Base Chance is increased by 20%.

Disarm: The attacker must be armed with any weapon rated for Melee or Close Combat. 20% is subtracted from the modified Strike Chance before the attack is resolved. If the attack is successful, the target is forced to drop one weapon or item of the attacker's choice and also suffers 1 point of Endurance damage.

24. Resolving Attempted Attacks

Every weapon and attack form is assigned a Base Chance. This percentage chance may be modified due to weapon skills, attack type, posture of the combatants, defense of the target, etc. The Base chance with all modifiers applied is the Modified Strike Chance. The attacker rolls D100; if the result is less than or equal to the Modified Strike Chance, the attack has been successful; above and the attack has missed. Rolling a 99 may result in the weapon being broken and rolling 100 may result in the weapon being dropped. Once a successful hit has been made, a Damage Check is conducted.

If the target is Evading, the attacker suffers a negative modifier to his Strike Chance and, if he misses, his swing may have been Parried, leading to a Disarm or Riposte.

[24.1] **The Strike Chance of an attacking figure is a combination of the Base Chance of the weapon or attack form plus modifiers for Rank and Manual Dexterity.**

To attack with any Ranked weapon, the Strike Chance is equal to (Weapon BC+modified MD+[4×Rank]). To attack with any unranked weapon, the Strike Chance is equal to the unmodified Weapon BC. The Strike Chance of either a Ranked or unranked attack will be further modified (see rule 24.6).

In any natural attack form such as teeth, claws, etc., for monsters, their (MD+[4×Rank (if any)]) is always added. For all characters and other

figures, the Strike Chance should be calculated prior to an adventure and recorded on the Character Record.

[24.2] **An attacker's Modified Strike Chance is equal to its Strike Chance minus the target's Defense plus any modifications for attack type and attack conditions.**

If the attacker rolls less than or equal to the Modified Strike Chance, a successful hit has been scored and a Damage Check must be performed (see rule 25.).

Attack types include Ranged, Melee, and Close Combat. Attack conditions include lighting conditions, which hand the weapon is used in, and other miscellaneous modifiers.

[24.3] **Whenever the Strike Check results in a roll of 99 or 100, the attacker may have either dropped or broken his weapon.**

If the roll is 99 the attacker may have broken the weapon; on 100 the attacker may have dropped his weapon. In either case, the attacker then rolls D100: if the roll is less than or equal to his (modified MD×3), he has avoided either misfortune, otherwise the appropriate result occurs.

A dropped weapon may be picked up by any figure at any later time, but a broken weapon may not be used. When this result occurs to an attacker to whom it would not apply (a dragon's bite attack really cannot be dropped), the GM may, at his discretion, announce the attacker has fumbled and may not attack during the next Pulse due to his clumsiness.

[24.4] **Whenever the Strike Check result is 30 or more above the Modified Strike Chance, the target may have Parried the attack.**

Only figures who are currently Evading and are being Melee attacked may Parry.

The defender rolls D10, adds the Rank of any prepared weapon, and subtracts the Rank of the attacker's weapon. If the result is 3 or less, the attack has been successfully Parried, but in so doing, the defender has been thrown off balance and must execute a Pass action next Pulse. If the modified result is 4-7, the attacker has been Disarmed per the attack of the same name (see rule 23.5). If the modified result is 8 or above, the attack has been Parried to the extent that the attacker has become Disarmed and the target may execute a Melee attack instantaneously against him without any need to perform an attack action. This is called a Riposte.

A Riposte may never itself be Parried and may occur as many times during a Pulse as the evading target was Melee attacked. A target may even Parry attacks which do not come through his Melee Zone (e.g., from behind him). An unarmed figure may Parry if he is Ranked in Unarmed Combat (see rule 28.).

[24.5] **A figure's Defense Rating is a combination of his modified Agility plus any defense afforded by a prepared shield.**

A figure's Defense Rating is subtracted from an attacker's Strike Chance. The defense of a shield is a function of the Rank the target has with the individual shield types (see the Shield Table).

If the attack comes through any of the figure's rear hexes, the addition of the shield defense is ignored, but the modification for Agility remains in effect.

Optionally, the shield defense may only be included for attacks which come through the target's front hex and the hex facing the side of the target in which the shield would actually be carried (normally in the target's secondary hand).

The Defense Rating is not subtracted from any attacks if the defending figure is Stunned or incapacitated. Also, any shield defense is ignored for Close Combat. Any shield except the Main Gauche is automatically dropped upon entering into Close Combat.

The characteristics for each shield are:

Weight: The weight of the shield in pounds.

Defense per Rank: The percentage by which the figure's defense is increased per Rank while that shield is prepared.

MD Loss: The number of points the figure's Manual Dexterity is reduced by, for all purposes, while that shield is prepared.

Cost: The cost in silver pennies for a shield of average workmanship.

Shield Table

| Shield Type | Weight | Defense per Rank | MD Loss | Cost |
|--------------|--------|------------------|---------|------|
| Buckler | 3 | 2% | - | 5 |
| Small Round | 5 | 3% | -2 | 8 |
| Large Round | 10 | 4% | -3 | 10 |
| Kite | 15 | 5% | -4 | 15 |
| Tower | 25 | 6% | -6 | 20 |
| Main-Gauche* | 1 | 2% | - | 20 |

* The Main Gauche does not subtract defense from any Fire attack, and cannot make a Shield Rush attack (see rule 23.5). The Main Gauche functions both as a weapon and a shield, and only one Experience Point expenditure is used to rise in Rank in both, that of the weapon (see rule 161.8).

NOTE: When a shield is not prepared, it is considered slung on the back of the figure carrying it. All shields except the Tower Shield are constructed of wood and hides and do not affect the flow of mana in regard to Adepts.

[24.6] Each attack type (Ranged, Melee, or Close) has its own list of Strike Chance modifications.

After calculating the attacker's Strike Chance and subtracting the defender's Defense, the Strike Chance Modifier Tables (see rule 24.8) should be consulted to see if any situations exist which could further modify the Strike Chance.

[24.7] The charts listing modifiers used in calculating the Modified Strike Chance of any attack include the Shield Table, Ranged Combat Chart, Melee Combat Chart, Close Combat Chart, Lighting Conditions Chart, and the Miscellaneous Conditions Chart.

See the Strike Chance Modifier Tables (see rule 24.8) for these listings. Although these listings may appear lengthy, few are used often, and those will soon be committed to memory after a few Melee Combats. The GM is encouraged to invent any other modifiers he sees fit to add in any combat situation. He is the final arbiter as to what modifiers are used and when they apply. Any situations not specifically covered by these listings must be judged individually by the GM.

[24.8] Strike Chance Modifier Tables

Close Combat Modifiers

| Advantage For... | Penalty For... |
|----------------------------------------------------------|----------------------------------------------------------|
| +1% Each point attacker's PS is greater than target's PS | -1% Each point target's PS is greater than attacker's PS |
| +20% Target has 0 Fatigue Points remaining | -20% Attacker has 0 Fatigue Points remaining |
| +20% Target is Stunned | |

Melee Combat Modifiers

| Advantage For... | Penalty For... |
|--------------------------------------------------------|--------------------------------------------------------------|
| +10% Target has 0 Fatigue Points remaining | -4% Each Rank the target has with prepared weapon if Evading |
| +15% Target being attacked through a Flank hex | -10% Target is currently Evading (in addition to above) |
| +15% Target is Stunned | -10% Attacker has 0 Fatigue Points remaining |
| +20% Target is kneeling or prone | -15% Attacker is Charging with a non-Pole Weapon |
| +20% Attacker is Charging with a Pole Weapon or Shield | -20% Attacker is Melee attacking while Withdrawing |
| +30% Target being attacked through a Rear hex | |

Ranged Combat Modifiers

| Advantage For... | Penalty For... |
|------------------------------------------------|-----------------------------------------------------------------------------------------------------|
| +10% Target being attacked through a Flank hex | -3% Every hex through which a Thrown Weapon travels |
| +10% Target is Stunned | -3% Each five hexes (or fraction) after the first five hexes through which a Missile Weapon travels |
| +10% Attacker is kneeling | -5% Target is currently moving |
| +20% Target being attacked through a Rear hex | -10% Target is kneeling or prone |
| | -20% Target is currently Evading |
| | -20% Target occupies Sheltered hex |

Lighting Condition Modifiers

| Penalty For... |
|----------------------------------------------------|
| -10% Starry night or shadowy interior |
| -20% Cloudy night |
| -30% Cave or unlit interior |
| -40% Pitch blackness |
| -50% Target is invisible or similarly undetectable |

Miscellaneous Modifiers

| Penalty For... |
|---------------------------------------------------------------|
| -20% Striking weapon held in attacker's Secondary hand |
| -10% Multiple Strike; attack with weapon in Primary hand |
| -30% Multiple Strike; attack with weapon in Secondary hand |
| -10% Multiple Strike; attack with each weapon if ambidextrous |
| -20% Multiple Strike with Class B two-handed weapon |

NOTE: Each modifier is added to the Strike Chance of the attacker in each instance where it applies. All modifications are cumulative.

25. Damage

Whenever a figure is hit by a weapon or magic, a Damage Check is performed. Each attack type has a damage modifier which is added to a D10 roll, and the result is the amount of damage points inflicted on the figure. Armor may absorb some or all of the damage up to the armor's Protection Rating, and any damage points not absorbed are inflicted on the figure and subtracted from either Fatigue or Endurance. Any damage points actually inflicted on the figure (not absorbed by armor) are termed Effective Damage.

There are three types of damage possible from a successful strike, depending on how low the attacker rolled on the Strike Check: Damage affecting Fatigue; affecting Endurance; and Grievous Injury. When the Strike Check result is above 15% of the Modified Strike Chance, any effective damage is subtracted from Fatigue (Endurance when Fatigue reaches zero). When the Strike Check is 15% or less of the Modified Strike Chance, any damage directly affects Endurance and is not absorbed by armor. If it is 5% or less of the Modified Strike Chance, a Grievous Injury may also result, in addition to Endurance damage. These percentages are summarized on the Special Damage Chart (see rule 25.2).

Any Damage Checks modified to a result less than 1 are treated as 1 (see rule 2.7).

[25.1] Damage affecting Fatigue is absorbed by armor.

Each type of armor has a Protection Rating, which indicates the amount of damage points subtracted from every successful attack. When a figure's Fatigue reaches 0, any further damage affecting Fatigue is subtracted from Endurance in stead. However, a figure cannot lose both Fatigue and Endurance as a result of a single Strike Check.

The Armor Table lists all types of armor and their Protection Ratings. The GM should feel free to invent other types of armor if he wishes.

The characteristics for different armor types are:

Weight: The number by which a figure's size is multiplied to find the weight of the armor in pounds. Size numbers for the character races are: Halfling (3); Dwarf 5 (4); Elf (5); Orc (5); Human (6); Giant (15). For female figures, 0.5 should be subtracted from the multiples.

Protection: The number of Damage has his Points the armor absorbs.

AG Loss: The number of points the figure's Agility is reduced for all purposes when that armor is worn. Does not include possible additional Agility loss for the weight of the armor (see rule 156.9).

Cost: The cost in silver pennies for the armor. Cost assumes average workmanship and man-sized armor; larger or smaller armor should cost proportionally more or less.

Stealth Adjust: The amount by which a figure wearing that type of armor has his Stealth percentage adjusted.

Armor Table

| Armor Type | Weight | Protect | AG Loss | Cost | Stealth Adjust |
|------------------------------------|--------|---------|---------|------|----------------|
| Cloth Alone* (or Heavy Furs, etc.) | 1 | 1 | 0 | 10 | +5% |
| Leather | 3 | 4 | -1 | 20 | 0 |
| Scale | 4 | 5 | -3 | 100 | -5% |
| Chainmail | 7 | 6 | -2 | 200 | -10% |
| Partial Plate | 6 | 6 | -2 | 250 | -15% |
| Full Plate | 8 | 7 | -3 | 300 | -20% |
| Improved Plate | 7 | 8 | -3 | 350 | -20% |

* Cloth armor is worn underneath all other armors and its protection weight is factored into the weight.

[25.2] **A Strike Check of 15% or less of the Modified Strike Chance results in damage directly affecting Endurance which is never absorbed by armor, and the stricken figure always takes the full amount of the damage.**

The Special Damage Table (see rule 25.6) lists modified Strike Chances and their damage directly affecting Endurance range.

[25.3] **Grievous Injuries may result if the successful Strike Check is 5% or less of the Modified Strike Chance.**

If a possible Grievous Injury has resulted, the damage to Endurance is first calculated and applied. The attacker then rolls D100 and consults the Grievous Injury Table (see rule 25.7). If the roll falls within the range specified for the class of weapon he is attacking with, a Grievous Injury has resulted and the effects of the resulting injury are applied to the unfortunate target immediately. If the roll falls outside the indicated range, no Grievous Injury occurs.

Weapons are classed on the Weapon Tables (see rule 27.2) according to type: thrusting weapons are Class A; slashing weapons are Class B; and crushing weapons are Class C. The Grievous Injury Table lists the ranges for each class of weapon. A figure may suffer any number of Grievous Injuries in a Pulse.

Whenever a figure suffers a Grievous Injury, there is a possibility he has dropped whatever he is holding, and the procedure outlined in rule 24.3 is used to resolve this occurrence.

A figure who suffers a Grievous Injury while wearing armor has the Protection Rating of that suit of armor reduced by 2 until repaired. Optionally, a figure who is also carrying a shield can choose to have the shield cloven and spare his armor. A cloven shield is useless.

[25.4] **Damage incurred as a result of a magical attack is applied differently.**

Many spells attack figures with purely magical energy, while others inflict damage as a result of changes in the physical surroundings of the target (windstorms, falling rocks, and the like). When purely magical energy is involved, any damage is subtracted first from Fatigue (Endurance only when Fatigue is exhausted), but is not absorbed by armor. Other damage types, also subtracted from Fatigue, are absorbed by armor.

When being attacked by the breath weapon of a monster, treat the damage as if magical energy, as above, but allow every target a

Passive resistance roll before applying the damage. If the target does Passively resist, the damage is halved (round down). No Active resistance is allowed versus breath attacks.

[25.5] **(Optional Rule) The damage done with a particular weapon may be increased due to exceptional Physical Strength or Rank.**

If using this rule, add 1 to the damage modifier of a weapon for every full 5 points of Physical Strength above the minimum necessary to wield the weapon the attacker possesses.

Example: A figure with a PS of 20 through 24 would do D10+5 damage when wielding a broadsword.

However, for every +1 of damage the figure receives, an extra 6% is added on to the chance of the weapon breaking during combat.

Example: The previous example figure with PS of 20 would have a chance to break a broadsword on rolls of 93 through 99, inclusive.

This increase in breakage chances precludes any Modified Strike Chances which would conflict with it.

Example: If the above figure had a Modified Strike Chance of 97%, it would actually be 92% since rolls of 93-99 would result in a possible break and 100 would result in a possible drop.

This damage increase does not apply to Thrown or Missile Weapons.

If wishing to allow increased damage for Rank attained with a weapon, give a +1 bonus for every full 4 Ranks. This rule will increase damage down by Thrown or Missile Weapons, and does not increase breakage chances.

It is recommended only one of these systems be used with any one particular weapon, not both.

[25.6] Special Damage Table

| Modified Strike Chance | Possible Grievous Injury | Damage Directly Affecting Endurance |
|------------------------|--------------------------|-------------------------------------|
| 01-09 | — | 01 |
| 10-16 | 01 | 01-02 |
| 17-23 | 01 | 01-03 |
| 24-28 | 01 | 01-04 |
| 29-36 | 01-02 | 01-05 |
| 37-43 | 01-02 | 01-06 |
| 44-49 | 01-02 | 01-07 |
| 50-56 | 01-03 | 01-08 |
| 57-63 | 01-03 | 01-09 |
| 64-69 | 01-03 | 01-10 |
| 70-76 | 01-04 | 01-11 |
| 77-83 | 01-04 | 01-12 |
| 84-89 | 01-04 | 01-13 |
| 90-96 | 01-05 | 01-14 |
| 97-103 | 01-05 | 01-15 |
| 104-109 | 01-05 | 01-16 |
| 110-116 | 01-06 | 01-17 |
| 117-123 | 01-06 | 01-18 |
| 124-129 | 01-06 | 01-19 |
| 130+ | 01-07 | 01-20 |

NOTE: Though this table lists Modified Strike Chances greater than 100, these are useful only in determining the range of Damage Affecting Endurance and Possible Grievous Injuries. The highest possible Strike Check is 100. A figure who rolls 99 must check to see if his weapon has broken. A figure who roll 100 must check to see if he dropped his weapon. Both checks are modified MD×3, or less, on D100.

[25.7] Grievous Injury Table

Class A weapons inflict Grievous Injuries on rolls of 01 through 20; Class B weapons inflict Grievous Injuries on rolls of 21 through 69; Class C weapons inflict Grievous Injuries on rolls of 70 through 100.

D100 Grievous Injury Inflicted

- 01-05 Congratulations! It's a bleeder in your primary arm! Take 1 Damage Point from Endurance and 1 per Pulse thereafter until the flow is staunched by a Rank 0 Healer or better, or you die.
- 06-07 Oh no! Your opponent's weapon has entered your secondary arm's elbow joint and the tip has broken off. Take 2 Damage Points from Endurance and that arm is useless until the sliver has been removed by a Rank 3 Healer or better. Increase the chance of infection by 30%.
- 08 A vicious puncture wound in your groin! Take 3 Damage Points from Endurance and reduce your TMR by 2 until fully recovered, which will take two months. Increase the chance of infection by 30% (assuming you live long enough for such things to matter).
- 09-10 You have been stabbed in your secondary arm. Drop whatever you were holding in it and take 2 Damage Points from Endurance. It will take a full week for the arm to be of any use to you whatsoever.
- 11 Your aorta is severed and you are quite dead. Rest assured your companions will do their best to console your widow(er).
- 12 A stomach puncture. Nasty. You suffer 3 Damage Points from Endurance and lose 2 from your TMR until fully recovered, which will take two months. Also, you are automatically Stunned for the next Pulse (if you aren't already), after which you will recover. Increase the chance of infection by 20%.
- 13 Your opponent's weapon has entered your eye; roll D10. On a roll of 1, the weapon has entered your brain and you are dead. On a roll of 2-5, your left eye is blinded; on a roll of 6-10, your right eye is blinded. If you are lucky enough to be blinded instead of killed, you suffer 2 Damage Points from Endurance. In addition, a figure who is blind in one eye suffers the following subtractions: 2 from Physical Beauty; 4 from Perception; 1 from Manual Dexterity. A figure blinded in one eye reduces his Base Chance with any Missile or Thrown Weapon by 30%.
- 14-18 A wound of the solid viscera. Usually fatal. Take 3 Damage Points to Endurance and 1 per Pulse thereafter until the bleeding is stopped by a Rank 2 Healer or better, or you die. Increase the chance of infection by 30%.
- 19-20 Take a stab in the leg (your choice as to which one) resulting in a deep puncture of the thigh muscle. Suffer 1 Damage Point to Endurance and reduce your TMR by 1 until you heal, which will take 4 weeks.
- 21-25 A chest wound. Take 2 Damage Points to Endurance and reduce your TMR by 1 until recovered (about 2 months). Look on the bright side, though. Your attacker's weapon is caught in your rib cage and has been wrenched from his grasp.
- 26-27 Bad luck! Your secondary hand has been severed at the wrist. Take 2 Damage Points to Endurance and subtract 1 point per Pulse from Fatigue thereafter (Endurance when Fatigue is exhausted) until you are dead or the bleeding is staunched by a Rank 0 Healer or better. If you live, reduce your Manual Dexterity by 2.
- 28-30 Worse luck! Your primary hand has been severed. See result 26-27 for effects.
- 31-34 A minor wound. Your face is slashed open, ruining your boyish good looks and causing blood to spurt into your eyes. Reduce your Physical Beauty by 4 permanently.
- 35 Your secondary arm is sliced off at the shoulder. Take 5 Damage Points from Endurance and 1 per Pulse thereafter from Fatigue (Endurance when Fatigue is exhausted) until you are dead or the bleeding is staunched by a Rank 1 Healer or better. Reduce your Manual Dexterity by 2 and your Agility by 1.
- 36 The same as 35, except it's your good primary arm that has been lopped off.
- 37-40 You have been eviscerated! Take 4 Damage Points from Endurance and 1 point per Pulse from Fatigue thereafter (Endurance when Fatigue is exhausted) until you are

D100 Grievous Injury Inflicted

- unconscious. Increase your chance of infection by 40%.
- 41-42 A glancing blow lays open your scalp and severs one ear (your choice as to which one). Take 2 Damage Points from Endurance. Reduce your Perception by 2.
- 43 A savage slash rips open your cheek and jaw. Take an automatic Pass action next Pulse due to the shock of the blow. Your Physical Beauty is increased by 1, since your disfigurement will bring out the maternal/paternal instincts in the opposite gender.
- 44-50 A slash along one arm, and it's a bleeder! Take 2 Damage Points from Endurance and lose 1 point from Fatigue (Endurance when Fatigue is exhausted) each Pulse until the bleeding is stopped by a Rank 1 Healer or better, or you die.
- 51-52 Hamstrung! Roll D10. On a roll of 1-4, it is your left leg. On a roll of 5-10, it is your right. Take 4 Damage Points from Endurance and fall prone. You may not stand unassisted until the wound is healed (which should take three months). Reduce your Agility by 3 permanently.
- 53-60 Your primary arm is crippled by a wicked slash! Take 2 Damage Points to Endurance and drop anything you have in your primary hand. The arm is unusable until healed, which should take 2 months.
- 61-67 Your secondary arm is crippled; see 53-60 for details.
- 68-69 A nasty slash in the region of the shoulder and neck. Roll D10. On a roll of 1-3, your head is severed and your corpse tumbles to the ground. On a roll of 4-6, your secondary collar bone is crushed; on a roll of 7-10, your primary collar bone is crushed. If your collar bone is crushed, the results are identical to 53-60, except you suffer 4 Damage Points to Endurance.
- 70-74 A crushing blow smashes your helmet and causes a concussion. Take 3 Damage Points from Endurance and suffer a reduction of 4 in both Manual Dexterity and Agility lasting for 3 days.
- 75-80 A massive chest wound accompanied by broken ribs and crushed tissues. Very ugly, this. Take 5 Damage Points immediately from Endurance. Reduce your Manual Dexterity and Agility by 3 each until this wound heals (should take about 4 months). Increase your chance of infection by 10%.
- 81-84 A crushing blow smashes tissue and produces internal injuries. You suffer 2 Damage Points from Endurance and 1 per Pulse thereafter to Fatigue (Endurance when Fatigue is exhausted) until unconscious or you receive the attention of a Rank 2 Healer or better.
- 85-87 A jarring blow to your primary shoulder inflicts 2 Damage Points to Endurance. Roll D10; the result is the number of Pulses the arm is useless. You immediately drop anything held in that hand.
- 88-89 Similar to 85-87 except it is your secondary shoulder.
- 90-92 Your right hip is smashed horribly. Take 5 Damage Points to Endurance and fall prone. You will be unable to walk until the damage has healed (takes about 6 months). Good fun. When healed, you will still have a limp which will reduce your TMR by 1 and your Agility by 2.
- 93-94 The same as 90-92 except it is your left hip that is smashed.
- 95-97 Your opponent's weapon has come crashing down on your head and fractured your skull. You fall prone and are unconscious, and take 8 Damage Points to Endurance. If you survive, you lose 2 from Agility, 2 from Manual Dexterity, and 2 from Perception. It will take a year in bed to recover.
- 98-00 Crushing blow to your pelvis breaks bone and tears tissue. Take 7 Damage Points to Endurance and fall prone. Try to roll under your Willpower on D100 to avoid falling unconscious. If you survive, you will be unable to move for D10 months.

NOTE: The suggested recovery times are a guideline for GMs to use in determining how long characters should be kept out of action. The actions of a competent Healer may alter these times in some instances. These Grievous Injuries are designed for combat between human-sized opponents. Any injuries sustained involving larger

monsters should be applied judiciously by the GM, taking into account size and mass differences, etc. Simply stated, a halfling would be hard put to drive his dagger into the eye of an elephant, and in situations such as these, the GM may have to disallow the Grievous Injury or change its effects. Any damage which results from a Grievous Injury is in addition to the Endurance damage already determined.

26. The Effects of Damage

The ultimate result of incurring damage for any figure is death; this arrives when the figure's Endurance reaches 0. When a figure's Endurance reaches 3, he falls unconscious, and can only be revived by time or the arts of a Healer.

Whenever a figure suffers effective damage greater than $(EN \div 3)$, rounded up, from a single strike, he becomes Stunned. The figure may not take any other action except attempt to recover from Stun until he has recovered.

A figure who becomes Stunned may drop anything he is holding. The procedure outlined in rule 24.3 is used to resolve the outcome. The check is only performed once, at the moment the figure becomes Stunned.

A Stunned figure who is currently engaged automatically has the lowest Initiative Value of the engagement. Likewise, an unengaged Stunned figure acts last among all of his fellows.

To recover from being Stunned, a figure must roll less than or equal to his $([WP \times 2] + \text{current FT}^*)$.

* Current FT is the figure's Fatigue total at the instant the roll is made.

Every Pulse after becoming Stunned, the figure may attempt to recover but may do nothing else, including move.

NOTE: Certain monsters begin with an Endurance of 5 or less. These monsters never become unconscious; they are either alive and alert, Stunned, or dead.

27. Weapons

Any instrument used to inflict damage on a figure is called a weapon. Weapons may include the figure's hands, claws, talons, feet, teeth, breath weapon, etc. All normal weapons are listed on the Weapon Tables along with their characteristics. The only limits to the number of weapons a character may have in his possession are the weight and bulk of those weapons. The GM should carefully examine each character, checking for the location of the character's weapons. Any odd or unlikely method of carting weaponry around should be disallowed. Any humanoid figure may never have more than two one-handed weapons or one two-handed weapon prepared at any one time. Carrying a prepared shield replaces one one-handed weapon and disallows a two-handed weapon for this purpose. Figures with more than two appendages may use as many weapons as they are able. It is always assumed when a figure is armed with a one-handed weapon it is carried in his primary hand, unless stated otherwise.

A figure may attempt to envenom any Class A or B weapon and thus poison the figure it strikes. An Assassin is trained in the use of envenomed weapons (see rule 27.3).

[27.1] A figure need not use any normal weapon to attack.

A figure may attempt to strike barehanded (see rule 28.), but only if one hand is free. Any figure may attempt to use an item not normally assumed to be a weapon (furniture, books, glasses, dishes, etc.) at the GM's discretion, who assigns Base Chance, damage modifiers, and so forth.

[27.2] The Weapon Tables list all normal weapons and their characteristics.

All normal weapons which would appear within a typical DragonQuest world are detailed in the Weapon Tables. If the GM wishes to add more exotic weapons to the list, he should feel free to,

and should assign characteristics for those weapons based on the examples given.

The characteristics for each weapon are:

Weight: The weight of the weapon in pounds (or ounces, if so noted).

PS (Physical Strength): The minimum PS a figure needs to wield the weapon properly. A figure without the PS to meet this minimum inflicts 1 less point of damage for each point of PS he is below the required minimum. A figure may never achieve Rank in a weapon he does not have the PS to wield.

MD (Manual Dexterity): The minimum modified MD a figure needs to maneuver the weapon properly. A figure without the MD to meet this minimum has the weapon BC modified by -5% for every point he is below the minimum. A figure may never achieve Rank in a weapon he does not normally have the MD to wield normally.

BC (Base Chance): The basic unadjusted chance of the wielder to score a successful hit on an opponent with that weapon.

DM (Damage Modifier): The modifier added to the D10 die roll when performing a Damage Check. The modified damage total may never be reduced to less than 1 due to this modifier (see rule 2.7).

Range: The distance, in hexes, the weapon may be fired. P means prohibited.

Class: A letter representing the type of damage done by the weapon. Class A weapons inflict thrusting damage. Class B weapons inflict slashing damage. Class C weapons inflict crushing damage. Used for determining Grievous Injuries (see rule 25.7).

Use: A letter representing the type(s) of attack the weapon may be used in. R indicates Ranged Combat. M indicates Melee Combat. C indicates Close Combat. A weapon may not be used in an attack type for which it is not rated.

Cost: The cost, in silver pennies, to purchase the weapon. At the cost listed, the weapon is of normal quality.

Max. Rank: The highest Rank attainable with that weapon.

Weapon Tables

Swords

| Type | Weight | PS | MD | BC | DM | Range | Class | Use | Cost | Max. Rank |
|----------------------------------|--------|----|----|----|----|-------|-------|-----|------|-----------|
| Basilard | 24 oz | 10 | 10 | 40 | +1 | P | A | MC | 20 | 6 |
| Broadsword | 3 | 15 | 15 | 55 | +4 | P | B | M | 50 | 6 |
| Claymore ⁽¹⁻²⁾ | 5 | 16 | 13 | 50 | +4 | P | B | M | 80 | 7 |
| Cutlass | 5 | 16 | 12 | 50 | +3 | P | B | M | 40 | 7 |
| Dagger ^A | 10 oz | 7 | 10 | 40 | D | 8 | A | RMC | 10 | 9 |
| Dirk | 2 | 11 | 13 | 45 | +2 | P | A | M | 25 | 5 |
| Estoc | 2 | 15 | 17 | 45 | +5 | P | A | M | 65 | 9 |
| Falchion | 4 | 12 | 11 | 50 | +2 | P | B | M | 35 | 8 |
| Flamberge ⁽¹⁻²⁾ | 6 | 16 | 15 | 50 | +5 | P | B | M | 90 | 6 |
| Knife | 1 | 8 | 10 | 40 | +1 | 12 | B | RMC | 15 | 9 |
| Hand-and-a-Half ⁽¹⁻²⁾ | 6 | 17 | 16 | 60 | +5 | P | B | M | 85 | 7 |
| Longsword (A) ^I | 3 | 14 | 16 | 45 | +4 | P | A | M | 75 | 8 |
| Longsword (B) ^I | | | | 55 | +3 | P | B | M | | |
| Machete | 3 | 12 | 13 | 50 | +2 | P | B | M | 35 | 6 |
| Main-Gauche | 1 | 8 | 15 | 45 | +1 | P | A | MC | 20 | 10 |
| Poignard | 1 | 9 | 14 | 45 | +1 | P | A | M | 15 | 9 |
| Rapier | 2 | 11 | 18 | 45 | +3 | P | A | M | 35 | 10 |
| Sabre | 3 | 14 | 15 | 60 | +3 | P | B | M | 40 | 7 |
| Schiavone ⁽¹⁻²⁾ | 3 | 15 | 12 | 50 | +3 | P | B | M | 70 | 7 |
| Schlaeger | 3 | 14 | 17 | 55 | +3 | P | B | M | 80 | 8 |
| Scimitar | 4 | 11 | 15 | 50 | +3 | P | B | M | 60 | 8 |
| Short Sword | 2 | 10 | 12 | 45 | +3 | P | A | M | 40 | 6 |
| Tulwar | 4 | 13 | 15 | 50 | +4 | P | B | M | 65 | 8 |
| Two-Handed Sword ⁽²⁾ | 9 | 22 | 14 | 55 | +7 | P | B | M | 100 | 5 |

Hafted Weapons

| Type | Weight | PS | MD | BC | DM | Range | Class | Use | Cost | Max. Rank |
|------------------------------|--------|----|----|----|-----|-------|-------|-----|------|-----------|
| Battle Axe ⁽¹⁻²⁾ | 5 | 14 | 14 | 60 | +4 | 6 | B | RM | 20 | 7 |
| Crude Club | 4 | 16 | 10 | 45 | +2 | 6 | C | RM | 3 | 2 |
| Flail | 4 | 14 | 15 | 50 | +2 | P | C | M | 15 | 5 |
| Giant Axe | 25 | 29 | 12 | 65 | +10 | 6 | B | RM | 50 | 7 |
| Giant Club | 10 | 25 | 9 | 50 | +8 | 9 | C | RM | 10 | 5 |
| Giant Mace | 25 | 27 | 10 | 50 | +7 | 8 | C | RM | 40 | 5 |
| Great Axe ⁽²⁾ | 6 | 19 | 17 | 65 | +6 | P | B | M | 30 | 7 |
| Hand Axe | 2 | 8 | 11 | 40 | +1 | 8 | B | RMC | 15 | 4 |
| Mace | 5 | 16 | 9 | 50 | +4 | 5 | C | RM | 15 | 5 |
| Mattock ⁽²⁾ | 6 | 19 | 14 | 55 | +6 | P | C | M | 18 | 5 |
| Morningstar ⁽¹⁻²⁾ | 5 | 18 | 15 | 60 | +4 | P | C | M | 20 | 5 |
| Quarterstaff ⁽²⁾ | 3 | 12 | 16 | 55 | +2 | P | C | M | 3 | 9 |
| Sap ^C | 1 | 9 | 11 | 40 | +1 | P | C | MC | 2 | 3 |
| Sickle | 2 | 11 | 14 | 45 | +1 | P | B | M | 8 | 5 |
| Scythe ⁽²⁾ | 8 | 16 | 15 | 50 | +4 | P | B | M | 14 | 4 |
| Torch ^B | 3 | 8 | 12 | 40 | +1 | P | C | M | 1 | - |
| Truncheon | 3 | 15 | 14 | 50 | +3 | P | C | M | 30 | 5 |
| War Club | 3 | 14 | 10 | 50 | +2 | 7 | C | RM | 5 | 5 |
| War Hammer | 4 | 15 | 13 | 45 | +3 | 6 | C | RM | 14 | 5 |
| War Pick ⁽¹⁻²⁾ | 5 | 17 | 13 | 45 | +4 | P | C | M | 20 | 5 |

Thrown Weapons

| Type | Weight | PS | MD | BC | DM | Range | Class | Use | Cost | Max. Rank |
|----------------------------|--------|----|----|----|----|-------|-------|-----|------|-----------|
| Throwing Dart ^H | 3oz | 9 | 15 | 40 | D | 12 | A | R | 1 | 10 |
| Boomerang ^J | 1 | 11 | 15 | 40 | D | 20 | C | R | 2 | 7 |
| Grenado ^K | 2 | 9 | 15 | 40 | V | 15 | - | R | V | 4 |

The following weapons also function as Thrown Weapons: dagger, hand axe, battle axe, giant axe, crude club, war club, giant club, mace, war hammer, javelin, spear, giant spear, net, bola, and rock.

Weapons are normally wielded one-handed, and the exceptions are noted with a ⁽²⁾ after the name of the weapon. Some may be used either one or two-handed, and these are noted with a ⁽¹⁻²⁾. When weapons of this type are wielded two-handed, modify their base DM by +1. — indicates that a weapon has no Class for purposes of Grievous Injuries; when a possible Grievous Injury is rolled, only damage affecting Endurance results. V indicates that the characteristic is variable. * The damage done by a blowgun dart depends upon the substance which coats the tip (poison, for instance; see rule 93.8 and rule 27.3).

A. When attacking a foe with a modified AG between 9 and 12 (inclusive) the dagger may be used to attack 2 times per Pulse without penalty against that foe. If the foe's modified Agility is 8 or less, the dagger may attack 3 times per Pulse against that foe.

B. A torch is not actually a weapon, but may be used as such in emergencies. Also, brandishing a burning torch in the face of an animal may cause it to flee. Any animal with a WP of 10 or less may be scared off if it fails a WP×4 roll. A successful result indicates the animal is not impressed. No Rank may ever be achieved with a torch.

C. The sap may only be used to knock out targets wearing only leather, cloth, or no armor. Used by an Assassin, any hit knocks out the target; for anyone else, any hit Stuns, and 4 or more points of effective damage knocks out the target (exception to rule 23.5).

D. A javelin functions as a Thrown Weapon unless it is launched by a spear thrower, in which case the spear thrower's characteristics are used and it functions as a Missile Weapon.

E. A pike may be used to Melee attack any figure within two hexes; its Melee Zone extends into what would normally be the first hexes of that figure's Ranged Zone.

F. A lance may be used only by a mounted figure.

G. All Missile Weapons must be loaded before firing; this action is in addition to Preparing the weapon itself. A Pass action must be taken in order to load the sling, any draw bow, the spear thrower, and the blowgun. Two consecutive Pass actions must be taken to load a crossbow (three if using a cranequin).

H. Up to three darts may be thrown at one, two, or three targets in one Pulse with no penalty.

I. The longsword is a narrow, pointed, two-edged sword which can be used either to thrust (A) or to slash (B), therefore it has two BCs and two DMs. A character employing a longsword must declare which style of attack he is employing before beginning his attack.

Weapon Tables (continued...)

Pole Weapons

| Type | Weight | PS | MD | BC | DM | Range | Class | Use | Cost | Max. Rank |
|------------------------------|--------|----|----|----|----|-------|-------|-----|------|-----------|
| Javelin ^D | 3 | 12 | 15 | 45 | +2 | 12 | A | RM | 4 | 10 |
| Spear ⁽¹⁻²⁾ | 5 | 15 | 14 | 50 | +3 | 6 | A | RM | 10 | 5 |
| Giant Spear ⁽¹⁻²⁾ | 15 | 22 | 16 | 55 | +7 | 12 | A | RM | 20 | 5 |
| Pike ^{(2)E} | 8 | 18 | 16 | 45 | +5 | P | A | M | 15 | 5 |
| Lance ^F | 7 | 16 | 18 | 45 | +6 | P | A | M | 4 | 5 |
| Halberd ⁽²⁾ | 6 | 16 | 16 | 55 | +3 | P | B | M | 15 | 5 |
| Poleaxe ⁽²⁾ | 6 | 18 | 15 | 55 | +4 | P | B | M | 20 | 5 |
| Trident ⁽¹⁻²⁾ | 5 | 14 | 16 | 45 | +2 | 5 | A | M | 8 | 5 |
| Glaive ⁽²⁾ | 7 | 16 | 18 | 55 | +5 | P | B | M | 15 | 9 |
| Giant Glaive ⁽²⁾ | 14 | 22 | 18 | 65 | +9 | P | B | M | 30 | 9 |

Missile Weapons

| Type | Weight | PS | MD | BC | DM | Range | Class | Use | Cost | Max. Rank |
|--------------------------------|--------|----|----|----|----|-------|-------|-----|------|-----------|
| Sling ^{(2)G} | 1 | 7 | 15 | 40 | +1 | 60 | C | R | 1 | 8 |
| Short Bow ^{(2)G} | 4 | 14 | 15 | 45 | +2 | 60 | A | R | 20 | 8 |
| Long Bow ^{(2)G} | 6 | 16 | 15 | 55 | +4 | 180 | A | R | 25 | 8 |
| Composite Bow ^{(2)G} | 8 | 17 | 15 | 55 | +4 | 225 | A | R | 30 | 8 |
| Giant Bow ^{(2)G} | 14 | 25 | 17 | 55 | +7 | 45 | A | R | 80 | 8 |
| Crossbow ^{(2)G} | 7 | 18 | 14 | 60 | +3 | 80 | A | R | 15 | 5 |
| Heavy Crossbow ^{(2)G} | 10 | 20 | 14 | 60 | +4 | 90 | A | R | 20 | 5 |
| Spear Thrower ^{(2)G} | 4 | 11 | 14 | 50 | +2 | 15 | A | R | 5 | 10 |
| Blowgun ^{(2)G} | 1 | 7 | 16 | 30 | * | 7 | - | R | 3 | 10 |

Entangling Weapons

| Type | Weight | PS | MD | BC | DM | Range | Class | Use | Cost | Max. Rank |
|-------------------|--------|----|----|----|----|-------|-------|-----|------|-----------|
| Net ^L | 2 | 11 | 16 | 30 | -5 | 5 | - | RMC | 4 | 4 |
| Bola ^M | 2 | 11 | 15 | 35 | -3 | 10 | - | RC | 5 | 6 |
| Whip ^N | 3 | 10 | 16 | 40 | -3 | P | - | MC | 6 | 10 |

Special Weapons

| Type | Weight | PS | MD | BC | DM | Range | Class | Use | Cost | Max. Rank |
|-------------------------|--------|----|----|----|----|-------|-------|-----|------|-----------|
| Rock | V | 5 | 10 | 30 | -1 | 8 | C | RMC | - | 6 |
| Cestus ^O | 3 | 12 | 14 | 35 | -1 | P | C | MC | 15 | 9 |
| Garrote ^{(2)P} | 1 | 12 | 15 | 30 | +3 | P | - | C | 3 | 3 |
| Shield | V | 10 | 12 | 40 | -2 | P | C | M | V | 4 |

Weapon Accessories

| Type | Weight | No. | Cost | Notes |
|--------------------------|--------|-----|------|----------------------------------------------------------|
| Shot | 4 | 20 | 1 | Use in Sling |
| Dart | 2 | 20 | 5 | Use in Blowgun |
| Arrows | 2 | 20 | 10 | Use in any draw bows |
| Quarrels | 7 | 20 | 15 | Use in any crossbows |
| Cranequin ⁽²⁾ | 3 | 1 | 10 | Use to cock crossbows; requires PS 11 and two free hands |

All shot, darts, arrows, and quarrels come in appropriate pouches or quivers of 20, and the weight and cost of the pouch or quiver is included in the information given for the accessory.

J. A boomerang returns to the thrower if it did not hit anything during its flight.

K. A grenade is filled with any substance (manufactured by an Alchemist) designed to burst into flames on impact. These substances include Greek Fire, methane, and anything else the GM will allow. It bursts on landing (it need not be thrown at a particular figure), and its effects are determined by the substance contained within. If a "miss" is rolled for the Strike Check, the GM should randomly determine whether the grenade landed short, long, left, or right of the target (or any combination thereof).

L. The net may be used to Entangle in either Melee or Ranged Combat. In Close Combat, it functions as a garrote, using a garrote's characteristics.

M. The bola may be used to Entangle only in Ranged Combat. In Close Combat, it functions as a garrote.

N. The whip may be used to Entangle and do damage in the same Pulse to the same target in Melee Combat. In Close Combat, it functions as a garrote. Once the target is Entangled, the attacker may choose to leave him Entangled (thus letting go of the whip), or disentangle the target, and retain possession of the weapon.

O. Cesti are worn on the hands and need not be prepared in order to be used.

P. The garrote is used to strangle the target and may only be used against man-sized or smaller victims. When used by a trained Assassin, once a successful hit has been scored, it will continue to do damage every Pulse from then on until the victim is dead or the Assassin has taken effective damage from either the victim or an outside source. If the victim's PS is greater than the Assassin's, the GM may permit him to attempt to break the hold, similar to the attempt to Restrain (see rule 23.5). If the attempt is successful, the hold is broken and the Assassin will have to make another successful Strike Check to continue the strangulation. Some types of plate armor may, at the GM's discretion, prevent the successful use of this weapon due to protection around the neck area. A non-Assassin has to roll a Strike Check every Pulse to see if any damage can be done.

[27.3] Figures may, at the GM's discretion, employ envenomed weapons.

If the GM permits, figures may carry and use weapons coated with poison. Only Class A and B weapons may be envenomed. See the Alchemist skill for details concerning types of poisons and paralyzants. For the venom to be introduced into the bloodstream of the victim, at least 1 point of effective damage must be inflicted.

When anyone but an Assassin handles an envenomed weapon, there is a chance the figure will nick himself and introduce the venom into his own bloodstream. Every time an envenomed weapon is handled, the figure must try to roll less than or equal to his (modified MD×3) to avoid any mishap. If the roll is failed, he has been nicked by the weapon and has poisoned himself.

Handling a weapon is defined as including all actions of coating the weapon with the venom, storing the weapon until used, and preparing the weapon for an attack. The check should be made once for the preparation of the weapon and once for the attack. The timing of the checks is up to the GM, but at least two rolls should always be made if the weapon is used to attack.

Cleansing the weapon of the poison does not require a check. An envenomed weapon will remain effective for 6 hours, by which time the venom will have evaporated or been otherwise wiped off. When the weapon has successfully struck and inflicted at least 1 point of effective damage, the venom has been removed.

A paralyzant functions as a knockout drug against human-sized or smaller figures. If the victim fails his Willpower Check (see rule 93.8), he falls prone, unconscious, and will remain that way for (20+D10-WP) minutes.

[27.4] A figure struck by a Class A Missile or Thrown Weapon will have his Agility lowered until the weapon is removed.

Whenever a figure suffers effective damage from a Class A Missile or Thrown Weapon, it has lodged itself in the target's body and reduces his Agility by 3. The weapon remains lodged until a Pass action is executed to remove it. When any barbed weapon is removed (arrow, spear, etc.), the figure takes D10-4 damage directly to Fatigue (not

absorbed by armor). If the weapon is a Pole weapon, the Agility loss is 5 and the damage to remove it is D10-2.

The Agility loss applies only to man-sized or smaller figures. The GM must judge the Agility loss for larger figures.

28. Unarmed Combat

Any figure may attempt to attack a hostile figure by using his hands and feet. For many monsters, this is the only way they may attack. Unless specified otherwise, all figures/monsters receive one attack with their hands/claws/bite per Pulse without penalty. Some monsters may be able to attack more than once, and these attacks are detailed in the Monsters description (see section IX.).

For a humanoid figure to strike with his primary hand, the Unarmed Combat BC is (modified AG×2). For every point the figure's PS is above 15, the Unarmed Combat BC is modified by +1. The damage done by a successful strike is D10-4, +1 Damage Point for every 3 full points of PS above 15. A humanoid can achieve Rank with bare hands just as he can with any weapon.

Beginning at Rank 3 in Unarmed Combat, figures may choose to kick instead of using hands (or in addition to hands) in unarmed attack. This allows an unarmed attack while a figure's hands are full. The BC and damage are as above. Using legs in this manner allows an attempted Trip by the attacker (see rule 23.5) with BC and damage remaining the same as for all Unarmed Combat.

29. Multi-Hex Monsters

Many monsters detailed in the Monsters Section (see section IX.) will occupy more than one hex on the Tactical Display. Their size necessitates the following alterations in the resolution of both movement and combat.

Multi-hex monsters have three types of hexes surrounding them: Front, Rear, and Flank. Front and Rear hexes function in the same way for them as for any other figure, but attacks through Flank hex-sides give the attacker a bonus (see rule 24.6). The exact configuration of

ILLUSTRATION 4

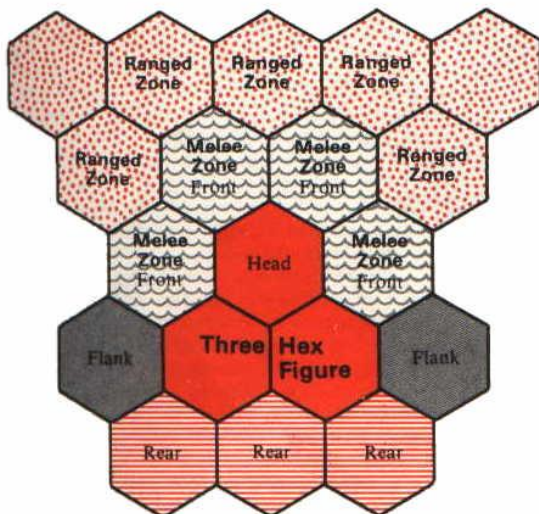
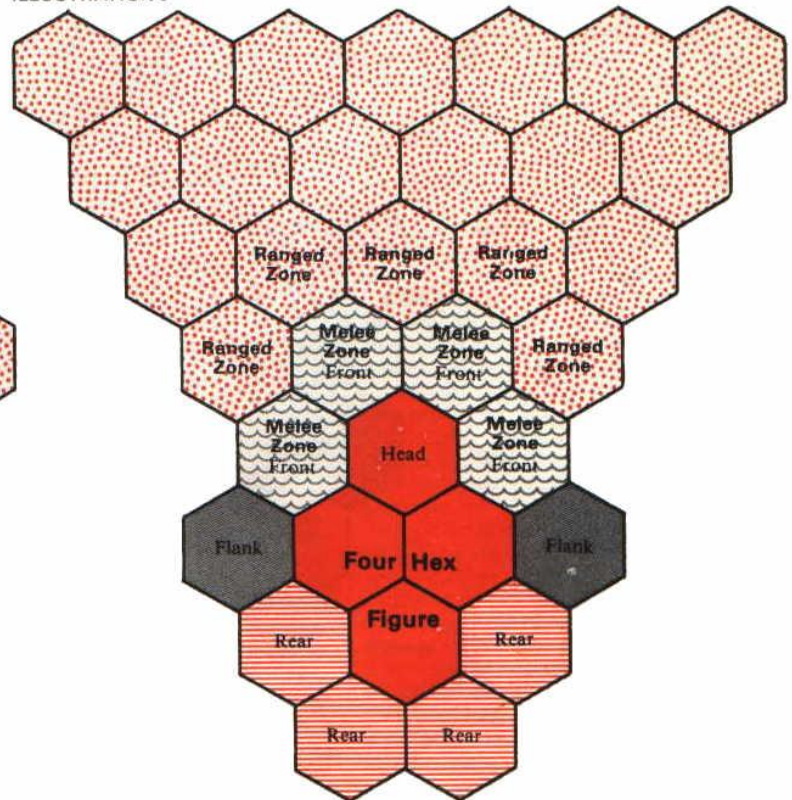


ILLUSTRATION 5



Front, Rear, and Flank hexes vary with the size of the monster (see Illustrations 4 through 7 on the previous, current and following pages). A multi-hex monster is always placed on the display such that its head unambiguously faces a vertex of two hex-sides. It may move in any way so that its head enters any Front hex, and may move up to its full TMR in this fashion. At the end of its movement, it must once again unambiguously face a vertex. For facing changes, a penalty of one less hex of movement for each two hex vertices changed is applied, since the mass being maneuvered is much greater than a humanoid's.

In order to change facing, the monster must pivot using its head as the pivot point. A multi-hex monster may freely pivot or move into any hex occupied by a 1-hex figure. The smaller figure is automatically knocked prone and the monster may then attempt to trample the figure at a Base Chance of 40%, doing damage equal to D10+the size of the monster in hexes. Trampling is Class C damage.

30. Mounted Combat

In mounted combat, the TMR of the figure (comprising the mount and the rider) is that of the mount; the rider may not move at all. A rider may only mount or dismount when the mount is not moving. Any action a figure is capable of while standing on the ground he is capable of while mounted with the following exceptions:

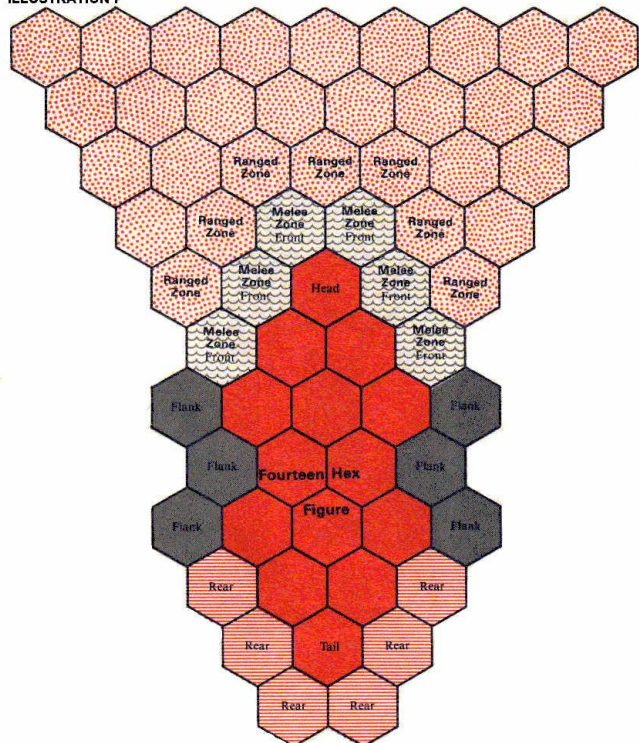
1. Using a two-handed weapon.
2. Firing any missile or Thrown Weapon while moving.
3. Using more than one weapon at a time.

These restrictions are lifted depending on the Horsemanship Rank of the rider (see rule 157.2). A figure may always use a shield and a one-handed weapon while mounted.

A rider and mount will normally occupy only one hex, unless the mount is a multi-hex monster. If they occupy more than one hex, the movement will be governed by the rules of multi-hex monsters (see rule 29.). On a normal mount, the rider will not be able to attack out of his Front hex, only the hexes to either side of that hex. His Front hex may be attacked into using a spear (or similar long hafted weapon) or any Fired weapon (see Illustration 8).

To control a mount during combat, the Horsemanship skill of the rider is taken into account. An inexperienced horseman will have an incredibly difficult time even controlling his mount in a chaotic melee; it will be better for him to dismount and fight on foot until he

ILLUSTRATION 7



becomes skilled.

A Charge on a mount is executed in the same manner as a Charge on foot, except the amount of movement prior to the attack will be greater and the Charge must be in a straight line (no facing changes allowed). Any act of turning the mount or stopping it during or after the Charge will require a Horsemanship Check (see rule 156.2). The Pulse following any mounted Charge, the momentum will take the mount past the target to its full TMR. Any attempt to turn or stop the mount will occur after that movement is terminated. A failed check will result in the mount continuing on its way.

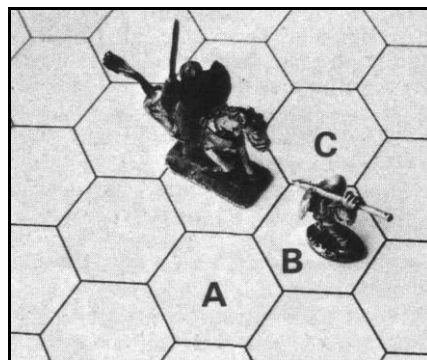


Illustration 8: The horseman with the sword can attack into hex A or hex C, but not into hex B. Thus, the figure on foot cannot be hit with the sword, but he could be trampled.

31. Infection

At the end of every combat in which a figure is wounded, or when a figure is wounded in a non-combat situation, there is the possibility that figure has become infected as a result of their wound. An Infection Check is performed to determine whether the figure is infected or not.

The Base Chance of infection is 10%. If the figure took any damage to Endurance, add 20%+the amount of Endurance damage taken to the Base Chance of infection. If a bite, claws, or talons inflicted the damage, add an extra 20%. Specific Grievous Injuries can raise the Base Chance of infection even further. The infected figure rolls D100. If the result is equal to or less than the modified Base Chance of infection, the figure is infected.

An infected figure is considered diseased, and every morning after becoming infected, the figure must try to heal himself or suffer Endurance damage. To heal himself, a figure must roll under his original unmodified Endurance on D100; a roll equal to or less than the Endurance results in a cure. If the infection is not cured, each day the figure takes D10-5 points of Endurance damage from the infection. Obviously, an infected figure who is not cured will eventually die from his wounds. The effects of slow acting (blood agent) poisons function in the same manner as infections except there is no roll for cure.

32. Example of Combat

The following is an example of the way a typical combat will be resolved, emphasizing order of resolution rather than detailing the actual die rolls and success chances.

A party of player characters is traveling by foot along a path deep within a forest. They are alert but not combat-ready; they are tired from having traveled long and hard all day. The party consists of Ariella, a human Celestial Mage, Eaglewing, an elven Ranger; and, Delion, an elven Illusionist. The GM has generated an ambush for the party as they round the next bend in the path, and assigns a readiness factor (see rule 154.2) of 3 to their chance to detect the ambush.

Eaglewing is leading the party, so his Perception of 10 is used for the check, but he also receives a 15% bonus due to his Ranger skill. Eaglewing does detect the ambush, and the hobgoblin, orc, and goblin

lying in wait will get no surprise this day. The GM determines they will attempt an attack anyway, and combat begins.

The GM draws out the surroundings, places the characters' miniatures on the Display, and then places the monsters' figures. He determines the characters' Fatigue loss (due to their long march), and adjudicates the monster's Fatigue status. He allows the characters to prepare a weapon, if they wish, because of the alertness of Eaglewing.

First Pulse: The hobgoblin (Perception 13) is the Leader of the monsters. Eaglewing is the character party's Leader. The GM rolls Initiative for the monsters, and Eaglewing's player rolls for the party. The hobgoblin wins and decides that the monsters will act first. The hobgoblin tries to goad his mount (a horse) to Charge Eaglewing. The GM rolls the hobgoblin's Horsemanship check—it is successful—and the charge occurs. The hobgoblin is not close enough to Eaglewing at the end of the Charge to Melee attack him with his scimitar. The orc throws his spear at Ariella and misses. The goblin fires his Crossbow at Delion and hits him, profiting from the 20% bonus for attacking Delion from a Rear hex. Delion takes 9 points of Fatigue damage (4 of which is absorbed by his leather armor) and becomes Stunned. He is unable to hold on to his rapier, which falls to the ground. Now the party may act. Eaglewing, having prepared his tulwar upon becoming aware of the ambush, sets himself to receive the hobgoblin's Charge by taking an Evade Action (he has achieved Rank 5 with the tulwar, so he thinks he has a good chance to Parry). Ariella prepares a spell, and begins to pronounce the magical incantations. She may not move. Delion acts last as he is Stunned. He may only attempt to recover from Stun; he tries and fails.

Second Pulse: The Initiative roll is won again by the hobgoblin. He Charges Eaglewing and attacks. His Strike Check is 37% above his Modified Strike Chance, so Eaglewing may Parry. He rolls an 8, plus 6 for his Rank, minus 3 for the hobgoblin's Rank, yields a result of 11: a Disarm and Riposte. Eaglewing hits the Hobgoblin with his Riposte, doing damage affecting Endurance for 12 points. The hobgoblin is Stunned, and the GM checks to see if he falls from his horse. He does, and falls at Eaglewing's feet. The orc prepares his scimitar and moves slightly towards Delion. The goblin begins to reload his crossbow. Eaglewing attacks the prone hobgoblin (the Riposte does not count as an action), receiving a 15% bonus for the hobgoblin being Stunned and a further 20% for his being prone (the hobgoblin's Defense is not subtracted because he is Stunned). Eaglewing strikes for a Grievous Injury this Pulse and kills the unfortunate hobgoblin. Ariella tries to cast her spell of Starfire (knowing full well she is receiving a 20% penalty because it is still daytime) and succeeds, doing 13 points of damage to the goblin, who becomes Stunned and drops his bow. Delion tries again to recover from Stun, and succeeds.

Third Pulse: This time Eaglewing wins the Initiative Roll (performed against the orc since the hobgoblin is dead). Since no one is engaged yet (the hobgoblin does not engage Eaglewing because he is dead), he chooses to have the party act first. He prepares his main-gauche, and moves slightly towards the orc. Ariella begins to prepare another Starfire spell. Delion picks up his rapier and changes facing to receive the orc's attack. The orc moves up to Delion and Melee attacks him, missing. The goblin recovers from being Stunned.

Fourth Pulse: Initiative is rolled between Eaglewing and the goblin, since the orc is engaged with Delion. Eaglewing wins it. However, since the orc and Delion are engaged, their combat is resolved before anything else. The orc's Initiative Value is 27, Delion's is 25, so the orc may act first. He attacks Delion, inflicting enough Fatigue damage with his successful attack that Delion is out of Fatigue (remember, the party was tired to begin with). Delion, seeing the way the battle is going, Withdraws defensively. Eaglewing chooses to have the party act first and allows Ariella to try her spell before he himself takes any action. Ariella, however, is not so lucky this time and her spell backfires, reducing her Fatigue to zero and Stunning her. Eaglewing (frustrated at the Adept's fumbling) moves up to the orc, attacking him from behind. He receives a 30% bonus for attacking from a Rear hex but a 15% penalty for Charging with a non-Pole weapon. However, his attack is successful, doing enough Fatigue damage to Stun the orc.

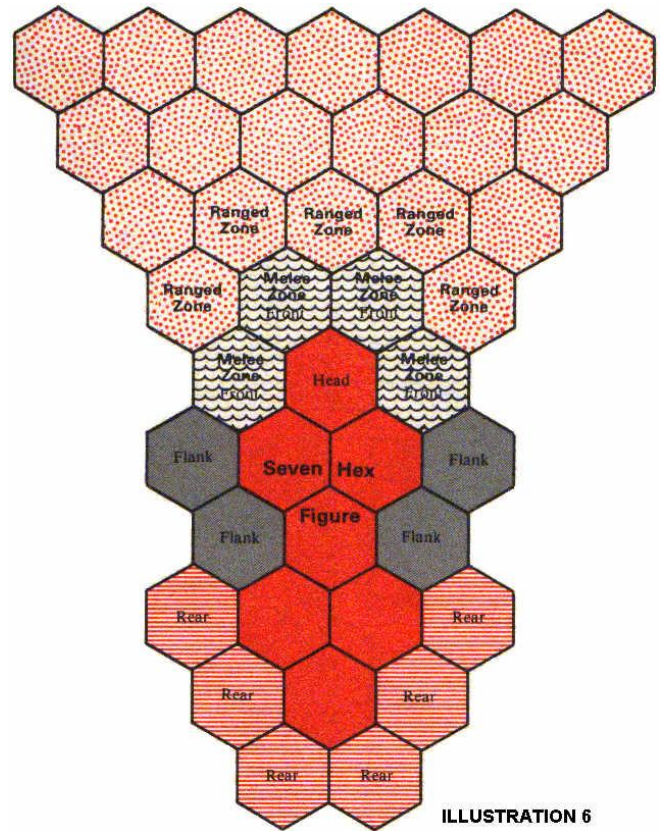


ILLUSTRATION 6

Delion cannot act now because he has already performed an action earlier in the Pulse. The goblin runs away.

Fifth Pulse: Eaglewing asks the orc to surrender and the orc accepts, thus ending the need for the Tactical Stage.

VI. MAGIC

Magic represents the effects exerted on the abilities of individuals by contact between this dimension and other dimensions. Where two or more dimensions or planes coincide there is a leakage of energy from one to another. Those who have the talent and knowledge can tap the energies of other dimensions and shape them for use in this plane. Such men are called magic users or Adepts.

There are three types of magic: Talent Magic operates more or less automatically, while Ritual Magic and Spell Magic each require a period of preparation before they become operational. Generally, the more difficult a task, the longer the period of preparation required. Spells may be prepared within minutes, but Rituals can take hours (or days) to perform.

Whenever an Adept desires to cast a spell, and usually when he desires to perform a Ritual, the character executes the following:

1. He prepares the Spell or Ritual by drawing on energies from other dimensions.
2. He then "looses" the Spell, or completes the Ritual. A Cast Check must be made for all Spells and most Rituals to determine if the operation has had the desired effect. The Cast Check can result in the Spell or Ritual: failing, dissipating, impacting for the desired effect, impacting for double or triple effect, or backfiring in one of a variety of possible ways.
3. If the Spell or Ritual was designed to take effect over a particular entity with a Magical Resistance, the entity's player (or the GM if the entity is a monster or non-player character) may then make a "Resistance Check" to determine if the entity is affected by the Spell or Ritual.
4. Unless the magic fails, dissipates, backfires, or is resisted, it takes effect over the specific entity, object, or area that it was designed to affect.

These four steps are implemented for almost every attempt at using non-Talent Magic. Where this sequence is altered or suspended, a note is made in that particular Spell or Ritual description.

There are many separate Colleges of Magic. Each represents a specific type of magic, and each has a list of Spells, Rituals, and Talents common to all Adepts of that College and usable only by those Adepts.

41. Definition of Magical Terms

The following terms are used frequently as part of the rules governing magic and are listed in the order that they are encountered in the rules:

Mana: The stuff of magic, mana is a type of energy common to other dimensions.

Talent Magic: Talent magic consists of those special abilities that make use of the small amounts of mana existing on this plane and that therefore operate automatically.

Spell Magic: Spell magic consists of magical formulas which require anywhere from a few seconds to perform and which result in specific alterations of Natural Law.

Ritual Magic: Ritual Magic consists of those procedures and techniques of magic that require the magic user to spend large amounts of time (hours, usually) to prepare the powers he intends to use.

College of Magic: All magic is divided into distinct forms called "Colleges" which give order to the multitude of magic techniques available to magic users. Each College specializes in a particular type of magic (e.g., Fire Magics, Necromancy) and teaches its Adepts the techniques and disciplines necessary to perform its special type of magic. The knowledge governed by each College is of two types: General and Special Knowledge:

General Knowledge: All Colleges of Magic have a body of spells, talents, and rituals which are classified as General Knowledge. Such

knowledge is taught to all Adepts of the College during their initial training.

Special Knowledge: All Colleges of Magic have a body of secret spells, talents, and rituals which are not taught to all Adepts as part of their apprenticeship, but may be learned later by an expenditure of time and effort. Such knowledge is termed Special Knowledge.

Adept: A member of a College of Magic is termed an Adept.

Cast Check: The process whereby an Adept's player determines if he has successfully performed a spell or ritual.

Cast Chance: The modified Base Chance of effectively casting a spell or performing a ritual.

Resistance Check: The check that is made to determine if a resisting entity is affected by magic or if the magic dissipates.

Magic Resistance: All sentient beings have the capacity to resist magic directed against them. This ability is termed their Magic Resistance and is a function of their Willpower, modified by their knowledge, the presence of Counterspells, where the magic is performed, and how powerful it is (among other things).

Active Resistance: A special type of resistance to magic whereby the Magic Resistance of a target is subtracted from the Cast Chance.

Passive Resistance: Passive Resistance is the type of resistance engaged in by all sentients when they make a Resistance Check.

Backfire: The process whereby a spell or ritual is so spectacularly ineffective that it has unpredictable and usually unwanted results is termed "backfire".

Cold Iron: All metals in a non-liquid state that are composed of wholly or substantially of iron ore products are termed Cold Iron. These include both iron and steel. Such metals in a liquid state (in a crucible, for instance) are not "cold". Cold Iron inhibits the ability of individuals to use mana.

Counterspell: A special type of magic spell which protects, either specific individuals or areas, against the effects of a particular brand of magic is termed a Counterspell.

Thaumaturgies: One of the three branches of Magic.

Elementals: The second of the three branches of Magic.

Entities: The third of the three branches of Magic.

Consecrated Ground: Any ground that has been consecrated to the service of the "Powers of Light" as defined by the GM is consecrated ground and affects the abilities of all characters to resist magic. There is no College specifically dedicated to the Powers of Light, because it is assumed that they are non-magical in nature and are, in effect, opposed to magic. Most temples and monasteries and some graveyards will be consecrated ground. Barrows, pagan temples (those in which magic forms part of the ritual) and the dwellings of magical beings can never be consecrated ground.

42. How Magic Works

Magic is of three distinct types: Talent, Ritual, and Spell Magic. Talent Magic is discussed in section IV. as it applies to the special racial skills of characters. Talent Magic in the form of the talents accessible to Adepts of a particular College is described in the section dealing with the College to which it applies. Ritual Magic is discussed in detail in rule 48. Spell Magic is the subject of most of the rest of this section, since most magic will be of that type.

In game terms, Talent Magic is distinguished from the fact that:

1. It is common to all members of the race or College of which it is a characteristic part and is never "learned."
2. Magical talents are automatically useable without the necessity of preparing a spell or ritual.

Ritual Magic is distinguished from other forms of magic by the fact that:

1. It requires the expenditure of large blocks of time (several hours, usually), and
2. A magical effect resulting from Ritual Magic will often be of a prolonged and/or delayed nature.

In addition, Ritual Magic usually requires a large number of special tools and substances and may be restricted to particular times or places (e.g., moonrise on unhallowed ground). Certain rituals may require a check similar to that implemented for spells to determine if they have the intended effect.

Spell Magic constitutes the great majority of the magic available to characters. Unless otherwise stated, all magic mentioned in these rules is Spell Magic. All Spell Magic has the following common characteristics:

1. The magic consists of individual spells, each having a defined effect, duration, range, and Base Chance of being effective.
2. No spell may be cast unless prepared by the caster through a process of incantation to draw power to activate the spell from another plane.
3. Spells are inexact in their workings and may fail entirely or have unexpected effects on the caster or anyone else in the vicinity.
4. Magical spells are almost always more effective against inanimate objects than against animate objects and against non-sentient than against sentient beings due to the ability of higher orders of conscious beings to resist the effects of magic in proportion to their level of consciousness and the power of their life force.
5. The casting of a spell drains energy from the caster in the form of Fatigue Points expended to cast the spell.
6. Magic users are limited as to the number, type, and rank of spells they may use by their Magical Aptitude, College, and experience.
7. Spell magic is the primary type of magic that will be used directly during the Tactical Procedure.

43. How to Cast Spells

Casting a spell is a two-part process. First, the spell must be “prepared” by the Adept who taps the power of other planes of existence in order to power the spell. Preparation of a spell is subject to certain limitations as discussed in rule 45. Once prepared, the spell is “loosed” by an expenditure of energy in the form of fatigue Points to direct the pent-up power and give it the desired form. Once loosed, a spell will either impact or fail. If it impacts, it may take effect or it may simply dissipate. If it fails, the spell may backfire (see rule 46.). The spell may be especially effective in terms of range, duration, or effect if it is cast particularly accurately. The effectiveness of the spell and the possibility of backfire are governed in part, at least, by whether or not the spell is being actively resisted.

The casting character’s player announces that a spell is being cast, its nature and target (if any). He then modifies the Base Chance of the spell as appropriate. The addition or subtraction of all values affecting the cast from the Base Chance for that spell produces a Cast Chance. The player then rolls D100. If the resulting dice roll number is less than or equal to the Cast Chance governing the cast, the spell impacts. If the dice roll is 5% or less of the Cast Chance, the effect of the spell is tripled. If the dice roll is between 6% and 15% of the Cast Chance, the effect of the spell is doubled. The Special Damage Table lists the dice rolls producing double or triple damage. If the dice roll is more than 30% higher than the Cast Chance during combat, or 40% higher when not involved in combat, the spell has not only failed, but has backfired and the Backfire Table is consulted. When a spell impacts and if it allows it, the target may, if it has a Willpower value, make a Resistance Check. The target character’s player rolls D100. If the resulting number is equal to or less than the character’s modified Magic Resistance the spell dissipates and has no effect on the character.

[43.1] **It costs 1 Fatigue Point to cast a General Knowledge Spell, and 2 Fatigue Points to cast a Special Knowledge Spell.**

The distinction between General and Special Knowledge is discussed in rule 50. If a character is in area designated as “mana rich” by the GM, the cost to cast a Special Knowledge spell is 1 Fatigue Point, and there is no cost to cast a General Knowledge Spell. Such areas are, however, rare and include primarily locations where human sacrifice is practiced regularly or where the boundary between dimensions is weak so that large amounts of mana leak through. Often mountaintops or clearings in deep jungle will contain such “portals.” These areas are likely to be well guarded by beasts and individuals attracted by their magic, including a larger than usual proportion of Fantastical Beasts. Even in mana rich areas, a character must pay the Fatigue Cost to cast a spell upon loosing it or it has no effect.

If the character is in area designated “mana poor” by the GM, the Fatigue Cost to cast a spell is doubled. Such areas will be much more common and will often include the more civilized and densely-inhabited parts of the world.

[43.2] **A magic user may not cast a spell unless he has sufficient Fatigue Points to pay the cost of casting the spell.**

Unless otherwise specified, the cost to cast a spell is assumed to be 1 Fatigue Point for General Knowledge spells and 2 Fatigue Points for Special Knowledge spells, as described in rule 43.1. However, a GM need not tell an Adept in advance that an area is mana rich or mana poor, and an Adept could thus attempt to cast a spell without knowing that the cost was at variance with the norm. In such cases, the Adept would have to either pay the any additional cost to cast the spell or give up the attempt. If the area is mana rich, he pays the cost to cast the spell in a mana rich area, not the normal cost for the spell. The GM tells a character only after the spell has been prepared (at the moment when the character is about to pay the Fatigue Cost to cast the spell) that the area is mana poor or mana rich. A character may always choose to abandon the attempt in such cases, but any time (and, in combat, Pulses) spent preparing the spell is lost.

[43.3] **A character always expends the necessary Fatigue Points to cast a spell whether the spell is effective or not.**

At the moment the character’s player rolls D100 to make the Cast Check to see if the spell impacts, the Fatigue is expended. A character may not change his mind about the spell once it is being cast and the check is being implemented. Regardless of the results of the Cast Check or any succeeding Resistance or Damage Checks, the Fatigue is expended.

[43.4] **There is no Fatigue Cost to prepare a spell.**

Fatigue is expended at the moment the spell is loosed, not before. Thus, a character could prepare a spell and then decide not to loose it and there would be no cost in Fatigue Points.

[43.5] **A spell must be used immediately upon being prepared or it is dissipated and the preparation must be repeated before it can be used.**

A character prepares a spell immediately before use. He cannot keep a spell prepared for any length of time. Once he announces that the spell is ready, the character must immediately loose it or the spell is dissipated. Only one spell can be prepared at any one time.

[43.6] **A character must remain immobile and may engage in no other activity while preparing or casting a spell.**

If a character moves, attacks, attempts to remain aware of his surroundings (by, say, listening for intruders) or even speaks to another player or the GM about something not related to a point of information about the spell, the preparation is interrupted and the character must begin over again.

[43.7] A character's chances of effectively casting a spell may be increased or decreased by a variety of factors.

The following modifiers are added to the character's Cast Chance:

| | |
|--------------------------------------------------------------------|-----|
| Each point the caster's MA is greater than 15 | +1% |
| Each point the caster's MA is less than 15 | -1% |
| Each Rank the character has with the spell being cast | +3% |
| Each hour (maximum of 10) the character spends preparing the spell | +3% |

[43.8] A character must spend one full minute to prepare a spell and loose it during the Adventure Sequence and a lesser amount of time to prepare and loose the spell during the Tactical Procedure.

It takes one Pulse to prepare a spell as part of the Tactical Procedure and another full Pulse to loose the spell. The details of spell casting in combat are discussed in rule 49. Due to the lack of time for proper preparation, spells have a greater chance of backfiring in combat than normally.

[43.9] There is always a chance that a character can successfully resist a spell even after the spell has successfully impacted on the character.

The character's player makes a Resistance Check by rolling D100 and if the result is less than or equal to the character's modified Magic Resistance, the spell does not take effect even though it did impact on the character. The Resistance Check is modified as described in rule 47.4. A spell resisted in this manner does not produce a backfire result. It is simply treated as a failed spell.

44. The Effects of Spells

Spells that are successfully cast and that are not resisted immediately take effect on the character(s) or object(s) over which they were cast. In some cases, the duration or severity of damage due to a spell, or some other aspect of the spell, will have to be determined by the GM or via a die roll. All such determinations are mentioned in the description of the spells. If double or triple effect is achieved using a spell, the casting character's player must choose the attribute of the spell that will be doubled or tripled (see rule 44.2).

[44.1] In some cases, it will be necessary to make a Damage Check as a result of a successful spell cast.

Whenever a character is affected by certain spells, the effects of those spells will include damage to either Fatigue or Endurance. In such cases, the damage is determined by making a Damage Check in the same manner as for damage due to physical combat (see rule 25.4).

[44.2] The casting character's player determines what effect a multiplication of a spell's power will have on the spell.

There are three characteristics of a spell that can be multiplied by the caster as a result of a spell taking double or triple effect: range, duration, and damage. Range is the maximum distance (usually given in feet) over which the spell can be cast (i.e., between the caster and his target). Duration is the length of time in minutes, hours, days that a spell will last. Damage represents the amount of injury a spell can do as a result of being successfully cast against a character or object expressed in terms of Damage Points.

Whenever a spell is cast for double its normal effect, the casting character's player has the option to double either the range, duration, or damage of the spell. Not all spells are ranged (i.e., can be cast over a distance), have a set duration, or do damage. An attribute that does not apply to a particular spell cannot be multiplied.

Whenever a spell is cast for triple effect, the casting character's player has the option of tripling either the range, duration, or damage done by the spell or of doubling any two of these three characteristics or of decreasing the target character's Magic Resistance by 20%.

[44.3] A character may not attempt to cast a spell at a target that is not within a range in hopes of achieving a double or triple effect.

[44.4] The description of each spell lists its specific effects, range, duration and other appropriate material.

Each spell is fully described under the College to which it belongs. The following information is included.

Range: The maximum radius in feet within which the caster can make the spell take effect.

Duration: The maximum length of time in minutes, hours, or days that the spell remains in effect.

Experience Multiple: The multiple used in conjunction with the rank to be achieved to determine the cost of increasing a character's Rank with a particular spell (see rule 161.4).

Base Chance: The basic percentage chance of causing the spell to take effect on a particular object or person within a circumscribed area.

Resistance: The conditions under that the workings of the spell can be resisted by a being subject to its effects.

Effects: The general purpose and consequences of the spell. Includes potential damage as well as special effects.

45. Restrictions on Magic

Adepts may be restricted as to when and where they can employ magic according to general rules covering all magic or by specific restrictions concerning their College only. Restrictions of a general nature are discussed in this section. Restrictions covering only individual Colleges are discussed under the sections dealing with those Colleges.

[45.1] A character may never prepare a spell or engage in ritual magic while in physical contact with cold iron.

He can exercise any Talent Magic he can possess as a result of his race, but not Talent Magic stemming from his membership in a College of Magic. Cold iron is defined as any metal composed substantially or wholly of iron ore and its direct products, iron and steel.

The amount of cold iron that will prevent an Adept from using his powers is relatively small, but not minute. Generally, no more than a few ounces is sufficient to prevent the working of all but racial Talent Magic. However, the final determination as to whether or not a character is affected by cold iron on his person is up to the GM. The Adept must be in direct contact with cold iron for this stricture to apply. In all cases, such determinations are the province of the GM.

An Adept cannot prepare a spell, use the special talents of his College, nor perform Ritual Magic while wearing armor made of cold iron or holding weapons or tools made of cold iron under the provisions of this rule. This does not mean, however, that Adepts cannot wear armor or use weapons or tools. There are several possible means of circumventing the effects of cold iron.

- The character can wear non-metallic armor (leather for instance) and carry weapons and tools made of bone, wood, or stone. Tools and weapons of bone, wood, or stone will always be less effective than similar weapons made of metal. Thus, when using a non-metallic nature, but similar in design to an existing weapon on the Weapons Table made of cold iron, the Adept would do 2 fewer points of damage and would have his Strike Chance with the weapon reduced by 10%. The same general reduction in effectiveness should be adhered to by the GM in assigning values to any tools normally made of cold iron that the magician uses in their non-metallic form.

NOTE: This provision is meant to apply to the substitution of other materials for cold iron in items normally made of metal. A quarterstaff, for example, would not be any less effective in the hands of a magician since it is a weapon made of wood anyway.

However, arrows would be less effective, since their (normally metallic) heads would have to be made of stone or bone.

- The character can use metallic items that contain little or no cold iron. These include items made of such soft metals as copper and tin (and, of course, their product: bronze). Such items will always be less effective than items made with cold iron, though not as radically so as in the case of bone, wood, or stone implements. A character can purchase items of soft metal for the same price as other weapons, but they always do 1 less point of damage and they can break on a roll of 92-99% instead of just 99%. Bronze armor always has a Protection Rating 2 points less than the rating for the same type of armor made of cold iron.
- The character can neutralize the cold iron by combining it with precious metal. There are three types of metal that can be combined with cold iron for this purpose: silver, gold, and truesilver. Articles made from these substances will be equally as effective as items made only of cold iron, but will cost much more. An item made of silvered metal costs 10 times the normal cost for the item made simply of cold iron. A gilded item will cost 120 times the normal cost for the item made of cold iron alone. Truesilver will cost 180 times the cost of the item made from cold iron alone. Silver and gold only partially neutralize the effects of cold iron, but truesilver entirely neutralizes it. The Cast Chance of a character in contact with cold iron neutralized by silver is reduced by 10%. The Cast Chance of a character in contact with cold iron neutralized by gold is reduced by 5%. A character is not protected from the effects of magic by wearing cold iron.

Example: A character in armor plate would still be affected by any spell cast at him despite the presence of the armor.

[45.2] A character must have the freedom to make the necessary gestures and sounds in order to cast a spell or perform a ritual.

Mute, bound, paralyzed, unconscious, stunned, or restrained characters or those engaged in Close Combat cannot use Spell or Ritual Magic, though Talent Magic is usually possible.

[45.3] A character cannot employ a type of magic or a spell or ritual with which he is not familiar.

Only those spells, talents, and rituals that the character has mastered as a result of his race or College or studies after initiation into the College (i.e., the development of Special Knowledge spells) can be employed by a character.

[45.4] A character cannot perform a spell or ritual without the necessary equipment or working materials where such are required in the description of the spell or ritual.

[45.5] A character cannot cast a spell or execute a ritual if his concentration is broken.

Generally, a character's concentration is broken by being engaged in Melee or Close Combat. Other types of attack or the intrusion of loud noises could serve as a distraction as well. For example, an arrow whizzing past the caster's ear might break his train of thought and spoil a spell. Whether such events do, in fact, keep a character from casting a spell is up to the GM. If he decides that an event may have broken the character's concentration, the character's player must roll D100. If the result is less than or equal to Willpower×4, the character is not bothered by the intrusion and continues what he was doing. Otherwise, the character is distracted and the spell or ritual must be started over again.

NOTE: This rule is meant to describe the effects on the process of performing magic when a character's concentration is broken. It does not apply to the controlling of spells already cast or to the concentration necessary to control an animal, monster, etc., once a Spell of Controlling has been successfully cast. A character's concentration for these purposes will not be broken by his entering combat or being attacked. It will only be broken if he is killed or knocked out or (perhaps) if he is stunned.

46. Backfire from Spells and Rituals

There is a chance that a spell will backfire. If the Adept's player rolls a number more than 30% higher than the Cast Chance while attempting to cast a spell during the Tactical Procedure, or 40% higher than the Cast Chance while attempting to cast a spell during the Adventure Procedure, the spell backfires. It does not hit the intended target. Instead, the GM rolls D100 and refers to the Backfire Table to determine the exact effect of the backfire. Possible effects include Fatigue penalties, affecting characters other than (or including) the original target of the spell, affecting the caster himself, or inflicting a variety of curses and disabilities on the caster. Backfire never occurs as a result of the functioning of talents and seldom as the result of the functioning of rituals. Where a backfire can occur as a result of the functioning of a ritual, the possible results are often described in the section dealing with that ritual, if not, the GM should invent one.

When a spell has backfired, the GM rolls D100 and consults the Backfire Table. The result is immediately applied to the character.

[46.1] Backfire Table

D100 Backfire Result

- 01-10 How unfortunate! Not only do you fail to cast the spell, but your Fatigue is reduced by a number equal to the Fatigue already expended in the attempt.
- 11-17 Worse yet! You fail to cast the spell, and your Fatigue is reduced by a number of points equal to twice the Fatigue already expended in the attempt.
- 18-22 For shame! You should be grateful that your teachers cannot see you in your hour of degradation. Not only do you fail to cast the spell, but your Fatigue is reduced by a number of points equal to three times the Fatigue already expended in the attempt.
- 23-24 This is simply not your day. You fail to cast the spell and you must reduce your Fatigue by a number equal to four times the number of points already expended in the attempt.
- 25 Magic may not be your calling. You might consider a future in animal husbandry instead. You have failed to cast your spell and your Fatigue is reduced by a number of points equal to five times the Fatigue already expended in the attempt.
- 26-35 Your spell has reversed itself and is presently taking full affect on your own person instead of on the intended target.
- 36-45 Once again your spell has reversed itself as in result 26-51. However, this time, in addition to the effects of the reversal, your Fatigue is reduced by a number of points equal to the Fatigue expended in attempting to cast the spell.
- 46-50 Your companions may well curse your name for this! The GM assigns a number to each character within Range and rolls D10. The character whose number is first rolled is the target of the spell. If no character's number is rolled, the GM rolls again until one character's number is rolled.
- 51-56 A result similar to 46-50 except that the spell's effect is doubled (GM chooses what attribute of the spell will be doubled).
- 56-60 Your spell takes effect, but only at half strength. The GM determines what characteristic is to be halved and does so (rounding down).
- 61 You are cursed with total blindness lasting D10 weeks.
- 62 You are cursed with total blindness lasting 2D10 weeks.
- 63 You are cursed with total blindness lasting 3D10 weeks.
- 64 You are cursed with total deafness lasting D10 weeks.
- 65 You are cursed with total deafness lasting 2D10 weeks.
- 66 You are cursed with total deafness lasting 3D10 weeks.
- 67 You are cursed with being totally mute for D10 weeks.
- 68 You are cursed with being totally mute for 2D10 weeks.
- 69 You are cursed with being totally mute for 3D10 weeks.
- 70 You are cursed with insomnia and night-mares and may only regain half Fatigue (rounded up) during sleep periods for D10 weeks.

D100 Backfire Result

- 71 You are cursed with insomnia and nightmares and may only regain half Fatigue (rounded up) during sleep periods for 2D10 weeks.
- 72 You are cursed with insomnia and night-mares and may only regain half Fatigue(rounded up) during sleep periods for 3D10 weeks.
- 73-75 You are cursed with a virulent skin disease which will cause you intense pain and make you hideous to look upon. The disease will reduce your Physical Beauty by 10 and your Willpower by 3 until cured by magic or the arts of a Healer. Once cured, the disease will still reduce your Physical Beauty by 1 for each full week during which it affected you. This reduction is a permanent result of scarring.
- 76-80 You are cursed with periodic muscle spasms of random occurrence and unpredictable duration which tend to leave you limp and exhausted. The spasms will persist until you are cured of your affliction, either by magic or the arts of a Rank 2 or better Healer. Reduce Dexterity by 5 and Endurance by half until you have been cured.
- 81-85 You begin to suffer from intense and regularly recurring migraines which reduce your Willpower by 1 and your Magical Aptitude by 3 until you are cured of your affliction, either by magic or the arts of a Rank 2 or better Healer.
- 86-90 You become arthritic and enfeebled and will remain so until cured by manic or the arts of a Rank 3 or better Healer. Reduce your Fatigue by half and subtract 4 from Dexterity and 3 from Agility until cured.
- 91-95 You have become subject to creeping senility which will last until cured by magic(only) and which will become worse as time goes on. Your Magical Aptitude is immediately reduced by 2 and is reduced by an additional 2 at the beginning of each week until cured. Once cured of your affliction, you will have to relearn any spells forgotten during the period of your illness. All spell attempts made during the illness will have their Base Chance of taking effect reduced by 10%.
- 96-00 You are cursed with total amnesia and lose all skills, Ranks and magical abilities for a period of D10 days. During this time, you may not cast spells, use special skills or talents or use a weapon except in its unranked state. Your friends will have to care for you since your surroundings are totally unfamiliar and your survival defenses will have been quite effectively short-circuited. You will willingly take their orders and advice, but you would just as willingly follow an ogre into his cave if he asked you.

[46.2] All backfire effects are cumulative.

A character may be subject to backfire any number of times and may, in fact, suffer the same curse any number of times as a result of backfire. All effects are cumulative, though their exact nature may be subject to some interpretation by the GM.

[46.3] It may be impossible to apply a specific backfire effect to certain characters or spells.

In most cases, when it is not possible for a spell to have the result indicated on the Backfire Table (see rule 46.1), there will be no backfire and the specific backfire result will be ignored.

Example: A spell designed to turn water into wood might or might not have any effect if it backfired in such a way that it was cast on one of the casting character's companions. Whether the innocent victim was unaffected was unaffected or the water in his tissues turned to wood would be entirely up to the imagination and discretion of the GM.

[46.4] The exact effects of specific backfire results are subject to the GM's interpretation.

In most cases, specific reductions in numerical ratings are given when a caster is cursed as a result of backfire. However, ancillary effects of the curse must be determined by the GM within the guidelines of the curse description.

Example: A character struck with senility (a result of 91-95 on the Backfire Table) would forget most of his magical knowledge during his illness and have to relearn many spells, etc. The exact rate of loss or the manner in which the determination was made as to what spells were lost would be determined by the GM. Similarly, a mute character obviously could not cast spells since he would be unable to utter the proper incantations. However, whether his player could even speak with the other players or would be limited to nodding his head or gesturing is a matter left up to the GM to decide.

In some cases (loss of sight, hearing, and voice) the effects of the curse have been left entirely to the GM's discretion. He should keep the result of any backfire secret as long as possible. If the result has a variable duration, the GM keeps the duration secret until the effect is over.

[46.5] When a backfire leads to a character being required to lose more Fatigue than he has available, the excess Fatigue Points are removed from Endurance instead.

Whenever, as a result of backfire, a character exhausts his Fatigue and is forced to reduce his Endurance to satisfy the Fatigue loss due to backfire, the character's player rolls D100. If the result is less than or equal to 10×Endurance Points removed, the character loses 1 Rank from the spell that backfired. If the spell was unranked, it is simply forgotten and must be relearned (even if a General Knowledge spell). Forgetting a spell or losing Rank takes place after all other backfire results are applied. They would not, for example, affect the possibility of a spell reversing itself and affecting the character who cast it in the same Pulse in which that character forgets the spell. An Adept can be stunned if forced to remove a number of points of Fatigue or Endurance greater than one-third of his Endurance as a result of a single backfire result.

47. Counterspells and Resisting Spells

A character who is a target of a spell may resist the effects of that spell if he is conscious and unstunned. Resistance may be either Active or Passive. A character engages in Active Resistance by stating this intention. He may perform no other action and his resistance affects the chances of the spell backfiring or taking effect at all. A character may Passively resist by making a Resistance Check once a spell has successfully impacted on him. A character is not prevented from making a Resistance Check by the fact that he is engaged in other activities at the time the check is made. Both Active and Passive Resistance are implemented using the character's Magic Resistance rating. The character's Magic Resistance is determined whenever it is used by adding to the character's Willpower any modifications due to the character's Magic College or lack of a College as well as special modifiers for Counterspells and general situation at the moment the check is made. A character's chances of resisting magic may be increased by casting a Counterspell over the character.

[47.1] A character who is conscious and unstunned may make a Resistance Check to determine if he successfully avoids the effects of a spell.

The character's player rolls D100. If the resulting number is equal to or less than the character's Magic Resistance (as modified according to rule 47.4), the character resists the spell and it has no effect upon him. Otherwise, the character is affected normally by the spell. A character is never prevented from making a Resistance Check because he is engaged in other activity at the same time. A Resistance Check is an automatic function. It is implemented any time the character's player states that he wishes to attempt to resist a resistible spell which is about to take effect on him. Each character may only make one Resistance Check per spell cast over him. Characters who are struck by a spell as part of a backfire result may resist.

All spells listed under the individual colleges contain a statement as to whether or not they can be resisted and whether that resistance can be

Active or Passive. A character can only exercise his powers of resistance against a spell in the manner given for that spell. His resistance will always be ineffective unless it is if a type that can be used against the spell being cast.

[47.2] A character may choose to Actively resist a particular spell by stating his intention to do so, but may do nothing else during the time he is Actively resisting.

A character may not move, attack, cast his own spell, or do anything else while engaged in Active Resistance. When a spell which is being Actively resisted is loosed, the Cast Chance for that spell is reduced by the Magic Resistance of the character with the highest Magic Resistance who is Actively resisting the spell. A character involved in combat on the Tactical Display must spend one full Pulse to Actively resist the spell after the spell has been prepared, but before it is being loosed. A character who is Actively resisting a spell does so in the manner described in rule 49.1. He must announce whose spell that is being cast he is Actively resisting at the moment he chooses to Actively resist. His Active resistance has no effect on any other spell and does not prevent him from making a Resistance Check whenever any spell (including the one he is Actively resisting) impacts on him.

Example: A group of characters is about to have a spell cast over them with a total modified Cast Chance of 67%. One character with a Magic Resistance of 27 Actively Resists. The Cast Check result is 47, and the spell has no effect (67-27=40—47 is greater than 40) on either the resisting character or anyone else within the group.

A backfire may never be Actively resisted. A character whose concentration is broken while he is Actively resisting a spell still expends the necessary time to Actively resist the spell, but is treated as if he were simply engaged in Passive resistance. A character's concentration is broken for this purpose whenever he is subjected to a Melee or Close Combat attack or otherwise has his "elbow joggled." anything that would prevent a character from preparing or casting a spell due to breaking the caster's concentration would also prevent Active Resistance (see rule 45.5).

Since the nature of a spell is not revealed until actually loosed, a character could attempt to Actively resist a spell not affected by Active Resistance. In this case, the Active resistance has no effect, but any time expended on resistance is lost anyway.

[47.3] A character's Magic resistance will be affected by whether or not he is under the protection of a Counterspell.

A Counterspell is cast in exactly the same manner as any other type of spell, but it is cast only over a single specific character or area and has as its object defeating the effects of other spells cast by members of the specific College against which the Counterspell is directed. There are two different Counterspells for each College. The General Knowledge spells of each College are inhibited in their operation by the General Knowledge Counterspell for that College. The Special Knowledge spells of each College are inhibited in their operation by the Special Knowledge Counterspell for that College. The Counterspells affecting one College will not affect any other College and the Counterspells for a particular College will only affect the type of spell against which they are directed (General or Special). A character is always considered to acquire as part of his General Knowledge the Counterspells affecting his College upon joining that College. He may learn the Counterspells affecting other Colleges only by finding a member of another College willing to teach that College's Counterspells and spending time and money learning the two Counterspells as described in rule 161.

NOTE: Counterspells are the only spells of a College other than his own that a character can learn. They are an exception to the general rule that one can know only the spell's of one's own College.

Members of the College of Naming Incantations specialize in knowing the Counterspells for all Colleges. Consequently, Namers receive a special benefit in regard to Counterspells. All Counterspells of Colleges other than a character's own College may only be practiced by a character at Rank 0 (i.e., unranked) unless he is a

member of the College of Naming Incantations, in which case he may achieve Rank with them.

Counterspells are always General Knowledge Spells of the College to which they apply, but are considered Special Knowledge spells when learned by a character of another College. All Counterspells of all Colleges are General Knowledge spells of the College of Naming Incantations.

A Counterspell of any type may be cast on one character (including the caster, himself) or on the occupants or objects in a circle 15 feet in diameter (or 7 hexes on the Tactical Display). It will always add 30% (+3% per Rank) to the Magic Resistance of a character over which it is cast (only) for purposes of resisting the type of spell to which it applies. For example, a Counterspell affecting General Knowledge spells of the College of Air Magics increases the Magic resistance of the character over which it was cast only when that character was resisting General Knowledge of the College of Air Magics. It would not protect or assist the character when resisting the spells of other Colleges or Special Knowledge spells of that same College.

NOTE: If a Counterspell is cast over a subject which normally does not resist magic, it has a Magic Resistance of 30%.

A Counterspell may be cast over an area instead of an individual. When cast over an area, any individual occupying that area may not use a spell of the type affected by the Counterspell until he vacates the affected area. All individuals in the area would add 30% (+3% per Rank) to their magic resistance when resisting the type of magic affecting the Counterspell so long as they occupied the area affected by the Counterspell, but would not be so protected if they moved out of the 15 foot diameter area of the Counterspell. Counterspells cast over an area in combat must be cast over a single hex and the six adjacent hexes (but the area affected could be doubled or tripled as a result of an effective casting).

A Counterspell lasts for a number of minutes equal to the results of minutes equal to the results of a D10 die roll and an additional 1 per Rank. A character or area may never have Counterspells affecting more than one College cast over him at the same time. If a being or area were already under the effects of a Counterspell affecting more than one College, any Counterspell affecting another College would not effect him. He would still be affected if he occupied an area over which a Counterspell affecting another College had been cast, but only for so long as he occupied the area. A character may never benefit from more than one Counterspell against a particular spell (i.e., he could not benefit from two Counterspells against, say, the General Knowledge of the College of Illusion).

A character may always use magic even when under the protection of a Counterspell (including a Counterspell affecting his College). Only a area Counterspells inhibit the casting of the spell itself. A spell or ritual may never be performed on ground that has a Counterspell over it affecting the College of which the magic is a part.

The following list of characteristics applies to all Counterspells for all Colleges of Magic:

- Range:** 25 feet (+25 feet per Rank)
- Duration:** D10+5 minutes (+1 minute per Rank)
- Experience Multiple:** 100 (for General Knowledge Counterspell); 200 (for Special Knowledge Counterspell)
- Base Chance:** 40%
- Resist:** May only be passively resisted

[47.4] The following modifications affect a character's Magic Resistance by the numbers shown:

| | |
|--------------------------------------------------------------------------------|-------|
| Target and Caster are of the same Branch of Magic | +15% |
| Target and Caster are of opposed Branches of Magic (see rule 50.1) | -15% |
| Target is not a member of any college of magic | +20% |
| Target is under protection of Counterspell affecting spell | +30%* |
| Caster chooses to decrease target character's Magic Resistance (see rule 47.2) | -20% |
| Target is standing on consecrated ground | +50% |

* +3% per Rank

48. Special Magical Preparations

Special magical preparations include all of those rituals not limited to a specific College that are designed to augment the power of characters or spells or invest areas or objects with special magical properties. They are employed according to the provisions governing Ritual Magic (see rule 26. and rule 29.).

All forms of special magical preparation can be coded for purposes of recording them on the Character Records by simply referring to the number of the case in which they are discussed (see rule 48.1 through rule 48.4).

[48.1] A character may increase his chance of successfully casting a spell by engaging in Ritual Spell Preparation.

The character's player announces his intention of employing this option and states the number of hours that will be spent in preparation and the spell being prepared. For each hour spent in preparation, the Base Chance of the spell is increased by 3% (up to a maximum of 30%, assuming 10 full hours are spent in preparation). If, at any time during the preparation, the character's concentration is broken, the entire process must be restarted from scratch or abandoned. In any case, any time previously spent in preparation is lost. A character's concentration is always broken by the necessity of abandoning the Adventure Sequence and employing the Tactical Procedure. The character can engage in no other activity while preparing the spell. The spell must be cast immediately upon completing the Ritual Preparation. The Spell Preparation Ritual is a General Knowledge Ritual that enhances spells only. A character cannot achieve Rank with this Ritual.

[48.2] A character may increase his Magic Resistance by 5% and his Magical Aptitude by 1 for each hour spent in Ritual Purification.

Experience Multiple: 200

Ritual Purification always increases both magic Resistance and Magical Aptitude by the aforementioned amounts for each hour spent in purification up to a maximum of 3 hours (for a total increase of 15% to Magic Resistance and 3 to Magical Aptitude). A character can only be under the influence of one Ritual Purification at a given time. The effects of the purification last for a number of hours equal to ((Ritual Purification Rank+D10) × the number of hours spent in purification). The die is always rolled by the GM who keeps the result secret until it is time to inform the players that the result of a purification has worn off. The ritual is always interrupted by the necessity of suspending the Adventure Sequence and employing the Tactical Procedure and must be abandoned or restarted from scratch with all hours spent in purification being lost. However, once a Ritual Purification has been completed, the character can enter combat and employ all of the benefits of the purification. A character must announce when he starts purification the number of hours he will spend engaged in the ritual. He can engage in no other activity (including moving, resting, or employing other special preparations) while engaged in this ritual. Only members of the Colleges of Magic can purify themselves. Ritual Purification is a General Knowledge Ritual.

[48.3] A character may store the power of a spell in an object in his possession by employing an Investment Ritual.

Experience Multiple: 300

The character's player announces that he is beginning an Investment Ritual and states the number of hours that will be spent in the ritual, the object to be invested with power, and the specific spell which will be stored in the object. At the end of the ritual, the character's player makes a Cast Check to determine if the ritual has been effective. The Base Chance of the ritual being effective is always equal to the character's Magical Aptitude, plus 3% for each hour spent in the ritual (up to a maximum of 10 hours, or 30%) plus any other modifiers

normally associated with spells and rituals (3% per Rank with the Investment Ritual). It is possible to generate any of the effects normally associated with spells when an Invested spell is loosed (double or triple effect, backfire, etc.) using this ritual. If the Cast Check dice roll is equal to or less than the Cast Chance, the object of the ritual is invested with the power of the spell which is to be stored in it.

An object which has a spell stored in it in this manner may be used to cast the spell at no Fatigue cost by any character (including individuals who are not members of a College of Magic) who knows how to activate the object. Only those individuals who know the Investment Ritual of the College that was used to store the spell in the object or who have been told by the character who stored the spell in the object how to activate the power therein may use the object's power. It is not necessary for a character to know the spell stored in an object in order to employ the object to release the spell.

Each object invested with spell power in this manner has a number of "charges" in it equal to the Rank the character who invested the object possessed with the Investment Ritual at the time the item was invested. Whenever the power in the item is used, the number of remaining charges is reduced by 1. When no charges remain, the item is no longer invested with the power of the spell. It may be reinvested. A particular object may never be invested with more than one spell at the same time. A character may only invest an object with a spell he knows.

Whenever a spell is released from an object in which it was invested, the spell is treated as if it was being cast by the character who originally stored it in the object. It always emanates from the spot occupied by the object, but is treated in all other ways as if cast by that character as he was when he originally invested the object with the spell power (i.e., the spell would be ranked as it was when originally stored in the object).

A spell invested in an object may only be dispelled (i.e., removed and dissipated) by a Namer casting the proper Counterspell over it. If an attempt at investing an object with a spell's power backfires, the effect is as if the spell being invested in the object had backfired. It is applied immediately. When an object invested with a spell is used, any backfire resulting from its use affects the user of the object rather than the object itself. The Investment Ritual is a Special Knowledge Ritual.

[48.4] A character may employ Ritual Magic to cast a Ward over an area which he occupies or is near.

Experience Multiple: 400

A Ward is an automatic spell that is activated by the intrusion of objects or living beings into the area it occupies. Whenever a character wishes to create a Ward, he announces his intention and engages in one or more hours of Ritual Preparation to create the Ward. At the end of the preparation, he immediately checks to see if the Ward is cast by making a Cast Check. If the Cast Check is successful, the Ward is cast. If the Check is not successful, no Ward exists and the attempt must be started from scratch and abandoned.

The Base Chance to create a Ward is equal to the creator's Magical Aptitude. This is modified by +3% per hour spent in preparation, up to a maximum of 10 hours, plus any other modifiers normally associated with spells and rituals (+3% per Rank with the Ward Ritual). It is possible to suffer backfire from an attempt to create a Ward. In such cases, the spell being incorporated into the Ward backfires immediately.

Once the Ward is cast, the entry or exit of any object or being in the area occupied by the Ward (determined by the range of the spell incorporated into the Ward) can trigger the Ward. Once a Ward has been triggered, it ceases to exist. It takes full effect on the character(s) or object(s) that triggered it, but is dissipated thereafter. All Wards emanate from the exact spot occupied by the individual who cast the Ward (important for determining range).

A character desiring to create a Ward must announce what the Ward will consist of before he begins the Ward Ritual. A Ward always consists of a specific spell of the caster's College (either General or

Specific Knowledge) that the GM considers suitable for incorporation into a Ward. A Ward always consists of only one such spell. More than one Ward cannot be cast over a specific area (i.e., it is not possible to cast three or four different spells over the same doorway via a Ward).

Whenever he announces that he is creating a Ward, a character's player must also announce under what conditions the Ward will be triggered. He can decide not to limit its effect, in which case it will be triggered by anyone or anything entering the area over which it is cast, or he can limit it to affecting specific individuals or anything in between. Thus, a character could cast a Ward that would only be triggered by passing trolls (or even more specifically, by the third troll to pass through the area occupied by the Ward). Characters (and the GM) should be aware that it can be necessary to account for the caster of the Ward and his fellow adventurers having to pass through the Ward. This can be accomplished by delaying the effect of the Ward for a length of time sufficient to allow the party to pass through (but no more than a few minutes) or by making the Ward subject to other specifications that permit the party to pass through.

Once a Ward is in effect, any individual or object could trigger the Ward and that enters the area occupied by the Ward is automatically subject to whatever individual spell was woven into the Ward. Only those spells known by the caster of the Ward can be woven into the Ward and they take effect exactly as if the caster of the Ward were present and casting the spell at the spot occupied by the character or object that triggered the Ward. All characters or objects nearby that would normally be affected by the spell are subject to its effects when it is cast as a result of the Ward having been triggered.

Wards are dispelled in one of two ways: either by a Namer casting a Special Knowledge Counterspell of the same College as the spell incorporated into the Ward, or by being triggered by an individual or an object. They exist in perpetuity until dispelled.

The Ward Ritual is a Special Knowledge Ritual.

49. Incorporating Magic into Combat

Ritual Magic cannot be employed by characters occupying the Tactical Display. Talent Magic can be used, operating automatically and requiring no special expenditures of actions or time. Spell Magic is also available to characters for use in combat, but requires the expenditure of time in Pulses. Generally, any attempts at casting spells in combat are resolved similarly to attempts at casting spells during the Adventure Sequence. However, the acts of preparing, loosing, or actively resisting a spell are only possible to characters who are implementing the proper actions discussed in rule 13. and rule 14., as modified herein.

Whenever a character attempts to cast a spell, he first prepares it by implementing a Pass action (see rule 13.4 and rule 14.8), as if he were preparing a weapon, except that he announces he is preparing a spell. Spell preparation takes one full Pulse. On the next succeeding Pulse, the character implements a Fire action in order to loose the spell. He announces that he is loosing the spell when it becomes his turn to take action. He announces which hex or character is the target of the spell.

NOTE: The character can loose the spell at an adjacent figure despite the fact that he is using a Fire action to get the spell off.

The casting character's player rolls D100. If the resulting number is less than or equal to the Cast Chance for the spell, the spell has been successfully loosed. In most cases, the target(s) of the spell then have the opportunity to resist the effects of the spell by Passively resisting unless they are stunned or unconscious (however, see rule 49.1). The Resistance Check is made as described in rule 47.1 (by rolling D100 against the character's Magic Resistance). Unless the character successfully resists the spell, he is fully affected by it.

[49.1] **A character can Actively resist a spell during combat by implementing an Evade action.**

The character must announce when he chooses the Evade action that he is resisting magic or it is assumed that he is attempting to evade a physical weapon instead. Evading magic never assists a character in dealing with a physical attack and evading a physical attack never has any effect on a character's Magic Resistance. The Evade action always takes one full Pulse regardless of whether it is being employed to assist the character in coping with magic or with physical combat.

[49.2] **A character cannot cast or actively resist a spell while engaged in Close Combat.**

[49.3] **The Cast Chance of a spell is affected only by the modifiers listed in rule 43.7 and by those modifiers listed for each College individually.**

It is never affected by those modifiers listed in rule 24.6.

50. The Colleges of Magic

Magic is divided into different Colleges representing specific types of magic. Each College belongs to one of three Branches of Magic. These Branches, and the associated Colleges, are listed below:

The Thaumaturgies

- The College of Ensorcelments and Enchantments
- The College of Sorceries of the Mind
- The College of Illusions
- The College of Naming Incantations

The Elementals

- The College of Air Magics
- The College of Water Magics
- The College of Fire Magics
- The College of Earth Magics
- The College of Celestial Magics

The Entities

- The College of Black Magics
- The College of Necromantic Conjurations
- The College of Greater Summonings

[50.1] **A character's Magic Resistance is affected by the Branch of Magic of which he is a practitioner.**

A character's Magic Resistance is increased by 5% whenever a Cast Check is implemented to determine if he has been affected by a spell generated by a member of the same Branch of Magic. A character's Magic Resistance is decreased by 5% whenever a Cast Check is implemented to determine if he has been affected by a spell generated by a member of an opposed Branch of Magic. A character's Magic Resistance is unaffected whenever a Cast Check is implemented to determine if he has been affected by a spell generated by a member of a neutral Branch of Magic. A character's Magic Resistance is increased by 20% whenever a Cast Check is implemented to determine if he has been affected by a spell generated by a member of any College of Magic if that character is not, himself, a member of a magical College. The Branches of Magic are aligned relative to each other as shown in this chart:

| | Thaumaturgy | Elemental | Entity |
|-------------|-------------|-----------|---------|
| Thaumaturgy | Same | Neutral | Opposed |
| Elemental | Neutral | Same | Neutral |
| Entity | Opposed | Neutral | Same |

[50.2] **Each College of Magic has its own individual requirements which must be met before a character of that College can employ any of the powers of spells of his College.**

All such requirements are listed and explained in rule ##.1 of each College.

[50.3] **The Adepts of a College are subject to certain modifications to their ability to successfully cast spells.**

All such modifications are listed in rule ##.2 for each College.

[50.4] The spells and powers available to practitioners of each College are broken down into General Knowledge and Specialized Knowledge.

A character is assumed to have mastered all of the General Knowledge of his College upon choosing that College. The General Knowledge attained is always at Rank 0. Characters may only increase their proficiency at employing General Knowledge by expending Experience Points to attain Rank with that knowledge. Specialized Knowledge includes all of the special spells and procedures of the College not normally taught to novices. Such knowledge may be accumulated only by expending both time and money to learn it. Special Knowledge is learned at Rank 0 and the Rank the character has with that knowledge may be increased in the same manner as for increasing the Rank of General Knowledge spells and procedures through expending Experience Points to progress once the knowledge has been mastered at Rank 0. The maximum Rank attainable with a spell or ritual is 20.

[50.5] A character may only employ the powers and spells of one College.

A character may never employ the knowledge, powers, or spells of a College of which he is not a member, except for counter-spells and Invested spells. Characters may only be members of one College at any one time. A character may change his College, but, if he does so, he immediately loses all knowledge (General and Special) from his old College and all Rank in magical activities and must spend six months in a house of his new College learning its discipline so as to master its General Knowledge. He may engage in no other activities while in the house. Once a character has renounced his old College, he may never return to it or relearn its General or Special Knowledge.

[50.6] A character is limited in the number of spells and rituals of lower rank that he may know.

A character may only employ talents, spells, and rituals that he knows. He may know any number of talents, but may only know a number of spells and rituals of Rank 5 or lower equal to his Magical Aptitude. He may know an unlimited number of spells and rituals of Rank 6 or higher. The General Knowledge spells and rituals of his College count against this total.

[50.7] A character may not enter any College of Magic, except the College of Naming Incantations, unless he has the Magical Aptitude to account for mastery of the General Knowledge Spells and Rituals of that College.

He may not acquire additional spells above and beyond his Magical Aptitude unless he attains Rank 6 or higher with spells already learned so as to make room for the acquisition of additional knowledge. Once a character is a member of a College, he may lose the use of General and Special Knowledge as a result of a decrease in Magical Aptitude, but he may never be forced to quit the College as a result. In such cases, the GM always determines what spells or rituals are forgotten by the character as a result of his reduced capacity. All talents, spells, and rituals are numbered and coded and are explained individually in rules ##.3, ##.4, ##.5, ##.6 of each College.

[50.8] The talents, spells, and rituals of all Colleges are numbered and coded for easy identification.

All magic powers are coded as follows:

T=Talent Magic; **G**=General Spell; **S**=Special Spell; **R**=Special Knowledge Ritual; **Q**=General Knowledge Ritual. All talents are considered to be a form of General Knowledge. Talents, rituals, and spells are numbered within their code.

All Counterspells are coded **CS** followed by the number of the section in which their College is described, and a **G** or **S** (for General or Special Knowledge).

Example: The General Knowledge Counterspell of the College of Air Magics would be coded CS56G by anyone wishing to use this shorthand method (which is especially useful on Character Records).

All forms of Special Magical Preparation are coded by reference to their case number (see rule 48.1 through rule 48.4).

51. Magic Conventions

The following sections dealing with the Colleges of Magic employ a number of conventions common to most fantasy roleplaying games. It is important that the reader grasp these conventions. The following list touches on the most important of them.

- Range is always given as the distance from the Adept. It can be a linear measurement between Adept and target or it can be a radius within which the Adept can cast a spell. In some cases, ranges and radii cannot be depicted entirely accurately on the Combat Display due to the anomalies of the hex grid. When converting range measurements to the hex grid, each 5 foot increment of range is considered a hex.

Example: A spell with a range of 35 feet would have a range of 7 hexes ($35 \div 5 = 7$) on the Tactical Display.

If only part of a hex is within the effective radius of a spell's range, the entire hex is automatically considered to be in range. The same is true of the area affected by a spell.

Example: A Wall of Stone cast as a circle around a character and his companions and having a 10 foot radius, would protect all characters within 2 hexes of the Adept (one intervening hex). All hexes 3 or more hexes away from the Adept would be outside the wall. Measurements are always taken from the middle of the hex, and so a 10 foot radius would include 2½ feet of the Adept's hex.

- Duration is a measurement of how long a spell lasts after it is cast. In some cases, it will have an immediate effect and then dissipate. In others, the effect will linger longer. When converting minutes into Pulses, each minute a spell lasts equals 12 Pulses. If a spell is cast in the middle of a Pulse, that Pulse still counts as a full 5 second increment in the duration of the spell, regardless of how much time remains in the Pulse. Sometimes a spell must be concentrated upon in order to continue having an effect. In such cases, the Adept takes Pass Actions while concentrating. For the most part, though, spells which would endure for more than one Pulse remain in effect regardless of what may happen to the Adept after the spell has been loosed.
- Spells fall into two separate groupings: those directed at specific targets and those which cover an entire area, affecting all targets within that area. Some spells can be used in both ways.

Example: A spell which could be employed against a single target (+1 target per Rank) might, at Rank 6, be employed against a single target or against 7 targets (which would give it much the same practical effect as an area spell).

If a multi-target or area spell is Actively Resisted, the Magic Resistance of the target with the highest Magic Resistance is applied to the Base Chance and will affect whether or not the spell backfires or is cast at all on any of the targets. This "umbrella of protection" effect is very important in protecting weak characters, but players must understand that a character can only Actively resist a spell if he is a target of the spell or is in the area affected by it. Sometimes, a spell will take effect even if resisted. In such cases, the spell may have a reduced (usually halved) effect.

- Often range, duration, and damage from spells will be given as "X+Y additional per Rank." The translation of this arcane phrase is simply that the particular attribute of the spell lasts for X minutes or has a range of X feet and that this number is increased by Y minutes or feet for every Rank that the character has achieved with that spell. Unless otherwise noted, the unit of measurement added per Rank will be the same as the unit of measurement used in the base range of the spell.
- Often the Base Chance will be equal to some characteristic of the Adept or some multiple of that characteristic. In such cases, the characteristic or multiple is treated in all ways as a normal Base

Chance and may be modified accordingly. All modifications are applied after any multiplication of the appropriate characteristic.

- A Difficulty Factor will sometimes be given for resisting a spell. This is always a number (which may increase or decrease according to Rank) by which the character's Willpower (or any other operative characteristic) is multiplied.
- Most of the magic in DragonQuest is designed to be flexible in application and requires that the GM determine exactly how he wants a spell to work in his world. In addition, the effects and procedures given are meant to apply to humanoid characters and characters of human size. An Incinerate Spell that should fry a human might do little more than make a dragon uncomfortable, for example. To close every loophole and fully explain every application would be impossible. Therefore, these matters of interpretation have been left in the game and guidelines have been provided in the form of the spell descriptions.

52. The College of Ensorcelments and Enchantments

This College is concerned with general magic, but especially with charming and enchanting individuals and objects.

[52.1] Adepts of the College of Ensorcelments and Enchantments may practice their arts without restriction.

[52.2] There are no modifiers to the Base Chance of performing any talent, spell, or ritual of the College except as listed in rule 43.7 or under the descriptions of the specific spells, talents, and rituals of the College.

[52.3] Talents

1. Witchsight (T-1)

Experience Multiple: 150

Effects: The Adept has a Base Chance equal to his Perception (+4% per Rank) of seeing objects or entities which are normally invisible or which have been rendered invisible by magical means (i.e., such spells as Walking Unseen, Blending, and Invisibility).

[52.4] General Knowledge Spells

1. Spell of Charming (G-1)

Range: 15 feet (+15 feet per Rank)

Duration: 1 hour (+1 hour per Rank)

Experience Multiple: 500

Base Chance: 15%

Resist: May be actively and passively resisted

Effects: The effects of this spell are identical to those for the spell of that name (S-1) of the College of Naming Incantations except that the target's Generic True Name need not be known to cast the spell. If the Generic True Name is known, the Base Chance is increased by 15%. If the Individual True Name is known, and used, the Base Chance is increased by 25%.

2. Spell of Telekinesis (G-2)

Range: 15 feet (+15 feet per Rank)

Duration: 10 seconds (+10 seconds per Rank)

Experience Multiple: 300

Base Chance: 20%

Resist: May not be resisted

Effects: The effects of this spell are identical to those for the spell of that name (S-9) of the College of Sorceries of the Mind.

3. Spell of Enchanted Sleep (G-3)

Range: 15 feet (+15 feet per Rank)

Duration: 1 hour (+1 hour per Rank)

Experience Multiple: 250

Base Chance: 15%

Resist: May be actively and passively resisted

Effects: The Adept may send 1 entity which normally spends any time sleeping into a deep enchanted sleep, which will last for the duration of the spell or until the entity is wakened by another entity (being shaken, etc.). The target may not be wakened normally if the spell is Rank 10 or higher, but must continue to sleep until the spell wears off.

4. Spell of Walking Unseen (G-4)

Range: 1 foot (+1 foot per Rank)

Duration: 1 hour (+1 hour per Rank)

Experience Multiple: 100

Base Chance: 40%

Resist: May not be resisted

Effects: The subject of this spell can move unnoticed, not invisible. Even if someone looks directly at the subject of the spell, he will remain unseen. However, if someone touches the subject of the spell, he is immediately located and the spell is broken.

5. Spell of Speaking to Enchanted Creatures (G-5)

Range: 15 feet (+15 feet per Rank)

Duration: 10 minutes (+10 minutes per Rank)

Experience Multiple: 100

Base Chance: 40%

Resist: May not be resisted

Effects: The spell gives the Adept the ability to speak and understand the language of all magical creatures.

6. Spell of Location (G-6)

Range: 10 miles (+5 miles per Rank)

Duration: 1 hour (+1 hour per Rank)

Experience Multiple: 200

Base Chance: 15%

Resist: May not be resisted

Effects: The Adept may determine the direction in which he will find any person or object of his desire which he has previously encountered or studied and which is within range. The direction will be indicated by a large glowing arrow.

7. Spell of Mass Charming (G-7)

Range: 15 feet (+15 feet per Rank)

Duration: Concentration; No maximum

Experience Multiple: 850

Base Chance: 5%

Resist: May be actively and passively resisted

Effects: Charms 1 entity per Rank as long as the Adept maintains his concentration. The spell takes 3 minutes to take effect and the effects linger for 3-5 minutes after concentration is broken. The victim of the spell will see the caster as his true friend and will readily accept most suggestions emanating from him. Sworn enemies of the caster (or of his race) will not be affected by this spell.

The caster may either suggest actions to the victim or may order him to act in a certain way on pain of losing the caster's "friendship." Any suggestion that is not directly and obviously inimical to the victim's interests (as defined by the GM, but usually limited to actions that would be injurious or fatal to the victim) will be acted upon 90% of the time. The caster may only insure 100% compliance with a request by making it an order based upon the friendship that binds the victim and caster together. In such instances, however, the victim immediately makes a Resistance Check. If he resists, the spell is broken and he immediately attacks the caster in a rage. Otherwise, the

victim will accept the order and be 100% faithful to it for the remainder of the spell. Whenever any suggestion is made that would lead to the victim's injury or death, another Resistance Check is made. If the check is unsuccessful, the victim will accept the suggestion. Otherwise, the spell will be broken and he will attack the caster.

8. Spell of Invisibility (G-8)

Range: 15 feet (+15 feet per Rank)

Duration: 5 minutes (+5 minutes per Rank)

Experience Multiple: 450

Base Chance: 45%

Resist: May not be resisted

Effects: At Ranks 1-15 the target becomes invisible, but may not initiate an attack (by making a Strike Check) without first becoming visible again. At Ranks 16+ the target may attack while invisible. The target may always choose to become visible again at any time while the spell is in effect. Once he chooses to become visible, he may not again become invisible as a result of the effects of that spell. A new Spell of Invisibility may be cast over him, however.

9. Evil Eye Spell (G-9)

Range: 15 feet (+15 feet per Rank)

Duration: 1 day (+1 day per Rank)

Experience Multiple: 300

Base Chance: 20%

Resist: May only be passively resisted

Effects: Any target who fails to resist has his Strike Chance and his Magic Resistance reduced by 1% per Rank (minimum of 1%).

[52.5] General Knowledge Rituals

1. Ritual of Enchantment (Q-1)

Duration: 2 weeks at Ranks 1-10; 3 months at Ranks 11-19; until dispelled at Rank 20

Experience Multiple: 125

Base Chance: 80% (+1% per Rank)

Effects: The Adept may enchant any entity of his choice who is in his physical presence during the ritual. The Adept may not enchant himself. The ritual takes 1 hour and requires that the Adept first draw a Pentacle within which both he and the subject of the ritual must remain during the entire ritual. The Adept may perform no other actions while implementing this ritual. It requires that the Adept burn 1 ounce of black myrrh at a cost of 100 silver pennies or the ritual will be ineffective.

The target of this ritual will be either blessed or cursed (caster's choice) with an increase or decrease in the target's Base Chance of doing anything or suffering any good or ill fortune by $\pm 1\%$ per Rank. All Strike Chances, Resistance Checks, etc., directly affecting the target will continue to be altered in this manner until the effects of the ritual wear off. If the ritual is used to curse, the curse is minor.

2. Ritual of Creating Crystal of Vision (Q-2)

Duration: 10 minutes (+1 minute per Rank)

Experience Multiple: 200

Base Chance: 75% (+1% per Rank)

Effects: The Adept can create a crystal that allows him to experience visions (usually precognitive in nature) concocted by the GM. At Rank 5 and above, he may use this technique to Spy into an area to see what is going on there. The distance from the character to the area being spied into is 5 miles (+15 miles per Rank).

To do so, the Adept must remain in the same place and take no other action. He performs the ritual over an available piece of crystal (the bigger the crystal, the better the image will ultimately be) in his possession. The Adept must burn 1 ounce of ambergris during the ritual at a cost of 1,000 silver pennies. The resulting crystal may be used once per day.

3. Ritual of Creating Sleep Dust (Q-3)

Duration: 1 hour (+1 hour per Rank)

Experience Multiple: 250

Base Chance: 80% (+1% per Rank)

Resist: May be passively resisted at -20% to Magic Resistance

Effects: The Adept must spend 3 hours preparing and implementing this ritual and must spend 10,000 silver pennies (-500 silver pennies per Rank) to purchase the necessary ingredients prior to making the attempt. If the attempt fails, the ingredients are ruined and may not be reused or resold. If the ritual succeeds, one ounce (a single dose) of sleep dust results. The sleep dust will only remain fresh for three weeks after manufacture.

When thrown in the face of one target which normally spends any time sleeping, it will send that entity into a deep enchanted sleep, which will last for a duration based on the ritual's Rank when the dust was created, or until the entity is wakened by another entity (being shaken, etc.). The target may not be wakened normally if the dust is Rank 10 or higher, but must continue to sleep until the effect of the dust wears off.

4. Ritual of Manufacturing Poison Dust (Q-4)

Experience Multiple: 250

Base Chance: 80% (+1% per Rank)

Resist: May be passively resisted (-20% to Magic Resistance)

Effects: The Adept must spend 3 hours preparing and implementing this ritual and must spend 10,000 silver pennies (-500 silver pennies per Rank) to purchase the necessary ingredients prior to making the attempt. If the attempt fails, the ingredients are ruined and may not be reused or resold. If the ritual succeeds, one ounce (a single dose) of poison dust results. The poison dust will only remain fresh for three weeks after manufacture.

When thrown in the face of one target, it inflicts D10-5 DP (+1 DP per 2 Ranks, or fraction thereof) due to poisoning, unless resisted.

[52.6] Special Knowledge Spells

1. Ventriloquism Spell (S-1)

Range: 90 feet (+5 feet per Rank)

Duration: 5 minutes (+3 minutes per Rank)

Experience Multiple: 100

Base Chance: 60%

Resist: May not be resisted

Effects: The spell allows the Adept to project his voice and alter it so that it sounds like any other voice the Adept has heard. The voice may be projected so that it appears to be emanating from anywhere within the radius of the spell.

2. Bolt of Energy Spell (S-2)

Range: 15 feet (+15 feet per Rank)

Duration: Immediate (during Pulse)

Experience Multiple: 200

Base Chance: 50%

Resist: May only be passively resisted

Effects: The Adept may cast a bolt of energy at a target and will, as a result, inflict D10-5 (+1 per Rank) damage on the first person or object through which the bolt passes.

3. Spell of Opening (S-3)

Range: 15 feet (+15 feet per 2 Ranks, or fraction thereof)

Duration: Immediate (during Pulse)

Experience Multiple: 150

Base Chance: 30%

Resist: May not be resisted

Effects: Instantly opens locks, bolts, and doors, including those locked by the Mage Lock Spell (S-6).

4. Spell of Enchanting Weapons (S-4)

Range: 5 feet (+5 feet per Rank)

Duration: D10-5×20×Rank (×1, if unranked) seconds

Experience Multiple: 250

Base Chance: 30%

Resist: May not be resisted

Effects: Increases the Base Chance to hit with the weapon over which it is cast by +1% (+1% per Rank) and increases the damage done by the weapon by +1 for every 3 Ranks, or fraction thereof.

5. Web of Entanglement Spell (S-5)

Range: 15 feet (+15 feet per Rank)

Duration: Concentration; Maximum: 15 minutes (+15 minutes per Rank)

Experience Multiple: 150

Base Chance: 35%

Resist: May only be passively resisted

Effects: This spell works similarly to the Web of Fire Spell (College of Fire Magics: S-4), except that it allows the Adept to project a sticky web instead of a web of fire from his fingertips. Any objects or individuals immediately between the caster and the target of the spell (along the flight path of the web) will be struck by the web and ensnared. The web can ensnare a number of human-sized targets equal to the Rank of the spell (minimum of 1 target). Ensnared characters may not move, and can only take actions in every other pulse. In order to free himself from the web, each ensnared character must roll his Physical Strength or less on D100 or successfully cut the web. The web is cut whenever any Strike against it with a weapon that is rated for Class B damage results in at least 10 DP to the web. Once any character cuts the web, all characters cease to be ensnared by it.

6. Mage Lock Spell (S-6)

Range: 15 feet (+15 feet per Rank)

Duration: 1 hour (+1 hour per Rank), or until dispelled (Rank 20)

Experience Multiple: 150

Base Chance: 30%

Resist: May not be resisted

Effects: The spell may be cast over any portal (door, window, etc.) that can normally be opened or closed. It effectively locks the portal with an unpickable lock. The portal may still be forced open by brute strength. The Physical Strength of all characters attempting to force a portal locked in this manner is added together and multiplied by the Difficulty Factor of the task. The Difficulty Factor is always a function of the Rank of the spell:

| Rank | Difficulty Factor |
|-------|-------------------|
| 1-5 | 3 |
| 6-10 | 2 |
| 11-20 | 1.5 |

7. Spell of Enhancing Enchantment (S-7)

Range: 15 feet (+15 feet per Rank)

Duration: 10 seconds (+5 seconds per Rank)

Experience Multiple: 300

Base Chance: 25%

Resist: May only be passively resisted

Effects: The Rank of this spell is added to one characteristic of any spell being cast within range unless the caster of the subject spell successfully resists. Only range, duration, base chance, or damage may be affected by this spell.

8. Spell of Levitation (S-8)

Range: 15 feet (+15 feet per Rank)

Duration: D10-5×10×Rank (×1, if unranked) minutes

Experience Multiple: 125

Base Chance: 25%

Resist: May be actively and passively resisted

Effects: Causes the target of the spell to rise into the air 15 feet (+1 foot per Rank) at the rate of 1 foot every 5 seconds (Pulse). The spell is limited to vertical movement only and will in no way propel the target horizontally.

9. Spell of Enchanting Armor (S-9)

Range: 15 feet (+15 feet per Rank)

Duration: 30 minutes (+30 minutes per Rank)

Experience Multiple: 200

Base Chance: 20%

Resist: May not be resisted

Effects: Subtracts -2% per Rank from the Strike Chance of anyone attempting to hit the target with a physical weapon. At Rank 11+ it also permits the character's armor to absorb +1 additional DP. This spell may be cast on a single target only and the target must be wearing some form of armor other than natural armor (e.g. skin, hide, scales, etc.).

10. Wizard's Eye Spell (S-10)

Range: 15 feet (+15 feet per Rank)

Duration: 1 minute (+1 minute per Rank)

Experience Multiple: 200

Base Chance: 20%

Resist: May not be resisted

Effects: The Adept creates an invisible, intangible eye which he can move about within a radius equal to the spell's range. The eye originates in the same spot as the Adept and operates as would any normal eye except that it is not attached to the Adept physically.

11. Spell of Slowness (S-11)

Range: 15 feet (+15 feet per Rank)

Duration: D10-5×10×Rank (×1, if unranked) seconds

Experience Multiple: 300

Base Chance: 20%

Resist: May be actively and passively resisted

Effects: The spell affects 1 target (+1 target/2 Ranks, or fraction thereof). All entities subject to this spell have their running, crawling, flying, or swimming speed halved and have the time it takes them to do anything on the Tactical Display doubled (e.g., they can only attack once every two Pulses).

12. Spell of Quickness (S-12)

Range: 15 feet (+15 feet per Rank)

Duration: D10-5×10×Rank (×1, if unranked) seconds

Experience Multiple: 300

Base Chance: 20%

Resist: May be actively and passively resisted

Effects: The spell affects 1 target (+1 target/3 Ranks, or fraction thereof). The target's TMR is doubled, his Initiative Value is increased by +10, and he can perform Actions twice as fast (i.e. in half the time).

[52.7] Special Knowledge Rituals

There are no Special Knowledge Rituals of the College of Ensorcelments and Enchantments.

53. The College of Sorceries of the Mind

The College of Sorceries of the Mind is concerned with the manipulation of the mental powers of sentient beings.

[53.1] Adepts of the College of Sorceries of the Mind may practice their arts without restriction.

[53.2] The following numbers are added to the Base Chance of performing any talent, spell, or ritual of the College of Sorceries of the Mind.

| | |
|---------------------------------------------------|-----|
| Each point Adept's WP is greater than target's WP | +1% |
| Each point Adept's WP is less than target's WP | -2% |

[53.3] Talents

1. Resist Temperature (T-1)

Experience Multiple: 250

Effects: Adepts of this College suffer -1 (-1/5 Ranks, or fraction thereof) point less damage from either heat or cold (including fire and ice) used as weapons. They are immune to extremes of temperature.

2. Resist Pain (T-2)

Experience Multiple: 300

Effects: Adepts of this College are more or less immune to pain. They cannot be tortured or stunned. In addition, if there is a chance that their concentration may have been broken, +5% (+1% per Rank) is always added to the Base Chance of their maintaining the concentration despite intrusions. Their concentration is never automatically broken (i.e., is never broken without a check to see if they maintain concentration).

3. Sensitivity to Danger (T-3)

Experience Multiple: 300

Effects: Adepts of this College always add +5% (+1% per Rank) to their chance of detecting an ambush (see rule 154.2).

[53.4] General Knowledge Spells

1. Spell of Extrasensory Perception (G-1)

Range: 30 feet (+15 feet per Rank)

Duration: 30 seconds (+10 seconds per Rank)

Experience Multiple: 100

Base Chance: 40%

Resist: May not be resisted

Effects: The Adept can sense the presence and general mood (but not the exact nature) of any entity within range of the spell.

2. Spell of Limited Precognition (G-2)

Range: Works at any range

Duration: Immediate

Experience Multiple: 150

Base Chance: 20%

Resist: May not be resisted

Effects: The Adept may see (unclearly) into the future a number of hours equal to 1 hour (+1 hour per Rank) and may ascertain events that may or may not be important to him.

3. Mind Cloak Spell (G-3)

Range: May only be cast over self

Duration: 1 hour (+2 hours per Rank)

Experience Multiple: 250

Base Chance: 30%

Resist: May not be resisted

Effects: The Adept cloaks his own mind so that his thoughts cannot be detected or "read." The Adept's Resistance versus Mental Attack (S-1) is increased by +10% (+2% per Rank) while the spell is in effect.

4. Spell of Empathy (G-4)

Range: Adept must touch subject until Rank 10; From Rank 10: 15 feet (+15 feet per Rank)

Duration: Immediate

Experience Multiple: 200

Base Chance: 20%

Resist: May not be resisted

Effects: The spell allows the Adept to feel the emotions and physical sensations the target of the spell is currently experiencing. It also allows the Adept to absorb wounds from Endurance and Fatigue at a rate of 2 DP cured for every 1 DP which the Adept agrees to subtract from his own Fatigue (never Endurance).

Example: An Adept could remove 6 DP from a character by inflicting 3 DP on himself (the other 3 DP being effectively eliminated).

5. Spell of Hypnotism (G-5)

Range: 15 feet (+15 feet per Rank)

Duration: Concentration; No maximum

Experience Multiple: 200

Base Chance: 40%

Resist: May be actively and passively resisted

Effects: The Adept may lull an entity of his choice that is within range into a trance-like state in which he will be subject to suggestion. The spell may only be cast over a target with whom the caster is normally able to communicate verbally. It can never be cast over a totally hostile character. Once the subject has been hypnotized, the Adept can make suggestions which the subject will readily accept unless they conflict directly with his best interests. The subject will remain open to suggestion so long as concentration is maintained and will continue to implement suggestions for 3 hours (+3 hours per Rank) after the suggestion has been made, even when no longer hypnotized. The subject will never have any idea where the suggestions it is implementing came from.

6. Spell of Controlling Animals (G-6)

Range: 30 feet (+15 feet per Rank)

Duration: Concentration; No maximum

Experience Multiple: 100

Base Chance: 40%

Resist: May be actively and passively resisted

Effects: The Adept gains control over the every action of one animal within range. If he releases the animal or his concentration is broken it may attack him.

7. Spell of Controlling Person (G-7)

Range: 30 feet (+15 feet per Rank)

Duration: Concentration; No maximum

Experience Multiple: 650

Base Chance: 30%

Resist: May be actively and passively resisted

Effects: The Adept gains control of the every action of one person within range. He may control the physical activities of that person (but may not cause him to cast spells). The subject always acts as if he was also affected by a Spell of Slowness (College of Ensorcelments and Enchantments: S-1). The spell continues in effect until the Adept's concentration is broken or he releases the victim.

[53.5] General Knowledge Rituals

1. Ritual of Binding Will (Q-1)

Duration: 1 day (+1 day per Rank)

Experience Multiple: 500

Base Chance: 10% (+5% per Rank)

Resist: May be passively resisted (see Effects below)

Effects: The Adept may employ this ritual in order to bind the will of 1 entity that is physically present and either unconscious or otherwise restrained. The ritual takes 1 hour to perform. The Adept may perform no other action while engaged in the performance of this ritual. Once bound, the subject will remain bound until the effects of the ritual

wear off or he breaks the psychic bounds restraining him. The subject gets a chance to passively resist once during the performance of the ritual and once at the end of each day. If he successfully resists, the bonds are broken and he is free. Until that time, he will be the loyal retainer of the Adept and serve him in all things. The Adept may never release the subject from servitude voluntarily, and the magic continues to work even after the Adept is dead (the subject will dispose of the body and take the deceased's personal effects to his widow/widower). If the ritual backfires, the Adept loses D10 from his willpower. Hypnotism (G-5) may cure this loss.

[53.6] Special Knowledge Spells

1. Spell of Mental Attack (S-1)

Range: 15 feet (+15 feet per Rank)

Duration: 10 seconds (+10 seconds per Rank)

Experience Multiple: 350

Base Chance: 25%

Resist: May be actively and passively resisted

Effects: The Adept may cast this spell at any character within range who can be seen or whose position has been pinpointed via Telepathy (S-2). If the target fails to resist, he falls unconscious. In addition, at Rank 15+ he loses D10-5 characteristics points from Willpower. This WP loss may be cured via Hypnotism (G-5) only (once successfully hypnotized, the subject is completely cured, and recovers any WP lost as a result of this spell).

2. Spell of Telepathy (S-2)

Range: 30 feet (+30 feet per Rank)

Duration: 10 minutes (+10 minutes per Rank)

Experience Multiple: 550

Base Chance: 10%

Resist: May only be passively resisted

Effects: The spell gives the Adept the ability to completely read the thoughts of all entities within Range. The caster can only clearly focus on the thoughts of one entity at a time when reading his thoughts.

3. Phantasm Spell (S-3)

Range: Works at any range

Duration: Concentration; No maximum

Experience Multiple: 400

Base Chance: 1%

Resist: May not be resisted

Effects: The spell conjures a phantasmal beast with an Endurance and Fatigue equal to a combined characteristic point value of 20 (+5 points per 3 Ranks, or fraction thereof). The creature is a physical entity which must be targeted toward a particular victim. It will then track the victim down and attack him until either the victim is killed, the Phantasm is defeated, or the Phantasm is dispelled (using a Counterspell). The Phantasm always hits for D10-4 (+1 per Rank) DP. It need not make a Strike Check when it hits. The Phantasm is invisible to all but the victim.

4. Spell of Molecular Disruption (S-4)

Range: 15 feet (+15 feet per Rank)

Duration: Immediate (during Pulse)

Experience Multiple: 400

Base Chance: 1%

Resist: May be passively resisted (for half damage)

Effects: This spell causes cellular damage to any living being or being in corporeal (substantial, rather than insubstantial) form, doing D10+1 (+1 per Rank) DP to any single target that fails to passively resist, and half damage (round fractions up) to any target that successfully passively resists.

5. Spell of Molecular Rearrangement (S-5)

Range: 15 feet (+15 feet per Rank)

Duration: 10 minutes (+10 minutes per Rank)

Experience Multiple: 1,000

Base Chance: 1%

Resist: May be actively and passively resisted

Effects: The Adept may rearrange the cells of any object that fails to resist, turning it into anything of the same mass that he desires.

6. Force Shield Spell (S-6)

Range: Works at any range

Duration: 10 minutes (+10 minutes per Rank)

Experience Multiple: 250

Base Chance: 40%

Resist: May not be resisted

Effects: Reduces the Base Chance of the Adept being hit by -5% (-1% per Rank).

7. Spell of Healing (S-7)

Range: Adept must touch target

Duration: Immediate

Experience Multiple: 375

Base Chance: 40%

Resist: May not be resisted

Effects: The Adept may heal the subject of 2 (+1 per Rank) DP from the subject's Fatigue or Endurance.

8. Spell of Invisibility (S-8)

Range: 15 feet (+15 feet per Rank)

Duration: 10 minutes (+10 minutes per Rank)

Experience Multiple: 450

Base Chance: 15%

Resist: May not be resisted

Effects: The Adept may cause the target of this spell to become impossible to sense in any fashion unless the observing character rolls his Perception or less on D100.

9. Spell of Telekinesis (S-9)

Range: 15 feet (+15 feet per Rank)

Duration: 10 seconds (+10 seconds per Rank)

Experience Multiple: 250

Base Chance: 25%

Resist: May not be resisted

Effects: Allows the Adept to lift 2 pounds and move it at the rate of one mile an hour. The Adept may move either an additional (+5 pounds per Rank) of mass, or move the chosen mass at (+2 miles per hour per Rank).

10. Spell of Telekinetic Rage (S-10)

Range: 30 feet (+5 feet per Rank)

Duration: Concentration; Maximum: 60 seconds (+10 seconds per Rank)

Experience Multiple: 750

Base Chance: 1%

Resist: May be actively and passively resisted

Effects: The Adept creates a storm of force emanating from him which hurls any object or character away from him at bone-breaking speed out of the range of the spell. Any character who fails to resist suffers D10-5 (+1/foot traveled) DP.

[53.7] Special Knowledge Rituals

1. Ritual of Binding Elements (R-1)

Experience Multiple: 600

Base Chance: 1% (see Effects below)

Effects: The Adept can bind any element (Earth, Air, Fire or Water) as if he were performing the binding ritual for the College dealing with that element. The ritual is conducted in exactly the same manner as the specific ritual for binding the element the Adept is attempting to bind, but the Base Chance is only 1%. In all other ways the binding is executed according to the rules governing the appropriate ritual of binding from the College concerned with the element being bound.

54. The College of Illusions

The College of Illusions is concerned with the creation of stimuli designed to fool the senses of an observer so that he will accept the existence of what is in fact nonexistent. All illusions will automatically be believed in (and cannot be resisted) unless and until the observer makes a successful attempt to consciously “disbelieve” in the illusion. The normal Resistance Check procedure is replaced by the action of disbelieving. In addition, the Victim of an illusion may continue to attempt to disbelieve during succeeding Pulses. In order to disbelieve after an illusion has taken effect, an observer must remain stationary and do nothing else while trying to disbelieve. If involved in combat, the observer must employ an Evade Action in order to attempt to disbelieve.

The difficulty of disbelieving an illusion is dependent upon the Rank of the illusion. All attempts at disbelieving are rated for difficulty, the Difficulty Factor being the number by which the observer’s Perception is multiplied to determine the Base Chance of his disbelieving. The Difficulty Factors per Rank of the illusion are:

| Illusion Rank | Difficulty Factor |
|---------------|-------------------|
| 0-1 | 4 |
| 2-5 | 3.5 |
| 6-10 | 2.5 |
| 11-15 | 2 |
| 16-20 | 1.5 |

The Base Chance of disbelieving an illusion is modified by the addition of the following numbers:

| | |
|---------------------------------------------------------------------------------|------|
| The illusion affects only a Secondary Sense | +10% |
| The illusion affects only a Primary Sense | +5% |
| The illusion affects a Primary and a Secondary Sense | -5% |
| The observer has been warned that he is sensing an illusion | +5% |
| The Adept casting the illusion is known to be present and to be casting a spell | +5% |

Unless disbelieved, the illusion will affect the observer as if it were real. However, only tactile illusions can touch or be touched (and so do damage, in general).

General Knowledge illusions may only be composed of one-sense illusions. The Special Knowledge of this College consists of the ability to create multi-sense illusions rather than different spells. Any object or entity may be created by an illusion, but the Adept is limited to creating illusions equal to a man in size. He may multiply either the size of the illusion or the number of illusions created by his Rank ($\times 1$, if unranked).

NOTE: The distinction between primary and secondary senses is left to the GM’s discretion. The primary sense of an entity is that which he relies on most strongly. This will usually be sight, but may be sound or smell (or even touch). In some cases, furthermore, an entity’s primary sense may have been destroyed (in combat, say) and he may have elevated a secondary sense to primary status. A human would, for example, normally rely most heavily on sight, but a blind human might find sound a more useful stimulus because of his impaired state. In order for an illusion to directly harm an entity, it must be composed of a Tactile Illusion (G-5) plus an illusion directed at the entity’s primary sense. Other illusions may impair his functioning temporarily or influence his actions, but only illusions which meet these conditions can result in actual injury or death in and of themselves.

[54.1] **Adepts of the College of Illusions may practice their arts without restriction.**

[54.2] **The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Illusions:**

| | |
|---------------------------------------------------------|-----|
| For each sense above the first affected by the illusion | -5% |
| For each point the Adept’s WP is above 15 | +1% |
| For each point the Adept’s WP is below 15 | -1% |

[54.3] Talents

1. Witchsight (T-1)

Experience Multiple: 200

Base Chance: Perception (+5% per Rank)

Effects: The Adept has a chance of seeing objects which are normally invisible, or which have been rendered invisible by magical means (i.e., such spells as Walking Unseen, Blending, and Invisibility). The Adept also possesses the night-vision of an Elf (which always works).

2. Projected Image (T-2)

Range: 15 feet (+15 feet per Rank)

Duration: Concentration; No maximum

Experience Multiple: 150

Effects: The Adept can, by remaining stationary and concentrating for the duration of the talent’s workings, project an image of himself standing within a short distance of his actual position. While he continues to concentrate, the illusion of himself will remain and his actual person will be invisible. Once he breaks his concentration, he will become visible and the illusion will fade. It takes about 10 seconds (-1 second per Rank) for the image to form and the Adept to become invisible.

[54.4] General Knowledge Spells

1. Flash of Light Spell (G-1)

Range: 15 feet (+15 feet per Rank)

Duration: Immediate (during Pulse)

Experience Multiple: 75

Base Chance: 20%

Resist: May only be passively resisted

Effects: Unlike other spells of this College, this spell is no illusion at all. Instead, the Adept expends 2 Fatigue Points (in addition to the other Fatigue Point costs for the spell) to create a blinding Flash of Light. All entities facing the Adept when the spell is loosed must either resist or be blinded for 20 seconds. Blinded characters have their Base Chance of Striking reduced by -50% and they may move at half their normal TMR. The Adept himself is unaffected by the spell since it emanates from his own body.

2. Visual Illusion Spell (G-2)

Range: 15 feet (+15 feet per Rank)

Duration: Concentration; Maximum: 10 minutes (+10 minutes per Rank)

Experience Multiple: 200

Base Chance: 30%

Resist: Must be disbelieved instead of resisted

Effects: This spell creates a visual illusion which will be fully as mobile as the object or entity it represents and will seem to have all of the characteristics of the object or entity. However, if it touches another entity or object, or is touched by another entity or object, it will immediately fade.

3. Audio Illusion Spell (G-3)

Range: 15 feet (+15 feet per Rank)

Duration: Concentration; Maximum: 10 minutes (+10 minutes per Rank)

Experience Multiple: 200

Base Chance: 30%

Resist: Must be disbelieved instead of resisted

Effects: This spell creates the illusion of sound, or sounds, of the Adept's choice.

4. Olfactory Illusion Spell (G-4)

Range: 15 feet (+15 feet per Rank)

Duration: Concentration; Maximum: 10 minutes (+10 minutes per Rank)

Experience Multiple: 200

Base Chance: 30%

Resist: Must be disbelieved instead of resisted

Effects: Creates a smell (and/or taste) of the Adept's choice.

5. Tactile Illusion Spell (G-5)

Range: 15 feet (+15 feet per Rank)

Duration: Concentration; Maximum: 10 minutes (+10 minutes per Rank)

Experience Multiple: 300

Base Chance: 10%

Resist: Must be disbelieved instead of resisted

Effects: This spell creates a tactile illusion of the Adept's choice. It can also be used to cause 1 target (+1 target per 3 Ranks, or fraction thereof) to experience physical sensations of hunger, pain, well-being, etc. Unless such sensations can be attributed by the target to some outside stimulus other than the Adept, the illusion cannot harm the victim. All damage inflicted on a victim by an illusion remains once the illusion is disbelieved. It is real (not illusory) damage.

[54.5] General Knowledge Rituals

1. Ritual of Illusory Fog (Q-1)

Range: 30 feet (+30 feet per Rank)

Duration: Concentration; No maximum (or until dispelled)

Experience Multiple: 50

Base Chance: 50% (+5% per Rank)

Effects: The Adept can, by spending one hour in the performance of this ritual, create the illusion of fog or mist in an area within range of the ritual. The fog or mist will last so long as the Adept concentrates on maintaining it and it is not dispelled by magic.

[54.6] Special Knowledge Spells

There are no Special Knowledge spells for this College. However, an Adept may learn how to combine two or more types of illusion (Sight, Sound, Smell, Touch) by expending 600 Experience Points for each combination. The Adept can then combine the various illusions into a single illusion which will seem more real to the observer and be harder to disbelieve.

Whenever a combined illusion is created, its Rank is equal to the total Rank of all elements of the combined illusion divided by the number of senses of which the illusion is composed (rounded down). The Base Chance of casting a combined illusion is equal to the Base Chance of casting the most difficult element of the illusion (lowest modified Base Chance) as modified in rule 54.2.

Generally, only Special Knowledge (combined) illusions will be able to directly harm or kill entities. An entity must believe in the illusion (not have disbelieved) and it must be composed both of a Tactile Illusion and of a Primary Sense Illusion for the entity to suffer direct injury. In addition if the illusion involves a particular entity or substance which is usually detected by a Secondary, rather than a Primary Sense, then that Secondary Sense must be included as well. In some special cases, the GM may wish to allow a Secondary Sense Illusion to take the place of a Primary Sense Illusion.

Example: Poison gas would require a Tactile Illusion (to create the sensation of choking in the victim) and possibly an Olfactory Illusion rather than a Visual Illusion (if the gas is invisible, but not odorless) in

order to be effective, even though it is being directed at humans whose sense of sight is their Primary Sense.

[54.7] Special Knowledge Rituals

There are no Special Knowledge Rituals connected with the College of Illusions.

55. The College of Naming Incantations

Members of the College of Naming Incantations specialize in the knowledge of all True Names and of magic in general (Counterspells in particular); they are usually simply called Namers.

All things made in the "Divine Creation" in a DragonQuest world were given a Generic True Name at that time. The GM should decide whether this was done by a supreme being or by the first Namer. This name is in an ancient language, and the translation into the Common tongue would yield such terms as Man, Elf, Tiger, Oak, Bee, Rattlesnake, Granite, Rose, etc. All such names when uttered in their ancient form by a Namer give the Namer power to control the object, and these Generic names are taught to an apprentice Namer during the Namers' training. It is possible a Namer would encounter an object whose Generic name he would not be familiar with, and the GM must adjudicate what objects the Namers in his world are familiar with. Namers may learn a Generic True Name they are not familiar with by encountering the object to which the Name refers. Once acquired, the Name may be studied at any time. To achieve Rank with a Generic True Name, the name must be studied for a number of weeks equal to the Rank to be achieved, at no Experience Point cost.

All sentient entities (player character races, dragons, mermen, nagas, etc.) are given an Individual True Name upon reaching maturity; this name is either given to them by the aforementioned supreme being or the local Namer. All sane sentient entities will know their own Individual True Name and no force—physical or magical—can coerce the entity to reveal it. They may choose to reveal it, however. The Name also cannot be forced from the Namer who named the entity, if that method of naming is chosen. An entity will be called by his Given (or Use) Name, which is given to him by his parents. Both the Individual True Name and the Given Name will be in the entity's native tongue. When an Individual True Name is bestowed upon an entity, it also becomes known to the Naming Demons (see the demon descriptions in the College of Greater Summoning). Other than an entity choosing to reveal his True Name, using a Demon is the only other method of acquiring an entity's True Name, although Adepts of various Colleges have been known to record important entity's names in magic tomes. Namers know only their own Individual True Name upon completing their education. All other Individual True Names must be learned before they can be used. They can be learned by spending one month in study after the Name has been acquired, and may achieve Rank with the Name by spending additional months of study equal to the Rank to be achieved (at no Experience Point cost). The Generic True Name of an entity must be known before the Individual True Name may be studied.

[55.1] There are no special requirements for using the Naming Incantations.

[55.2] The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Naming Incantations:

| | |
|-------------------------------------------------------------------------------------|------|
| Namer has never before encountered target's generic type | -25% |
| Namer does not know (has not learned) target's Generic True Name | -15% |
| Each Rank Namer has achieved with Generic True Name of object or non-sentient being | +1% |
| Each Rank Namer has achieved with Individual True Name of sentient being | +5% |

These additions to the Base Chance are cumulative and are tacked onto the Base Chance in addition to those modifiers listed in rule 43.7. Note that both Rank with a particular spell or ritual and Rank in the use of the Name of the target both affect the Base Chance.

[55.3] Talents

1. Detect Aura (T-1)

Experience Multiple: 75

All living (and most formerly living) entities possess an Aura which may be read for clues concerning the nature of the entity. Objects made of formerly living matter will also possess an Aura, but one which is much weaker. The following categories of Auras are listed in order of strength (weakest to strongest):

- Formerly living matter as part of an object
- A formerly living entity (not including undead)
- Living plants
- Lower orders of living animals
- Undead types
- Higher orders of living animals
- Humans and most humanoids
- Elves and other long-lived sentient

Whenever confronted by an object whose nature is unknown to him, a Namer may tell the GM that he is attempting to detect the being or object's Aura. The GM rolls D100. If the result is less than or equal to the Namer's modified Perception, the GM must tell the Namer which of the aforementioned categories of Aura he is seeing and answer one question of the Namer's choice about the being or object (but need not give its Individual True Name). If the dice roll falls within the span of possible results necessary to achieve double or triple effects when casting a spell (see rule 43.), the Namer may ask the GM two (for double effect) or three (for triple effect) questions. The GM may be as vague or specific as he desires. The Namer's Perception is modified by adding the following to it:

| | |
|------------------------------------------------------------------------------------------------------------|-----|
| For every 5 feet (after first 5) separating the Namer from the being or object whose Aura he wants to read | -1% |
|------------------------------------------------------------------------------------------------------------|-----|

| | |
|---------------------------------------------------------------|-----|
| For each Rank the Namer has with the Detect Aura Talent (T-1) | +5% |
|---------------------------------------------------------------|-----|

A being may actively (but not passively) resist having his Aura read in which case the being's Willpower is subtracted from the Base Chance of reading the Aura.

[55.4] General Knowledge Spells

Namers do not possess normal General Knowledge Spells. Instead, their body of General Knowledge consists of the ability to cast Counterspells against all Colleges of Magic, and Namers may loose a Counterspell without preparing it. All Counterspells are part of the General Knowledge of each Namer when he completes his apprenticeship. They are known at Rank 0. They do not count against the number of spells and rituals the Namer may know unless and until Ranked. A Namer may know a number of spells and rituals other than Counterspells of Rank 5 or lower and a number of Counterspells of Ranks 1 to 5 equal to his Magical Aptitude. For example, a character could know 3 spells of Rank 5 or less and 12 Counterspells of Ranks 1 through 5 if he had a Magical Aptitude of 15 (or any combination of spells, Counterspells, and rituals equal to 15).

Since there are 12 Colleges of Magic and each has a General Knowledge Counterspell and a Special Knowledge Counterspell, there are 24 possible Counterspells which a Namer may know. All Counterspells work as described in rule 47.3, regardless of who is using them or what College of Magic they affect.

[55.5] General Knowledge Rituals

1. Ritual of Dissipation (Q-1)

A Namer may always use any Counterspell he presently knows to cause the effects of a spell cast over an individual or object to be

dissipated (removed) by performing the Ritual of Dissipation. The Namer treats this ritual as if he were employing Ritual Spell Preparation (see rule 48.1) except that he must cast the appropriate Counterspell in order to accomplish the dissipation of the spell. In order to perform this ritual, the Namer must know the exact name of the spell that was cast over the character or object, what College the spell was a part of, and whether or not the spell was a General or Special Knowledge spell. Only spells (not rituals) may be dissipated using this technique. Only Namers may use Counterspells to dissipate spells once they have been cast. Adepts of other Colleges may use Counterspells to send entities which they have personally summoned back to their own dimensions. In such cases, the Counterspell need not be cast as part of a ritual. Only Namers, however, may dispel magic by using this ritual. At least 1 hour must be spent implementing this ritual. The Namer may not simply cast a Counterspell over a character or object to achieve the same effect. Characters may never achieve Rank with this ritual, though the specific Counterspell used may be Ranked.

[55.6] Special Knowledge Spells

1. Spell of Charming (S-1)

Range: 15 feet (+15 feet per Rank)

Duration: 1 hour (+1 hour per Rank)

Experience Multiple: 450

Base Chance: 40%

Resist: May be actively and passively resisted

Effects: The Namer may influence the actions of any one entity whose Generic True Name he knows by casting a Spell of Charming over the individual. If, in addition, the Namer knows and pronounces the victim's Individual True Name, the Base Chance of the spell taking effect is increased by 50% and the effect of the spell is increased. The victim of the spell will see the caster as his true friend and will readily accept most suggestions emanating from him. Sworn enemies of the caster (or of his race) will not be affected by this spell unless the victim's Individual True Name is spoken and, even then, the duration of the spell is halved.

The caster may either suggest actions to the victim or may order him to act in a certain way on pain of losing the caster's "friendship." Any suggestion that is not directly and obviously inimical to the victim's interests (as defined by the GM, but usually limited to actions that would be injurious or fatal to the victim) will be acted upon 90% of the time. The caster may only insure 100% compliance with a request by making it an order based upon the friendship that binds the victim and caster together. In such instances, however, the victim immediately makes a Resistance Check. If he resists, the spell is broken and he immediately attacks the caster in a rage. Otherwise, the victim will accept the order and be 100% faithful to it for the remainder of the spell. Whenever any suggestion is made that would lead to the victim's injury or death, another Resistance Check is made. If the check is unsuccessful, the victim will accept the suggestion. Otherwise, the spell will be broken and he will attack the caster.

2. Spell of Compelling Obedience (S-2)

Range: 5 feet (+5 feet per Rank)

Duration: 1 hour (+1 hour per Rank)

Experience Multiple: 500

Base Chance: 10%

Resist: May be actively and passively resisted

Effects: The Namer may cast this spell over any target(s) whose Generic or Individual True Names are known to him. Once successfully cast, the spell permits the caster to order the target to do anything within its physical capabilities which is not obviously suicidal. The spell may affect a number of targets equal to or less than the caster's Rank with this spell. No target may resist an order once it has failed to initially resist the spell. The Base Chance is increased by

25% if the caster pronounces the Individual True Name of all the spell's targets.

[55.7] **Special Knowledge Rituals**

1. Ritual of Magic Divination (R-1)

Experience Multiple: 250

A Namer may determine if an individual or object is currently, or has been recently, under the effects of a spell by employing the Ritual of Magic Divination. The object or individual must be present during the ritual, which lasts for 1 hour. At the end of the ritual, the Namer's player makes a Cast Check to determine if the ritual has had the desired effect. The Base Chance for this check is 40%. The Base Chance is modified by the addition of 10% for each Rank the Namer has in the use of the ritual. It is reduced by 5% for each week, or fraction thereof, since the spell was cast. If the ritual is successful, the nature of the spell (its exact name and College) is revealed to the Namer. There is no possibility of backfire from this ritual.

56. The College of Air Magics

The College of Air Magics concerns the shaping of the powers of the element of air.

[56.1] **Adepts of the College of Air Magics may only practice their arts if they are in contact with air.**

They may never practice air magic while underwater or in a vacuum. They may never summon creatures of the air into an environment where avians could not survive.

[56.2] **The following numbers are added to the Base Chance of performing any talent, spell, or ritual of the College of Air Magics.**

| | |
|------------------------------------------------------|-----|
| Caster occupies a mountain top | +20 |
| Caster is underground or otherwise totally enclosed* | -15 |
| Caster is only partially enclosed** | -5 |

- * Total enclosure is defined as being surrounded by walls or earth in a windowless area where there is no direct and immediate communication with the air outside.
- ** Partial enclosure is defined as being in a cave or dwelling or similar walled or earth-enclosed area, but being in sight of a window or means of egress or other means of direct contact with the air outside. All modifiers are cumulative.

[56.3] **Talents**

1. Predict Weather (T-1)

Experience Multiple: 150

The Adept predicts with some accuracy what the weather will be like over the ensuing three days in the area within range of his talent. The talent operates effectively within a radius of 10 miles of the Adept (+10 miles per Rank). The Adept's player announces that he is checking the weather (sniffing the air and such) and then rolls D100. If the result is equal to or less than the Adept's modified Perception, he is successful in making a prediction. In addition to other modifiers affecting the operation of this talent, the player adds 5% for each Rank he has achieved with the talent. If the Adept is successful in making a prediction, the GM secretly rolls D100 to check the accuracy of the prediction. The following results may occur:

D100 Accuracy Result

| | |
|-------|-----------------------------------------------------|
| 01-05 | Totally wrong (opposite of the prediction occurs) |
| 05-10 | Generally incorrect (fairly wide divergence) |
| 11-85 | Generally correct (close, but not totally accurate) |
| 86-00 | Almost totally accurate (say, within 1 degree) |

Following this dice roll, the GM delivers the prediction arrived at by the character as if it were generally correct. The workings of the talent May not be resisted

[56.4] **General Knowledge Spells**

1. Spell of Resistance to Cold (G-1)

Range: 10 feet (+10 feet per Rank)
Duration: [D10-5]×10×Rank (×1, if unranked) minutes
Experience Multiple: 100
Base Chance: 40%

Resist: May not be resisted
Effects: The target of this spell gains 2% per Rank to its Magic Resistance for purposes of resisting a spell which damages via cold. In addition, 1 DP per 2 Ranks, or part thereof, is subtracted from the damage done by any fire damage spell.

2. Spell of Ice Creation (G-2)

Range: 15 feet (+10 feet per Rank)
Duration: Rank×6 (6, if unranked) minutes
Experience Multiple: 100
Base Chance: 25%

Resist: May not be resisted
Effects: The spell creates a film of ice 1 inch thick and equal to one square foot per Rank or a cube of ice at the rate of 6 cubic inches per Rank.

3. Spell of Mage Wind (G-3)

Range: 10 feet (+10 feet per Rank)
Duration: D10×5×Rank (×1, if unranked) minutes
Experience Multiple: 125
Base Chance: 30%

Resist: May not be resisted
Effects: The Adept may summon a wind strong enough to power a longship at the rate of 5 knots (+1 knot per Rank), unless the ship is facing into the wind. If facing into the wind, the speed of the prevailing wind is subtracted from the ship's speed in knots (the rate at which it is propelled by the mage wind). The Adept may freely alter the direction of the mage wind during the spell.

4. Spell of Communication with Avians (G-4)

Range: 35 feet (+10 feet per Rank)
Duration: 10 minutes (+10 minutes per Rank)
Experience Multiple: 75
Base Chance: 20%

Resist: May not be resisted
Effects: Gives the Adept the power to communicate with any flying creatures within range of the spell.

5. Wind Whistle Spell (G-5)

Range: Works at any range
Duration: D10 hours
Experience Multiple: 100
Base Chance: 40%

Resist: May not be resisted
Effects: The Adept is able to create a wind of up to 30 knots over the area he occupies. The wind will take D10-2 minutes to arrive and the Adept's Player must state before that time what direction the wind is blowing. The actual velocity of the wind is determined by rolling D100:

| D100 | Wind Velocity |
|-------|---------------|
| 01-10 | 20 knots |
| 11-25 | 10 knots |
| 25-50 | 3 knots |
| 51-75 | 10 knots |
| 76-90 | 20 knots |
| 91-00 | 30 knots |

The Adept may add or subtract (his choice) a number equal to his Rank from the dice roll used to determine velocity. He need not announce his intention to do so until after he has rolled the dice and ascertained the result.

6. Spell of Conjuring Mist (G-6)

Range: 20 feet (+20 feet per Rank)

Duration: D10×1×Rank (×1, if unranked) minutes

Experience Multiple: 100

Base Chance: 20%

Resist: May not be resisted

Effects: The Adept creates a 10 cubic foot volume of mist or fog. He may add an additional 10 cubic feet per Rank to this volume. However, all the fog must fall within the Adept's range. It may be of any shape and may be moved by the Adept so long as it is all within range. Subtract 1% from the Base Chance for each knot of wind currently blowing.

7. Spell of Summoning Avians (G-7)

Range: Works at any range

Duration: Immediate

Experience Multiple: 100

Base Chance: 30%

Resist: May not be resisted

Effects: The Adept may summon one flying entity (other than a dragon) per Rank (minimum of 1). The avian must be native to the area and the Adept must state the species he is calling (one per spell) before attempting the spell. The avians will appear 5 minutes (-30 seconds per Rank) after the spell has been cast. This spell requires that the Adept's player actually whistle to call the desired flying creatures. If he can't whistle (or if his character is not in a position to vocalize), he may not cast the spell.

8. Spell of Detecting Fumes (G-8)

Range: 30 feet (+10 feet per Rank)

Duration: Immediate (during Pulse, if desired)

Experience Multiple: 125

Base Chance: 45%

Resist: May not be resisted

Effects: The Adept may detect the presence of fumes or vapors and has a 25% chance (+1% per Rank) of identifying them.

[56.5] General Knowledge Rituals

1. Ritual of Wind Speak (Q-1)

Experience Multiple: 150

The Adept can speak with the whispering spirits of the wind, learning what they have seen or heard and even soliciting their aid. All winds within a range of 300 feet (+300 feet per Rank) can be communed with in this manner. The Adept must spend one hour performing this ritual and may not move or engage in any other activity during that time. The Base Chance that the ritual will be effective is equal to the Adept's Magical Aptitude +5 for each Rank the Adept has achieved. The ritual has no chance of backfire.

2. Ritual of Binding Air (Q-2)

Experience Multiple: 750

The Adept may bind the element of air within a radius of 10 feet (+10 feet per Rank) for a period equal to 1 hour (+1 hour per Rank) while maintaining his concentration. It takes an hour to perform the ritual which has a Base Chance equal to the Adept's Magical Aptitude (+4% per Rank). It may not be resisted unless the area contains an already extant Air Elemental (who may both actively and passively resist). The results of the ritual are similar to those for the binding of other elements. The Adept gains control of all of the facets of the element. He can control the weather, shape the winds, even create an Air

Elemental similar to the Fire Elemental described in rule 58.5. If the ritual backfires, a violent storm results.

[56.6] Special Knowledge Spells

1. Windstorm Spell (S-1)

Range: 30 feet (+30 feet per Rank)

Duration: 10 seconds (+10 seconds per Rank)

Experience Multiple: 200

Base Chance: 40%

Resist: May only be passively resisted

Effects: The Adept creates a windstorm within an area with a radius of 30 feet (+30 feet per Rank). All characters within this area except the Adept must either resist or suffer D10-6 DP (+1 DP per 2 Ranks, or part thereof) damage and must check to determine if they remain standing. Each character's Player rolls D100. If the result is less than or equal to the sum of the character's (PS+AG-the Rank of this spell), the character remains standing. Otherwise, the character falls prone.

2. Spell of Storm Calling (S-2)

Range: Works at any Range.

Duration: Variable (GM's discretion)

Experience Multiple: 200

Base Chance: 40%

Resist: May not be resisted

Effects: The Adept may summon any storm front which may exist anywhere in sight. Upon reaching the spot occupied by the Adept, the storm front will slow and finally cease moving and begin to downpour (snow, rain, hail, sleet, or whatever else the GM feels the clouds may contain). Generally, a storm front can be seen for 20 to 30 miles. If no front can be seen, the spell can still be cast, but the Base Chance is reduced by 20. The storm front will take D10×3 minutes (-1 minute per Rank) to arrive.

3. Spell of Ice Construction (S-3)

Range: 15 feet (+5 feet per Rank)

Duration: 10 minutes (+10 minutes per Rank)

Experience Multiple: 225

Base Chance: 15%

Resist: May not be resisted

Effects: The Adept may create 10 cubic feet of ice (+10 cubic feet per Rank) in any shape(s) of the Adept's choice. The objects always appear entirely within range of the Adept and may not appear on top of or inside (partially or wholly) any character or entity.

4. Spell of Controlling Avians (S-4)

Range: 1 mile (+1 mile per Rank)

Duration: Concentration; maximum of 1 hour (+1 hour per Rank)

Experience Multiple: 200

Base Chance: 20%

Resist: May be actively and passively resisted

Effects: The Adept may control 1 avian (+1 avian per Rank) within range unless the avian successfully resists. If the Adept fails to gain control or loses control, the avian will immediately attack him and his companions.

5. Spell of Freezing Wind (S-5)

Range: 10 feet (+10 feet per Rank)

Duration: 30 seconds (+30 seconds per Rank)

Experience Multiple: 250

Base Chance: 30%

Resist: May be actively and passively resisted

Effects: The spell causes arctic conditions to prevail in a 10 foot cube. The area may be increased by 1 foot (all dimensions) per Rank. Any character in this area (including the Adept) must resist or take

D10-4 DP (+1 DP per Rank) damage due to freezing. Increase the Base Chance of infection as a result of damage from this spell by 30%. If a creature of fire (efreet, salamander or elemental) is caught within the effective area of the spell, the creature takes D10-1 DP (+1 DP per Rank) damage.

6. Spell of Ice Projectiles (S-6)

Range: 25 feet (+5 feet per Rank)

Duration: Immediate (during Pulse)

Experience Multiple: 300

Base Chance: 30%

Resist: May only be passively resisted

Effects: The spell attacks one target within range per Rank (minimum of 1). If the target fails to resist, he suffers D10-3 DP (+1 DP per Rank) damage due to being pierced by Class A weapons made of ice. In addition, his chance of infection is increased by 10% as a result of any wound from ice projectiles.

7. Lightning Spell (S-7)

Range: 60 feet

Duration: Immediate (during Pulse)

Experience Multiple: 225

Base Chance: 30%

Resist: May only passively resist (then suffers half damage).

Effects: The Adept may throw a single bolt of lightning 60 feet long from his fingertips. The bolt must extend the entire 60 feet and will rebound any feet not traveled initially. Any target that is in the path of the bolt must successfully resist or suffer D10+5 DP (+1 DP/3 Ranks, or fraction thereof) damage (and become automatically stunned).

8. Spell of Hibernation (S-8)

Range: May only be cast over self or adjacent character

Duration: Variable according to Rank

Experience Multiple: 350

Base Chance: 20%

Resist: May be actively or passively resisted.

Effects: The Adept may cause himself or one other character to enter a state of suspended animation lasting for the following periods (dependent upon Rank):

| Rank | Duration |
|-------|------------------------------------|
| 1-3 | 1 week |
| 4-8 | 1 month |
| 9-11 | 3 months |
| 12-16 | 6 months |
| 17-19 | 1 year |
| 20 | Any duration of the Adept's choice |

The target of the spell will awaken when the spell is over with no ill effects except that his Physical Strength will be reduced by D10-6 characteristic points due to muscle atrophy. This reduction is temporary and the character can regain his previous Physical Strength at the rate of 1 point per day. Physical Strength cannot be reduced below 1.

9. Weapon of Cold Spell (S-9)

Range: 5 feet (+5 feet per Rank)

Duration: [D10-5]×20×Rank (×1, if unranked) seconds

Experience Multiple: 250

Base Chance: 30%

Resist: May not be resisted

Effects: The weapon over which the spell is cast becomes infernally cold without harm coming either to the weapon or the user of it. The Base Chance of hitting with the weapon is increased by 1% (+1% per Rank). The damage done by the weapon is increased by 1 DP per 3 Ranks, or fraction thereof, the Adept has acquired with the spell. The damage is increased by 1 DP per Rank (instead of for every 3 Ranks) if used against a Fire character.

10. Barrier of Wind Spell (S-10)

Range: May only be cast over self.

Duration: 30 seconds (+30 seconds per Rank)

Experience Multiple: 300

Base Chance: 20%

Resist: May not be resisted

Effects: The spell forms a barrier of wind around the Adept that decreases the Strike Chance of any attacker in Melee Combat by 5% (+1% per Rank). Hurling weapons and Missile Weapons have their Strike Chance reduced by 2% per Rank (instead of 1% per Rank).

11. Snow Simulacrum Spell (S-11)

Range: Caster must shape object and touch it to cast spell.

Duration: Concentration; Maximum: 1 hour (+1 hour per Rank)

Experience Multiple: 300

Base Chance: 2%

Resist: May not be resisted

Effects: The caster must form a human or animal figure out of snow. This sculpture may then be animated by the spell. The animated sculpture will have the same characteristics as the sculptured entity except that all characteristics are reduced 25%. Although no longer composed of snow, the simulacrum will have an adverse reaction to the presence of heat and flame and will take an additional 2 DP damage from heat and flame attacks. The time required to actually build the sculpture will depend upon the size of the entity being sculpted and must be determined by the GM.

12. Wall of Ice Spell (S-12)

Range: 20 feet (+10 feet per Rank)

Duration: 10 minutes (+10 minutes per Rank)

Experience Multiple: 150

Base Chance: 15%

Resist: May not be resisted

Effects: The Adept may create a wall 2 feet thick, 10 feet tall and 20 feet long or a ring 2 feet thick, 10 feet tall and with a 5 foot radius or a pillar 15 feet high and 4 feet thick made of ice. He may increase any dimension by 1 foot per Rank. This spell may not be cast on top of characters.

13. Ray of Cold Spell (S-13)

Range: 35 feet (+10 feet per Rank)

Duration: Immediate (during Pulse)

Experience Multiple: 300

Base Chance: 30%

Resist: May only passively resist (then suffers half damage).

Effects: The spell projects a ray of frozen air at a target. Anything standing between the caster and the target blocks the ray. Anything struck by the ray (target or another character or object) must either resist or suffer D10-1 DP (+1 DP per Rank) damage due to freezing. If a character successfully resists, the damage is halved (round up). Regardless of whether full or half damage is suffered, the Base Chance of infection increases by 20%.

14. Spell of Sleep Gas (S-14)

Range: 30 feet (+10 feet per Rank)

Duration: 5 minutes (+5 minutes per Rank)

Experience Multiple: 450

Base Chance: 5%

Resist: May only be passively resisted

Effects: The spell creates a cloud of knockout gas 20 cubic feet (+10 cubic feet per Rank) in size anywhere entirely within the Adept's range. Any character (including the Adept) inhaling the gas must successfully resist or suffer D10-3 DP (+1 DP per Rank) damage. In addition, a second check must be made against each character's Endurance. All characters whose Players roll a D100 result higher

than their modified Endurance immediately fall unconscious. A character must check to determine if he falls unconscious even if he passes his initial Resistance Check.

15. Spell of Windwalking (S-15)

Range: 10 feet (+10 feet per Rank)

Duration: 30 seconds (+30 seconds per Rank)

Experience Multiple: 425

Base Chance: 20%

Resist: May be actively and passively resisted

Effects: The Adept can propel a chosen target through the air at 120 miles per hour.

16. Whirlwind Vortex Spell (S-16)

Range: 15 feet (+15 feet per Rank)

Duration: Immediate (during Pulse)

Experience Multiple: 650

Base Chance: 1%

Resist: May be actively and passively resisted

Effects: Creates a whirlwind around one human-sized target for every 3 Ranks, or fraction thereof (minimum of 1). If the targets fail to resist, they perish (they are torn apart by the winds). If the spell is cast, but a target's passive resistance is successful, the target suffers D10-4 DP (+1 DP per Rank) damage instead of perishing.

17. Spell of Frozen Doom (S-17)

Range: 20 feet (+20 feet per Rank)

Duration: Immediate (during Pulse)

Experience Multiple: 500

Base Chance: 1%

Resist: May be actively and passively resisted

Effects: Turns the blood of one target entity to ice. This spell is ineffective against targets whose modified Magic Resistance is greater than the modified chance of casting the spell (though the spell could still backfire).

[56.7] Special Knowledge Rituals

1. Ritual of Controlling Weather (R-1)

Experience Multiple: 450

The Adept may gather storm clouds, increase or decrease the temperature by 5° (+1 additional degree per Rank), increase or decrease the barometric pressure by 0.5 inch (+0.2 inch additional per Rank) and/or cause 12 inches of precipitation to fall (+6 inches per Rank) within a radius of 5 miles (+1 additional mile per Rank) by spending 1 hour to perform this ritual. The Adept may not move or engage in any other activity during that time. He can maintain these alterations in the weather as long as he maintains his concentration on them (maximum of 1 hour +1 additional hour per Rank). The Base Chance of effectively employing this ritual is 9%, 5 is added to this number for each Rank the Adept has achieved with the ritual. If a backfire occurs, the weather affects the Adept.

2. Ritual of Summoning and Controlling Air Elemental (R-2)

The Adept may summon an Air Elemental and temporarily bind him to service in exactly the same manner (and with the same type of results) as described for the summoning of Fire Elementals in rule 58.7, with the exception that the summoning of an Air Elemental requires an open or semi-enclosed area. An Air Elemental cannot be summoned and bound by an Adept who is underground and cut off from direct access to the air outside, for example. All procedures and numbers from rule 58.7 apply to this ritual.

57. The College of Water Magics

The College of Water Magics is concerned with the shaping of the powers in the element of water.

[57.1] **Adepts of the College of Water Magics may only practice their arts if they are in contact with or near water.**

They may never practice their arts in a vacuum or a totally waterless place. They may not summon water-dwelling creatures into an area that does not contain a body of water large enough for the water-dwelling creature to immerse itself totally. They may use their magic while on land (in a non-arid area) but suffer some diminution in their abilities.

[57.2] **The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of the Water Magics:**

| | |
|-----------------------------------------------------|------|
| Adept is in physical contact with a body of water* | +20% |
| Adept is on board a ship | +10% |
| Adept is on land, but in sight of a body of water** | +5% |
| Adept is on land not in sight of water | -10% |
| All bodies of water in vicinity of Adept are frozen | -20% |

* A body of water is a sea, lake, ocean, pond, river, well, steam, spring, or other feature containing large amounts of water (1,000 gallons or more) or existing as part of a larger system or network of waterways. A barrel, bucket, or tun of water does not qualify as a body of water.

** Usually within 5 to 10 miles of a body of water. All modifiers are cumulative.

[57.3] Talents

1. Predict Weather (T-1)

Experience Multiple: 75

The Predict Weather Talent of this College is similar to the Talent of the same name of the College of Air Magics except that the Adept of the College of Water Magics must be at sea (on an ocean, sea, or large lake) or within 15 miles of a sea, ocean, or large lake for the Talent to operate. In all other ways, the Talent is identical to T-1 of the College of Air Magics (see rule 56.3).

[57.4] General Knowledge Spells

1. Spell of Calming Waters (G-1)

Range: 90 feet (+90 feet per Rank)

Duration: 15 minutes (+15 minutes per Rank)

Experience Multiple: 100

Base Chance: 30%

Resist: May not be resisted

Effects: The Adept reduces the height of all waves within range by 1 foot (+1 foot per Rank) and reduces the size of swells by 1 foot per 2 Ranks, or fraction thereof (minimum of 1 foot).

2. Spell of Wave Making (G-2)

Range: 90 feet +90 additional per Rank

Duration: 15×Rank (×1, if unranked) minutes

Experience Multiple: 125

Base Chance: 25%

Resist: May not be resisted

Effects: The Adept increases the size of all waves within range by 5 feet (+1 foot per Rank) and increases the size of all swells within range by 2 feet (+1 foot per 2 Ranks, or fraction thereof).

3. Spell of Speaking to Seabirds (G-3)

Range: 15 feet (+10 feet per Rank)

Duration: Concentration; No maximum

Experience Multiple: 100

Base Chance: 60%

Resist: May not be resisted

Effects: The spell allows the Adept to communicate verbally with gulls, terns, penguins, pelicans, and other seabirds.

4. Spell of Flotation (G-4)

Range: Caster must touch spell's target

Duration: 10 minutes (+10 minutes per Rank)

Experience Multiple: 75

Base Chance: 45%

Resist: May not be resisted

Effects: Increases target's ability to swim by 50%. Decreases the target's chances of drowning by 5% (+1% per Rank).

5. Spell of Navigation (G-5)

Range: Works at any Range

Duration: 1 hour (+1 hour per Rank)

Experience Multiple: 125

Base Chance: 15%

Resist: May not be resisted

Effects: The spell attunes the caster's mind to the sea and winds, allowing him to sail with less chance of mishap. Decrease the chance of veering off course, running aground, etc., by 5% (+1% per Rank).

6. Water Purification Spell (G-6)

Range: Caster must touch the water being purified

Duration: Immediate

Experience Multiple: 150

Base Chance: 40%

Resist: May not be resisted

Effects: Turns 1 quart (+1 quart per Rank) of salt water into potable water.

7. Spell of Speaking with Aquatic Mammals (G-7)

Range: 15 feet (+15 feet per Rank)

Duration: Concentration; No maximum

Experience Multiple: 125

Base Chance: 35%

Resist: May not be resisted

Effects: The spell gives the Adept the ability to communicate verbally (through sounds) with dolphins, whales, porpoises, sea lions, seals, and other aquatic mammals.

8. Spell of Summoning Aquatic Mammals (G-8)

Range: Works at any range

Duration: Immediate

Experience Multiple: 100

Base Chance: 20%

Resist: May not be resisted

Effects: The Adept may summon 1 aquatic mammal (+1 per Rank at Ranks above 5). It will take 30 minutes (-30 seconds per Rank) for the mammal to arrive. The mammal must be native to the area to be summoned.

9. Mage Wind Spell (G-9)

Range: 10 feet (+10 feet per Rank)

Duration: D10×5×Rank (×1, if unranked) minutes

Experience Multiple: 125

Base Chance: 30%

Resist: May not be resisted

Effects: The Adept may summon a wind strong enough to power a longship at the rate of 5 knots (+1 knot per Rank), unless the ship is facing into the wind. If facing into the wind, the speed of the prevailing wind is subtracted from the ship's speed in knots (the rate at which it is propelled by the mage wind). The Adept may freely alter the direction of the mage wind during the spell.

10. Spell of Water Creation (G-10)

Range: Adept must touch substance from which water is drawn

Duration: Immediate

Experience Multiple: 150

Base Chance: 35%

Resist: May not be resisted

Effects: The spell allows the Adept to extract moisture from the air or from plants (providing there is moisture available to be extracted) to the amount of 1 pint (+1 pint per Rank).

11. Spell of Water Sight (G-11)

Range: Adept must touch the target's eyes

Duration: 1 hour +1 additional per Rank

Experience Multiple: 100

Base Chance: 50%

Resist: May not be resisted

Effects: The spell forms a transparent film over the target's eyes enabling him to see under water as if wearing goggles or a diving mask.

12. Spell of Water Breathing (G-12)

Range: Adept must touch target's throat

Duration: 1 hour (+1 hour per Rank)

Experience Multiple: 200

Base Chance: 25%

Resist: May not be resisted

Effects: The spell forms a set of gills in the subject's neck which allow him to operate under the water without affecting his ability to operate on the surface.

13. Spell of Ship Binding (G-13)

Range: 90 feet (+15 feet per Rank)

Duration: Concentration; Maximum: 2 hours (+1 hour per Rank)

Experience Multiple: 200

Base Chance: 20%

Resist: May not be resisted

Effects: This spell may be used to strengthen the structure of any ship or boat, repair leaks and holes, re-step masts, etc. At Rank 10 and above, a small sail craft may be constructed instantly out of available wood using this spell. At Rank 15 and above, a large craft may be constructed (one 40 feet or more in length). The effects of this spell are cancelled if the Adept fails to maintain it by concentrating on it. At the end of the spell, all of its effects are undone. If the spell was used to build a ship or boat, the craft immediately falls apart (even in mid-ocean).

14. Spell of Seablessing (G-14)

Range: Adept must touch object or entity over which spell is cast

Duration: 1 week (+1 week per Rank)

Experience Multiple: 200

Base Chance: 15%

Resist: May not be resisted

Effects: This spell may be cast on a character or seagoing craft. It will decrease the chances that the character or craft will encounter sea monsters, meet pirates, or face typhoons by 5% (+1% per Rank).

[57.5] General Knowledge Ritual

1. Ritual of Binding Water(Q-1)

Experience Multiple: 750

The Adept may bind the element of water within a radius of 10 feet (+15 additional feet per Rank) for a period equal to 1 hour (+1 additional hour per Rank) while maintaining his concentration. It takes an hour to perform this ritual which has a Base Chance equal to the Adept's Magical Aptitude (+4% per Rank). It may not be resisted

unless the area contains a Water Elemental (who may both actively and passively resist). The results are similar to the binding of all other elements. The Adept gains control of all the facets of the element. He can, for example, create an intelligent water sprite (which will always have characteristics several points lower than the Adept). Its every action would have to be directed by the Adept, however. At Rank 10 or higher, the Adept can create a free-willed water sprite that will be loyal to him but not require that its every move be directed. Such entities will never leave the water.

[57.6] Special Knowledge Spells

1. Spell of Liquid Purification (S-1)

Range: 15 feet

Duration: Immediate (during Pulse)

Experience Multiple: 350

Base Chance: 30%

Resist: May not be resisted

Effects: Turns 1 quart (+1 quart per Rank) of any aqueous liquid into potable water.

2. Spell of Liquid Transmutation (S-2)

Range: Adept must touch the water to be transmuted

Duration: Immediate.

Experience Multiple: 350

Base Chance: 100%

Resist: May not be resisted

Effects: The Adept may turn one pint of potable water into a general antidote for venom. The spell creates [D10-5] doses (+1 dose per Rank) of antidote. Each dose immediately causes any venom to become inactive and will cure one Endurance Point of loss due to poison.

3. Waters of Healing Spell (S-3)

Range: Adept must touch water to be transmuted

Duration: Immediate

Experience Multiple: 400

Base Chance: 30%

Resist: May not be resisted

Effects: The Adept may turn one pint of water into a healing potion. The spell creates [D10-5] doses (+1 dose per Rank). Each dose will cure one Endurance Point of loss due to any cause except poison (see rule 57.6, S-2).

4. Waters of Strength Spell (S-4)

Range: Adept must touch water to be transmuted

Duration: Immediate

Experience Multiple: 350

Base Chance: 30%

Resist: May not be resisted

Effects: This spell will produce one dose of a Strength Potion out of a pint of potable water. When drunk, the potion adds [D10+2] to the imbiber's Physical Strength for a period of 15 minutes, unless the character is involved in combat during that time. If a character becomes involved in combat, the potion will cease to work after 15 combat Pulses due to alterations in body chemistry.

5. Spell of Summoning Fish (S-5)

Range: Works at any range

Duration: Immediate

Experience Multiple: 100

Base Chance: 25%

Resist: May not be resisted

Effects: The spell summons 1 fish native to the area at Ranks 1-9. At Rank 10 and above, it summons [D10-5] fish. The spell may only be

cast while on a body of water or standing within 100 feet of a body of water.

6. Spell of Controlling Fish (S-6)

Range: 10 feet (+10 feet per Rank)

Duration: Concentration; No maximum

Experience Multiple: 100

Base Chance: 20%

Resist: May only be passively resisted

Effects: The Adept can control 1 fish (+1 fish per 2 Ranks, or fraction thereof). The fish will continue to serve him only so long as he concentrates or until he tells the fish to go away (move out of range of the spell). A fish that is no longer controlled, but still in the vicinity may attack his former master.

7. Spell of Controlling Sea Mammals (S-7)

Range: 10 feet (+10 feet per Rank)

Duration: Concentration; No maximum

Experience Multiple: 200

Base Chance: 25%

Resist: May only be passively resisted

Effects: The Adept can control 1 aquatic mammal (+1 aquatic mammal per 2 Ranks, or fraction thereof). The mammal will continue to serve him only so long as he concentrates or until he tells the mammal to go away (move out of range of the spell). A mammal that is no longer controlled, but still in the vicinity may attack his former master.

8. Waters of Vision Spell (S-8)

Range: Adept must touch water

Duration: 10 seconds

Experience Multiple: 250

Base Chance: 25%

Resist: May not be resisted

Effects: The Adept must touch a pool of still water with his hand. He will then experience visions (usually precognitive in nature) concocted by the GM. At Rank 5+ he may use this technique to spy into an area to see what is going on there. The distance from the character to the area being spied into is 5 miles (+15 miles per Rank).

9. Windsail Spell (S-9)

Range: 90 feet (+15 feet per Rank)

Duration: 1 hour (+1 hour per Rank)

Experience Multiple: 250

Base Chance: 25%

Resist: May not be resisted

Effects: The Adept casts this spell over any watercraft of a surface type equal to 2 tons (+2 tons per Rank) or less in weight. It creates a sail of bound water sprites, which will not rip or break the mast, and which will carry the ship in the direction of the caster's choice at the speed of the prevailing winds.

10. Spell of Rain Calling (S-10)

Range: 15 miles (+1 mile per Rank)

Duration: 1 day

Experience Multiple: 300

Base Chance: 15%

Resist: May not be resisted

Effects: Will gather any rain clouds within range over the area of the Adept and cause a localized squall to follow him for 1 day.

11. Maelstrom Spell (S-11)

Range: 30 feet (+30 feet per Rank)

Duration: 10 seconds (+10 seconds per Rank)

Experience Multiple: 500

Base Chance: 10%

Resist: May only be passively resisted

Effects: The Adept creates a horrifying watery vortex with a diameter of 10 feet (+10 feet per Rank) which exists entirely within the spell's Range. All objects and entities within 20 feet of the vortex must successfully resist or they are sucked into the eye of the vortex and down to the sea bottom. This spell will only be effective if cast over a large body of water (sea, ocean, or lake).

12. Waterspout Spell (S-12)

Range: 60 feet (+60 feet per Rank)

Duration: 1 minute (+30 seconds per Rank)

Experience Multiple: 750

Base Chance: 5%

Resist: May only be passively resisted

Effects: The Adept creates a tornado-like formation over a body of water which has a radius of 5 feet (+5 feet per Rank). The tornado tears apart anything or anyone who occupies the same space with it unless they successfully resist. The tornado does [D10-1] DP (+1 DP per Rank) to a character who resists successfully instead of destroying him and scattering the bloody pieces to the winds. The Adept may move the tornado in any direction he desires at a rate of 10 knots (+5 knots per Rank). It may never be moved onto dry land.

[57.7] Special Knowledge Rituals

1. Ritual of Summoning and Binding Water

Elementals (R-1)

The Adept may summon a Water Elemental and temporarily bind him to service in exactly the same manner (and with the same results) as described for the summoning of Fire Elementals in rule 58.7, with the exception that the summoning of a Water Elemental may only take place if the Adept is on, or within, 20 feet of a large body of water (lake, sea, or ocean). All procedures and numbers from rule 58.7 apply to this ritual.

58. The College of Fire Magics

The College of Fire Magics is concerned exclusively with shaping the element of Fire.

[58.1] Adepts of the College of Fire Magics may only practice their arts in an area where it is possible for fire to exist.

They may not practice fire magic underwater or in a vacuum, for example.

[58.2] The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Fire Magics:

| | |
|-----------------------------------------------------------|------|
| Caster or target is in medium or light mist, fog, or rain | -5% |
| Caster or target is in heavy fog or rain | -10% |
| Caster or target is within 30 feet of medium fire* | +5% |
| Caster is within medium fire** | +10% |

* A medium fire is defined as a good-sized campfire.

** This modifier presupposes that the caster is protecting himself with a spell or charm from the effects of the fire.

All modifiers are cumulative. If the cumulative modification to the spell or ritual is greater (or less) than 10%, then the damage done by the spell (if any) is increased (or decreased) by 1 DP.

[58.3] Talents

1. Infravision (T-1)

Experience Multiple: 75

The Adept may identify the class of a heat source which is within his range of vision. Whenever the Adept attempts to make an identification of this type, his player rolls D100. If the resulting number is equal to or less than the Adept's Perception, the heat source

is identified. The Adept's Perception is modified in the same manner as any Base Chance for success in spell casting. In addition to other modifiers, the Base Chance is modified as follows:

| | |
|--------------------------------------------------------------------------|-----|
| For every 10 feet (after the first 10) separating Adept from heat source | -1% |
| For each Rank the Adept has with the Infravision Talent | +5% |

The working of this talent may be actively, but not passively, resisted. In the event that the heat source is identified, the GM must tell the Adept's player the species of the heat source (if an entity), its general nature (if a physical object), and if it is magical or not. He need provide no other information.

[58.4] General Knowledge Spells

1. Spell of Pyrogenesis (G-1)

Range: 25 feet (+5 feet per Rank)

Duration: Immediate (during Pulse)

Experience Multiple: 50

Base Chance: 45%

Resist: May only be passively resisted

Effects: One small flammable object (or entity) within range may be caused to burst into flame. Thereafter, the flames are fueled by the object or entity. They may be extinguished.

NOTE: This spell is meant to be used to light matches and cause insects and small furry animals to burst into flames. It is not intended for use against human-size characters.

2. Spell of Heat Production (G-2)

Range: 25 feet (+5 feet per Rank)

Duration: Concentration; Maximum: 1×(2×Rank) hours

Experience Multiple: 50

Base Chance: 35%

Resist: May only be passively resisted

Effects: The caster may cause the temperature of one 15-foot cube to rise by 2°F. per Rank, or fraction thereof, or he may concentrate the spell on a single object. If he concentrates the spell on a single object, the spell will cause that object to heat up rapidly, making bronze red hot in [100-(Rank×6)] seconds and heating other metals accordingly. At Rank 17, bronze would become instantaneously hot as a result of this spell.

3. Spell of Fire Resistance (G-3)

Range: May only be cast over self or adjacent character

Duration: 10×[D10-5]×Rank (×1, if unranked) minutes

Experience Multiple: 100

Base Chance: 40%.

Resist: May not be resisted

Effects: The single person or object over which the spell is cast gains 2% per Rank (minimum of 2%) to his/its Resistance against a spell of the College of Fire Magics that would normally cause damage to the individual or object. In addition, 1 DP per 2 Ranks, or fraction thereof, is subtracted from the damage done by such a spell.

4. Spell of Light (G-4)

Range: 15 feet (+15 feet per Rank)

Duration: 15×[D10-5]×Rank (×1, if unranked) minutes

Experience Multiple: 75

Base Chance: 50%

Resist: May not be resisted

Effects: One 10-foot cube (1000 cubic feet) area may be brightly lit. The lighted area may be of any shape (even pencil-thin) but must emanate from the spot occupied by the caster.

5. Spell of Temperature Alteration (G-5)

Range: Caster must touch target

Duration: Immediate (during Pulse)

Experience Multiple: 125

Base Chance: 15%

Resist: May not be resisted

Effects: If the caster succeeds in touching an adjacent character (part of the spell-casting process) or in touching a heat-conductive object in the target's possession (armor, shield, weapon, etc.), the target immediately suffers [D10-4] DP (+1 DP per Rank). If the target is touched on a non-conductive surface, the damage is halved (round up). If struck on an insulated surface, no damage is incurred.

6. Wall of Smoke Spell (G-6)

Range: 10 feet (+10 feet per Rank)

Duration: 15×[D10-6]×Rank (×1, if unranked) minutes

Experience Multiple: 75

Base Chance: 15%

Resist: May not be resisted

Effects: The caster may create two 5-foot cubes of smoke per Rank. He may vary the intensity of the smoke from light vapors to thick, rolling smoke. The duration of the spell will be decreased if cast out of doors in a breeze, gusting or strong wind.

7. Spell of Fireproofing (G-7)

Range: Caster must touch target

Duration: 24×D10×Rank (×1, if unranked) hours

Experience Multiple: 150

Base Chance: 30%

Resist: May not be resisted

Effects: The spell protects the subject from all non-magical fire and heat effects. He cannot suffer damage from non-magical fire while under the effects of this spell.

8. Spell of Protection against Magical Fire (G-8)

Range: Caster must touch target

Duration: 24×D10×Rank (×1, if unranked) hours

Experience Multiple: 175

Base Chance: 2%

Resist: May not be resisted

Effects: The spell protects the subject entirely from all magical types of fire or fire spells. He can suffer no physical damage from the flames or heat of a magically generated fire while under the protection of this spell.

[58.5] General Knowledge Rituals

1. Ritual of Binding Fire (Q-1)

Experience Multiple: 750

The Adept can bind the element of fire to his will by performing a Ritual of Binding Fire in an area where fire already exists. The ritual requires that the Adept spend one hour in its performance during which he may not move and may perform no other action. At the end of the ritual, the Adept's player rolls D100. If the resulting number is less than or equal to 9, the ritual is a success and the fire source over which the ritual was cast is considered bound for a length of time equal to the ability of the Adept to retain his concentration over it (maximum of 1 hour, +1 hour per Rank). The chance that the ritual will be successful is modified by the addition of the following numbers:

| | |
|-----------------------------------------------------------------|-----|
| For every 5 feet separating the Adept from the fire being bound | -4% |
|-----------------------------------------------------------------|-----|

| | |
|-----------------------------------------------------------|-----|
| Each Rank the Adept has achieved in the use of the ritual | +5% |
|-----------------------------------------------------------|-----|

A bound fire can be shaped by the Adept who bound it into any desired form. Its size can be increased (to a size which is greater than its original size by a factor equal to the square of the Adept's Rank). He can instill in the fire intelligence equal to the Adept's, etc. The

higher the Adept's Rank with the ritual, the greater the results of the ritual.

Example: At Rank 1, the Adept could create a Fire Elemental which he would have to guide at every turn. At Rank 10, the same Fire Elemental might be endowed with free will, but would be loyal to the purposes of the Adept.

The ritual cannot be resisted except by an intelligent being composed of fire (and then only passive resistance is possible).

[58.6] Special Knowledge Spells

1. Wall of Fire Spell (S-1)

Range: 10 feet (+10 feet per Rank)

Duration: Concentration; Maximum: 3×Rank (×1, if unranked) hours

Experience Multiple: 100

Base Chance: 25%

Resist: No/Yes

Effects: The caster can create a 5-foot high×20-foot long wall of flames, or a 5-foot high circle of flames with a 5-foot radius, or a pillar 15-foot high with a 2-foot radius. The caster can modify any one dimension by ±1 foot per Rank. The spell, itself, cannot be resisted. Any creature passing through the flames must successfully Resist or will suffer [D10-5] DP(+1 DP per Rank) due to burning.

2. Bolt of Fire Spell (S-2)

Range: 25 feet (+25 feet per Rank)

Duration: Immediate (during Pulse)

Experience Multiple: 200

Base Chance: 40%

Resist: May only be passively resisted

Effects: Any target of the caster's choice is struck by a bolt of fire emanating from the caster's fingers. Unless the target successfully resists, he/it will suffer [D10-5] DP (+1 DP per Rank) from the bolt. The target's resistance is reduced by 10% unless he is also a member of the College of Fire. If the target fails to resist and is, himself, flammable or is wearing flammable clothing, the target will ignite as a result of the bolt if the result of the Resistance Check is 91% or greater. The bolt will always travel its full range unless it hits a target, even if this means bouncing off a wall and turning back on itself to strike the caster.

3. Ball of Fire Spell (S-3)

Range: 20 feet (+20 feet per Rank)

Duration: Immediate (during Pulse)

Experience Multiple: 200

Base Chance: 30%

Resist: May only be passively resisted

Effects: This spell affects either a 20-foot square area or a circular area with a 12-foot radius. The entirety of the affected area must be within the caster's spell range for the spell to be effective. All targets within the blast radius that do not successfully resist suffer [D10-4] DP (+1 DP per 2 Ranks, or fraction thereof).

4. Web of Fire Spell (S-4)

Range: 20 feet (+10 feet per Rank)

Duration: Concentration; Maximum: 15 minutes (+15 minutes per Rank)

Experience Multiple: 200

Base Chance: 15%

Resist: May only be passively resisted (may halve damage)

Effects: The caster projects a flaming web, similar to a spider web in construction, from his fingertips at a target (hex or object or character). Any objects or entities standing between the caster and the target are ensnared by the web along with the target unless they successfully resist. Any characters who do not resist suffer

[D10-2] DP (+1 DP per Rank) each Pulse that the web is burning. The web continues to burn until cut or until the caster ceases to concentrate on the spell or the flames are otherwise extinguished. The web may only ensnare a number of characters equal to the caster's Rank. Characters who resist successfully suffer only half damage. Individuals ensnared in the web suffer no damage on the first Pulse they are ensnared. In order to cut the web, a character must successfully strike it with a weapon that does Class B damage and must inflict at least 5 DP as a result of that single strike.

5. Spell of Self-Immolation (S-5)

Range: May only be cast over self or adjacent character

Duration: 45 seconds (+15 seconds per Rank)

Experience Multiple: 200

Base Chance: 15%

Resist: May be actively and passively resisted

Effects: The target of the spell is temporarily unaffected by heat or flame of a magical nature. He is still affected by non-magical fires. In addition, if the spell is successfully cast, the target bursts into flames, inflicting [D10-5] DP (+1 DP per Rank) upon anyone within 5 feet of him (friend or foe). All characters in hexes adjacent to the target on the Tactical Display would, for example, be affected. The target of the spell suffers [D10-4] DP total damage, not per Pulse, unless the spell is Rank 10+.

6. Imploding Fireball Spell (S-6)

Range: 20 feet (+20 feet per Rank)

Duration: Immediate (during Pulse)

Experience Multiple: 225

Base Chance: 20%

Resist: May only be passively resisted (then suffers half damage).

Effects: The caster may strike a single target with a ball of fire. If the target fails to resist after being struck, the fireball does D10 (+1 per Rank) damage. If the target successfully resists, he suffers half damage (round up).

7. Weapon of Flames Spell (S-7)

Range: 5 feet (+5 feet per Rank)

Duration: 20×[D10-5]×Rank (×1, if unranked) seconds

Experience Multiple: 250

Base Chance: 30%

Resist: May not be resisted

Effects: The spell is cast over a weapon of the Adept's choice causing it to burst into flame without damage to the weapon or the wielder of it. The Base Chance to hit a target with the weapon is increased by 1% and by an additional 1 for each Rank the Adept has acquired with the spell and the damage done by the weapon is increased by 1 for every 3 (or fraction) Ranks the Adept has achieved with the spell. The damage caused by the weapon is increased by 1 per Rank (instead of by 1 for every 3 Ranks) when the weapon is used against a creature of cold or water or against an undead creature. All creatures which live in cold environments or in water are considered creatures of cold or water. At Rank 6, this spell may be used to create a sword of flame without the necessity of casting it over a sword (the weapon is created out of air). At Rank 10, the caster can create any flaming weapon of his choice out of air using this spell (including Missile Weapons).

8. Demonic Firebolt Spell (S-8)

Range: 25 feet×Rank

Duration: Immediate (during Pulse)

Experience Multiple: 300

Base Chance: 2%

Resist: May only be passively resisted (then suffers half damage).

Effects: This spell works in the same manner as the Bolt of Fire Spell (S-2) except that the damage caused is [D10-2] DP (+1 DP per Rank).

9. Spell of Hellfire (S-9)

Range: 10 feet (+10 feet per Rank)

Duration: Immediate (during Pulse)

Experience Multiple: 675

Base Chance: 5%

Resist: May only be passively resisted (then suffers half damage).

Effects: This invisible fire attacks 1 human-sized target for every 3 Ranks, or fraction thereof, the caster has achieved with the spell. The target's Magical Resistance is automatically reduced by 20%. The spell does [D10+1] DP (+2 DP for each Rank) damage. If a character successfully resists, he suffers only half damage.

10. Spell of Dragon Flames (S-10)

Range: 25 feet +25 additional per Rank

Duration: Immediate (during Pulse)

Experience Multiple: 525

Base Chance: 25%

Resist: May only be passively resisted (then suffers half damage).

Effects: The caster can designate a single target for this spell who is then struck by the flames if the cast is successful. If the target fails to resist the spell, it does [D10+1] (+4 per Rank) damage. If the target resists, the damage is halved (round up).

11. Web of Dragon Flames Spell (S-11)

Range: 20 feet +10 additional per Rank

Duration: Concentration/maximum: 15 minutes +15 additional per Rank

Experience Multiple: 650

Base Chance: 2%

Resist: May only be passively resisted (then suffers half damage).

Effects: This spell operates in the same manner as the Web of Fire Spell (S-4) except that the flames do [D10+1] (+2 per Rank) damage and the web of dragon flame requires 10 damage points in a single Strike to be cut.

12. Storm of Fire Spell (S-12)

Range: 20 feet +20 additional per Rank

Duration: Immediate (during Pulse)

Experience Multiple: 425

Base Chance: 1%

Resist: May only be passively resisted

Effects: This spell is similar to the Ball of Fire Spell (S-3) except that the caster throws a group of three fireballs all of which overlap at least one other fireball by one cubic foot.

13. Malignant Flames Spell (S-13)

Range: 20 feet +10 additional per Rank

Duration: Immediate (during Pulse)

Experience Multiple: 550

Base Chance: 1%

Resist: May be actively and passively resisted

Effects: Any target of the caster's choice within range is immediately wrapped in flames which are visible only to the victim. The flames do [D10-5] (+2 per Rank) damage. In addition, the target is subject to other damage if the spell is Rank 5 or higher. In this case a number of points equal to [D10-3] are removed from one characteristic of the victim. The victim may not regain these points for a number of weeks equal to 4+ Rank of the spell. To determine what characteristic is affected, the victim's player rolls D10 and consults the list of results shown below:

| D10 | Characteristic Affected |
|-----|-------------------------|
| 1-2 | Physical Strength |
| 3-4 | Manual Dexterity |
| 5-6 | Agility |
| 7-8 | Magical Aptitude |

| | |
|------------|--------------------------------|
| D10 | Characteristic Affected |
| 9-0 | Willpower |

A characteristic may not be reduced below 1 as a result of this spell.

14. Spell of Incineration (S-14)

Range: 25 feet +10 additional per Rank

Duration: Immediate (during Pulse)

Experience Multiple: 500

Base Chance: 2%

Resist: May be actively and passively resisted.

Effects: If the target fails to resist, it is reduced to a pile of ashes. However, the spell will have no effect on a character whose Willpower is greater than the modified chance of casting the spell (though the spell could still backfire).

15. Spell of Summoning Salamander (S-15)

Range: Works at any range

Duration: Until dispelled

Experience Multiple: 200

Base Chance: 15%

Resist: May not be resisted

Effects: The caster may summon a salamander which will then attempt to set afire anything flammable that it can reach. The summoner will have no control over the salamander. It may not even be sent away except by dispelling it by casting a Special Knowledge Counterspell over it.

16. Spell of Summoning Efreet (S-16)

Range: Works at any range

Duration: Until dispelled

Experience Multiple: 225

Base Chance: 25%

Resist: May not be resisted

Effects: The caster may summon an Efreet which will be sympathetic to the summoner as a fellow fire-user and will usually attempt to aid him. If the Efreet does not agree to aid him voluntarily, the Adept may still demand one service in exchange for allowing the Efreet to depart. This service must take the form of a defined task to be performed in a matter of hours or days (though the service may take place in future at some indefinite time). The Efreet will almost always serve the summoner in battle against entities not associated with the College of Fire Magic, but will never assist the summoner in battle against a member of the College of Fire Magic. Even demanding that the Efreet attack a fellow Adept of the College of Fire Magic as his obligatory service to the summoner will not cause the Efreet to change his attitude in this regard.

[58.7] Special Knowledge Rituals

1. Ritual of Summoning and Controlling Fire Elemental (R-1)

The Adept may summon a Fire Elemental and bind him to temporary service by performing this ritual. The ritual takes two hours. It may only be performed if the summoner remains stationary and takes no other action during the time the ritual is being performed. At the end of the two hour ritual, the summoner's player rolls D100. If the resulting number is less than or equal to the summoner's Magical Aptitude (modified), then the Elemental is summoned and controlled. If the result is 30 or more higher than the modified chance of summoning and controlling the Elemental, then the ritual backfires and the Elemental appears, but is uncontrolled and will attack the summoner and his friends. Any other result has no effect. The chance that the ritual will be entirely successful is modified by the addition of the following numbers:

Each Rank that the Adept has achieved in the performance of +5
the ritual

| | |
|----------------------------------------------|----|
| Each point the Adept's Willpower is above 15 | +1 |
|----------------------------------------------|----|

A Fire Elemental always appears within 20 feet of the summoner. It has a combined Endurance and Fatigue equal to 15 (+15 additional points per Rank of the ritual) and, unless controlled by the summoner will attack and burn until dispelled by a Special Knowledge Counterspell of the College of Fire Magics. Once controlled, the Fire Elemental remains controlled until the summoner's concentration is broken or he chooses to send the Elemental to his own dimension with a Special Knowledge Counterspell of his College. The Experience Multiple for this ritual is 250.

59. The College of Earth Magics

The College of Earth Magics is concerned with the shaping of the powers of the earth itself and of those entities and things that are rooted in the earth or in contact with it.

There are two distinct branches of this College, and a practitioner of Earth Magic can be a member of only one branch at a time. He may alter his affiliation, but is treated as if he had quit his original branch and lost all knowledge of Earth Magic until such time as he has spent six months in study and meditation to relearn the General Knowledge of the College in a new form. The two divisions of this College are:

Pacifistic Earth Magic: Usually practiced by men who live in isolation in the wilderness, this type of Earth Magic is very powerful, but entirely defensive in nature. An adherent of this division of Earth Magic will never attack without provocation (i.e., unless attacked himself or unless he sees animals or plants attacked). He is unaffected by Counterspells of his College cast over an area he may occupy while attempting to work the magic of his College. In addition, the Counterspells of his College give only half the normal benefit to characters attempting to resist his magic. However, he may never participate in rituals of this College which involve human sacrifice.

Druidic Earth Magic: This form of Earth Magic is practiced by strong-minded individuals who have no objection to the taking of human life to further their magic. It is often practiced communally since it is in part ritual magic. Many of the rituals involve courting the darker sides of earth by providing blood to quench its thirst.

[59.1] Practitioners of the College of Earth Magics must always be in contact with the earth to perform magic of this College.

A practitioner of this College is considered in contact with the earth if he is in contact with an item which is, itself, rooted in the earth (tree, plant, foundation of a house, etc.). He would not be in contact with earth if he were in the air or in water where he could not touch bottom, or if he were atop a piece of furniture or an animal since they are not rooted in the ground. An Adept in a man's arms is not in contact with earth.

[59.2] The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Earth Magics:

| | |
|-----------------------------------------------------------|-----|
| Caster is wearing a sprig of fresh mistletoe | +5 |
| Caster is in contact with earth, but beneath water* | -20 |
| Caster is in a man-made dwelling without an earthen floor | -5 |
| Caster occupies a place of power** | +20 |

* For example, beneath the ocean, if the caster can find a way of breathing in such a situation, the caster's BC would always be reduced by 20.

** These can be any places frequented by worshipers of earth. Examples from mythology and literature might include: Stonehenge, Finn McCool's Seat, The Hill of Tara, etc. If the Place of Power is used for ritual sacrifice, then a practitioner of Pacifistic Earth Magic would receive no benefit.

These additions to the Base Chance are cumulative. They are added to the modifiers listed in 43.7.

[59.3] Talents

1. Detect Aura (T-1)

Whenever confronted by an object or being whose nature is unknown to him, the Adept's player may tell the GM that he is attempting to

detect the Aura of the being or object. The GM rolls D100. If the resulting number is less than or equal to the modified Perception of the Adept, the Aura is detected. The Adept's Perception is subject to modification in the same manner as any Base Chance. This talent may be actively (but not passively) resisted.

In addition to any other modifications, the Adept's Perception is modified by having the following numbers added to it:

For every 10 feet (after the first 10) separating the Adept from the being or object whose Aura he wants to read +1

For each Rank the Adept has with the Detect Aura Talent +5

The results of detection are the same as those given for this Talent in 55.3. The Experience Multiple for this talent is 75.

[59.4] General Knowledge Spells

1. Spell of Converse With Animals (G-1)

Range: 10 feet +10 additional per Rank

Duration: Concentration/max: 3 hours×Rank (×1, if unranked)

Experience Multiple: 50

Base Chance: 45%

Resist: May not be resisted

Effects: The caster may communicate with fauna (whether verbally or symbolically, and to what extent, are left up to the GM's discretion). Physical contact between the animal and the caster increases the Base Chance of successfully casting this spell by 5.

2. Spell of Converse With Plants (G-2)

Range: 10 feet +10 additional per Rank

Duration: Concentration/max: 3 hours×Rank (×1, if unranked)

Experience Multiple: 50

Base Chance: 25%

Resist: May not be resisted

Effects: The caster can communicate with flora with which he is familiar. The mode and extent of communication is up to the GM's discretion.

3. Spell of Controlling Animals (G-3)

Range: 10 feet +10 additional per Rank

Duration: Concentration: no maximum

Experience Multiple: 100

Base Chance: 20%

Resist: May be actively and passively resisted

Effects: The caster controls the actions of any animal that does not successfully resist. It will serve him so long as he continues to concentrate. If he releases the animal or his concentration is broken, it may attack him or flee. The chance to cast the spell is reduced by 5 if the Adept cannot speak to the animal. If the Adept cannot make eye contact, the Base Chance is reduced another 5. The Spell of Converse With Animals may be used in conjunction with this spell if the animal's language is known.

4. Spell of Blending (G-4)

Range: May be cast over self only.

Duration: 1 hour +1 additional per Rank

Experience Multiple: 50

Base Chance: 60%

Resist: May not be resisted

Effects: In order to cast this spell, the subject must remain stationary. If successfully cast, the subject cannot be seen by non-magical means. If, at any time while the spell is in effect the caster moves, the spell is broken.

5. Spell of Walking Unseen (G-5)

Range: 1 foot +1 additional per Rank

Duration: 1 hour +1 additional per Rank

Experience Multiple: 100

Base Chance: 50%

Resist: May not be resisted

Effects: The subject of this spell can move unnoticed, not invisible. Even if someone looks directly at the subject of the spell, he will remain unseen. However, if someone touches the subject of the spell, he is immediately located and the spell is broken.

6. Spell of Healing (G-6)

Range: May only be cast over adjacent character.

Duration: Immediate

Experience Multiple: 100

Base Chance: 40%

Resist: May be actively and passively resisted

Effects: Through a combination of magic and the application of healing herbs and salves, the caster can cure 3 (+1 per Rank) Damage Points suffered by a character due to disease or injury. The spell takes about 5 minutes to cast.

7. Spell of Detecting Traps and Snares (G-7)

Range: 20 feet +5 additional per Rank

Duration: D10 minutes +10 additional per Rank

Experience Multiple: 75

Base Chance: 60%

Resist: May not be resisted

Effects: This spell reduces the Base Chance of being trapped or ambushed while outdoors by 10 (+1 additional point per Rank).

8. Spell of Detecting Poisons (G-8)

Range: Must be in touch with object or substance

Duration: Immediate

Experience Multiple: 75

Base Chance: 55%

Resist: May not be resisted

Effects: The spell requires a wand of either ashwood, ivory or unicorn horn. The caster touches the object or substance in which he suspects poison. The wand will momentarily turn black if poison is; in fact, present.

9. Spell of Lesser Enchantment (G-9)

Range: 10 feet +10 additional per Rank

Duration: Ranks 1-10=a fortnight; Ranks 1-19=3 months; Rank 20=spell lasts until dispelled.

Experience Multiple: 125

Base Chance: 20%

Resist: May be actively and passively resisted

Effects: The target of this spell is either blessed or cursed (caster's choice). The spell increases either the character's luck or misfortune (depending on whether it operates as a blessing or as a curse) by 1 on every dice roll in which the character is directly involved.

NOTE: This spell cannot be cast over oneself.

10. Spell of Herbal Lore (G-10)

Range: May be cast over self only

Duration: Immediate

Experience Multiple: 75

Base Chance: 25%

Resist: May not be resisted

Effects: The spell gives the caster the ability to recognize herbs of magical significance growing Wild.

11. Spell of Tracking (G-11)

Range: May be cast over self only

Duration: 1 day +1 additional per Rank

Experience Multiple: 100

Base Chance: 15%

Resist: May not be resisted

Effects: The caster adds 10 (+2 additional per Rank) to his chance of Tracking while outdoors.

[59.5] General Knowledge Rituals

1. Ritual of Summoning Animals (Q-1)

The Adept must spend 1 hour implementing this ritual and may not move or engage in any other activity during that time. If his concentration is broken, the ritual is destroyed and must be abandoned or restarted. At the end of the ritual, the Adept's player rolls D100. If the resulting number is equal to or less than the Adept's Magical Aptitude, then a number of small animals appear equal to the Adept's Rank (1 if the Adept has no Rank with the ritual). The animal the Adept attempts to summon must be a native of the area. Experience Multiple for this ritual is 150. If the Adept chooses to vocalize his summons (assuming he is not attempting to go undetected since the vocalization must be in the form of a shout or call), the Base Chance is increased by 25.

[59.6] Special Knowledge Spells

1. Earth Hammer Spell (S-1)

Range: 25 feet +10 additional per Rank

Duration: Immediate

Experience Multiple: 200

Base Chance: 40%

Resist: May only be passively resisted

Effects: The caster conjures a giant maul of stone which hurls itself at a target of the caster's choosing. If the target fails to resist the spell, it takes [D10-5] (+1 per Rank) damage.

2. Hands of Earth Spell (S-2)

Range: 20 feet +5 additional per Rank

Duration: 1 hour+ 1 additional per Rank

Experience Multiple: 150

Base Chance: 25%

Resist: May only be passively resisted

Effects: The spell causes a number of hands of stone equal to the Rank of the caster to materialize out of the ground within range. Each hand is 7 feet tall. Once they appear, they remain stationary. They may clutch anything in their grasp, but may not move from the spot on which they surfaced. A character standing on a spot where a hand materializes will be snatched up and will be unable to move until the spell dissipates.

3. Strength of Stone Spell (S-3)

Range: 10 feet

Duration: 1 hour +1 additional per Rank

Experience Multiple: 200

Base Chance: 20%

Resist: May not be resisted

Effects: The target of this spell has his Physical Strength or Fatigue (caster's choice) increased by 1 for each Rank the caster has achieved with the spell. The spell may not be cast over oneself.

4. Armor of Earth Spell (S-4)

Range: 10 feet

Duration: 30 minutes +30 additional per Rank

Experience Multiple: 200

Base Chance: 20%

Resist: May not be resisted

Effects: May be cast over one target individual. It reduces the Base Chance of hitting that individual with any physical weapon by 2 for

each Rank the caster has achieved with the spell. At Rank 11 and above, it also absorbs 1 Damage Point per Strike.

5. Diamond Weapon Spell (S-5)

Range: 5 feet +5 additional per Rank

Duration: 20 seconds×(D10-5)×Rank (×1, if unranked)

Experience Multiple: 250

Base Chance: 30%

Resist: May not be resisted

Effects: This spell is cast over a weapon of the caster's choice. It increases the Base Chance of that weapon hitting a character by 1 per Rank (minimum of 1). Any character attempting to Strike a character who possesses a weapon that has this spell in effect over it, breaks his own weapon on a roll of 94-99 instead of 99.

6. Spell of Gem Creation (S-6)

Range: 10 feet

Duration: 1 day +1 additional per Rank

Experience Multiple: 250

Base Chance: 10%

Resist: May not be resisted

Effects: Creates one gemstone of random value for each 5 (or fraction) Ranks. The gems dissipate at the end of the spell.

7. Spell of Animal Growth (S-7)

Range: 10 feet +10 additional per Rank

Duration: 1 day +1 additional per Rank

Experience Multiple: 225

Base Chance: 15%

Resist: May be actively & passively resisted

Effects: One mammal of the caster's choice is doubled in size. The effects of this radical change are determined by the GM.

8. Spell of Enchanting Plants (S-8)

Range: 10 feet +10 additional per Rank

Duration: 1 day +1 additional per Rank

Experience Multiple: 225

Base Chance: 15%

Resist: May not be resisted

Effects: The spell may impart partial mobility to a number of plants (including trees) equal to the caster's Rank. The plants may not uproot themselves, but may move their branches and leaves while remaining in the same spot. The plant's actions are always under the control of the caster so long as he maintains his concentration. If his concentration is broken, voluntarily or otherwise, the plants will be controlled by the GM until the caster re-establishes control and could conceivably attack the caster.

9. Spell of Binding Animals (S-9)

Range: 10 feet +10 additional per Rank

Duration: Infinite until dispelled

Experience Multiple: 250

Base Chance: 10%

Resist: May be actively and passively resisted

Effects: This spell is similar to the Spell of Controlling Animals except that the caster does not have to concentrate on it to maintain it. The spell will last until broken by the animal or dispelled by magic. Any animal subject to this spell makes one check per week against its Willpower to determine if the spell is broken.

10. Spell of Conjuring and Controlling Earth Elemental (S-10)

Range: 20 feet

Duration: Concentration: No maximum

Experience Multiple: 225 for each portion of spell

Base Chance: 25% / 20%

Resist: May not be resisted

Effects: This is a two-part spell. Each part of the spell is learned, ranked and recorded separately, but there is a single procedure and a single Fatigue cost to cast the spell. The caster has a BC of 25% of successfully casting the first part of the spell. If successful, an Earth Elemental with a combined Fatigue and Endurance of 15 +an additional 5 per Rank appears within 20 feet of the caster. The caster must immediately make a second check with a Base Chance of 20% to see if he controls the Elemental. If successful in establishing control over the Elemental, the caster maintains control until his concentration is broken or he banishes the Elemental with a Counterspell. If he fails to gain control of the Elemental or gains control, but has his concentration broken, the Elemental will immediately attack him. A caster cannot banish an Elemental he does not control.

11. Spell of Sinking Doom (S-11)

Range: 30 feet +10 additional per Rank

Duration: Immediate (during Pulse)

Experience Multiple: 650

Base Chance: 1%

Resist: May be actively and passively resisted

Effects: The spell opens a circular pit under a single human-sized target per each 5 (or fraction) Ranks and sucks the unfortunate standing over it into the bowels of the earth to be burned in molten rock.

12. Wall of Stone Spell (S-12)

Range: 20 feet +10 additional per Rank

Duration: 10 minutes +10 additional per Rank

Experience Multiple: 150

Base Chance: 10%

Resist: May not be resisted

Effects: Creates a 10 foot highx20 foot long wall of granite or a 10 foot high ring of stone with a 20 foot radius or a pillar of stone 15 feet high and with a 2 foot radius. The caster increases any dimension by 1 foot per Rank. He may not attempt to cast the spell on top of a character.

13. Wall of Iron Spell (S-13)

Range: 20 feet +10 additional per Rank

Duration: 10 minutes +10 additional per Rank

Experience Multiple: 250

Base Chance: 5%

Resist: May not be resisted

Effects: Same as for S-12 (Wall of Stone Spell) except that the caster creates a wall of cold iron.

14. Spell of Tunneling (S-14)

Range: 5 feet +1 additional per Rank

Duration: 30 seconds +5 additional per Rank

Experience Multiple: 200

Base Chance: 10%

Resist: May not be resisted

Effects: The caster creates a circular opening or tunnel 10 feet in diameter and 20 feet deep in a wall, ceiling, floor, ground surface, cliff face, etc. The caster may add 1 foot to either depth or radius per Rank.

15. Trollskin Spell (S-15)

Range: 10 feet

Duration: 1 minute +10 additional seconds/2 Ranks (or fraction)

Experience Multiple: 250

Base Chance: 20%

Resist: May not be resisted

Effects: The spell allows the subject to regenerate Endurance Points removed as a result of damage incurred in combat. The target begins to regenerate 30 seconds after a wound is inflicted and continues to regenerate at the rate of 1 Endurance Point every 10 seconds for the duration of the spell. The spell will not help regenerate wounds inflicted by acid or fire.

16. Spell of Smoking Magma (S-16)

Range: 25 feet +5 additional per Rank

Duration: 10 seconds +10 additional per Rank

Experience Multiple: 300

Base Chance: 7%

Resist: May only be passively resisted (then does half damage).

Effects: The caster creates a pool of molten rock which wells up from underground. The pool has a radius of 5 feet (+1 additional foot per Rank). Any character within the area covered by the pool suffers damage of [D10-5] +1 per Rank. If the character successfully resists, this damage is halved.

17. Spell of Diamond Javelins (S-17)

Range: 30 feet +10 additional per Rank

Duration: Immediate (during Pulse)

Experience Multiple: 300

Base Chance: 20%

Resist: May not be resisted

Effects: The spell causes diamond-tipped javelins to fly from the earth at the caster's feet and travel toward a target(s) of the caster's choice. The number of javelins appearing is always 1 +1 additional javelin for every 2 (or fraction) Ranks of the spell. The javelins have a Base Chance equal to the Base Chance of ordinary javelins of hitting their target +3 per Rank of the spell. Each javelin does [D10-4] (+1 per every 2 or fraction Ranks) damage.

18. Spell of Earth Transformation (S-18)

Range: 10 feet +10 additional per Rank

Duration: 3 hours +1 additional per Rank

Experience Multiple: 400

Base Chance: 10%

Resist: May only be passively resisted

Effects: This spell turns 3 cubic feet of stone into mud or vice versa. The caster may add one cubic foot to this figure per Rank. A character standing on a spot containing a mud puddle that is turned to stone has an opportunity to passively resist the effects of the spell. If he fails to resist, he will become trapped in the stone that has taken the place of the mud he was standing in. If he resists, the mud turns to stone, but he is not trapped.

[59.7] Special Knowledge Rituals

1. Ritual of Binding Earth (R-1)

This ritual takes one hour to perform and involves the ritual sacrifice of a human (or humanoid) being. At the end of the ritual, the Adept's player rolls D100. If the resulting number is equal to or less than the Base Chance to employ the ritual successfully, the Adept gains complete control over a 500 pound weight of earth and stone (plus an additional 500 pound weight per Rank). He can shape or move the earth, change its consistency or instill intelligence in it at his option. The Base Chance to successfully employ this ritual is 10%. It can affect any earth or stone within 10 feet (plus 10 per Rank) of the Adept. It cannot be resisted. Once cast, it lasts for 1 hour plus an additional hour for each Rank or until the Adept's concentration is broken. The Experience Multiple for this ritual is 500.

60. The College of Celestial Magics

The College of Celestial Magics is concerned with the practice of those magic arts having to do with shadow, night, and stars. There are three distinct divisions of the College of Celestial Magics. They are:

1. The Star Mages: Dealing with heavenly bodies;
2. The Dark Mages: Dealing with night and darkness.
3. The Shadow Weavers: Dealing with the power of light and shadow.

All members of the College of Celestial Magics must be associated with one of these three divisions and may change divisions only by forsaking their present division, losing all of their current magical knowledge and entering a monastery for 6 months of meditation and training in the new divisions of their College.

Man's natural fear of the power of darkness gives this College special power. Consequently, in addition to the other information included under this College, 60.8 contains the Fright Table which must be rolled on as a result of certain spells.

[60.1] **Adepts of the College of Celestial Magics may practice their arts without restriction.**

[60.2] **The Base Chance of performing any talent, spell or ritual of the College of Celestial Magics is modified by the addition of the following numbers:**

If the Adept is a **Star Mage** and:

| | |
|--------------------------------|-----|
| It is full daylight | -20 |
| It is a starless night | -5 |
| It is a night of the new moon | +15 |
| It is a night of the full moon | +5 |

If the Adept is a **Dark Mage** and:

| | |
|------------------------------------------------------|-----|
| It is a day with bright sunlight | -25 |
| It is a day with an overcast | -20 |
| It is twilight | -5 |
| It is a moonlit night | -5 |
| It is a cloudy night or a night of the new moon | +10 |
| He is in total darkness except for artificial light* | +15 |
| He is in total darkness (not even torches present)* | +25 |

If the Adept is a **Shadow Weaver** and:

| | |
|-------------------------------------------------------------|-----|
| Is standing in bright sunlight | -20 |
| Is standing in medium sunlight (late afternoon) | +10 |
| Is standing in direct rays of setting Sun | +5 |
| It is twilight | +10 |
| It is full night | -5 |
| Is standing in total darkness (no light, including torches) | -10 |
| Is standing in light shadow | +5 |
| Is standing within 5 feet of deep shadow | +5 |
| Is standing in deep shadow | +15 |

* Total Darkness can only be achieved naturally if the Adept is underground. Artificial light is light not cast by the sun or its reflection off of other heavenly bodies or by the stars.

[60.3] Talents

1. Speak to Shadow Creatures (T-1)

The Adept can speak to all shadow creatures and most nocturnal animals within 10 feet (+10 additional feet per Rank). The communication may be verbal in some cases, but will usually employ a combination of telepathic contact, sign language, and a few verbal symbols at the lowest Ranks. The Experience Multiple for this talent is 50.

2. Night Vision (T-2)

The Adept has the ability to see in the dark with the same vision (near perfect) as a cat. However, everything will appear monochromatic and somewhat distorted (geometrical). The higher the Rank, the less

distorted the vision will be. The Experience Multiple for this talent is 100.

3. Detect Aura (T-3)

This talent is identical in all ways to the talent of the same name of the College of Naming Incantations (see 55.3, T-1).

[60.4] General Knowledge Spells

1. Spell of Blending (G-1)

Range: May be cast over self only

Duration: 1 hour +1 additional per Rank

Experience Multiple: 50

Base Chance: 60%

Resist: May not be resisted

Effects: Same as for the spell of the same name of the College of Earth Magics (see 59.4, G-4).

2. Spell of Light (G-2)

Range: 15 feet +15 additional per Rank

Duration: 15 minutes×[D10-5]×Rank (×1, if unranked)

Experience Multiple: 75

Base Chance: 50%

Resist: May not be resisted

Effects: One 10-foot cube may be brightly lighted as described in the spell of the same name (G-4) of the College of Fire Magics.

3. Spell of Darkness (G-3)

Range: 15 feet +15 additional per Rank

Duration: 15 minutes×Rank (×1, if unranked)

Experience Multiple: 75

Base Chance: 50%

Resist: May not be resisted

Effects: The Adept creates a volume of darkness (1000 cubic feet) of any shape he desires. At Ranks 1-5, the spell creates darkness equal to a cloudy night. At 6-10, it creates darkness equal to a sealed room. At Ranks 11 and up, it creates absolute blackness that no non-magical light source (including torches) can penetrate. The volume of darkness created may be increased by 500 cubic feet per Rank.

4. Spell of Shadow Form (G-4)

Range: 15 feet +1 additional per Rank

Duration: 30 minutes +30 additional per Rank

Experience Multiple: 150

Base Chance: 10%

Resist: May not be resisted

Effects: The target of the spell is enveloped in a confusing pattern of shadows. Any attempt to hit the target while the spell is in effect will have 2 (+2 per Rank) subtracted from the Strike Chance. This subtraction applies only to physical weapons, not magic.

5. Wall of Starlight Spell (G-5)

Range: 15 feet +15 additional per Rank

Duration: 10 minutes +10 additional per Rank

Experience Multiple: 150

Base Chance: 15%

Resist: May not be resisted

Effects: Creates a 10-foot high 1 foot thick Wall of Light 20 feet long or a 10 foot high, 1 foot thick Ring of Light with a 5 foot radius, or a pillar of starlight 5 feet thick by 15 feet high. The Adept can increase any dimension by 1 foot per Rank. The spell may not be cast on top of other entities. Shadow and darkness-aligned creatures (including Dark Mages and Shadow Weavers) suffer [D10-5] (+1 per Rank) damage if they come in contact with the wall. Any entity damaged by the spell must roll on the Fright Table (see 60.8).

6. Wall of Darkness Spell (G-6)**Range:** 15 feet +15 additional per Rank**Duration:** 10 minutes +10 additional per Rank**Experience Multiple:** 100**Base Chance:** 20%**Resist:** May not be resisted**Effects:** Works the same as the Wall of Starlight except that light aligned creatures (including Star Mages) suffer damage due to contact with it.**7. Witchsight Spell (G-7)****Range:** 15 feet +15 additional per Rank**Duration:** 30 minutes +30 additional per Rank**Experience Multiple:** 150**Base Chance:** 15%**Resist:** May not be resisted**Effects:** This spell gives any one target of the Adept's choice the ability to see normally invisible entities or objects or those which have been rendered invisible by magic (i.e., via the spells of Blending, Walking Unseen, and invisibility). It also gives the target the night vision of an Elf.**8. Strength of Darkness Spell (G-8)****Range:** 15 feet**Duration:** 10 minutes +10 additional per Rank**Experience Multiple:** 200**Base Chance:** 15%**Resist:** May not be resisted**Effects:** The target's Physical Strength is increased by 1 (+1 for every 2 or fraction of 2 Ranks) for the duration of the spell. This spell may only be cast by Dark Magics who are not exposed to natural light (only torches or magical light).**9. Spell of Walking Unseen (G-9)****Range:** 1 foot +1 additional per Rank**Duration:** 1 hour +1 additional per Rank**Experience Multiple:** 100**Base Chance:** 50%**Resist:** May not be resisted**Effects:** The target may move unnoticed (not invisible) even if individuals are staring directly at him. If, however, he touches or is touched by an entity (or something worn or held by the entity), the spell is immediately broken and he is seen.**[60.5] General Knowledge Rituals****1. Ritual of Reading the Stars (Q-1)**

The Adept may, by remaining in one place and taking no other action except performing this ritual, read something of the future in the stars. He must occupy a vantage point where he has a clear view of the sky (not indoors or in a hollow), and it must be a clear night. The ritual may not be performed during the day or during an overcast. It takes 1 hour to perform. The Base Chance of success is equal to the Adept's Magical Aptitude +4 per Rank. The Experience Multiple is 150. The GM provides all answers writ in the stars in the form of generalized statements that can be as accurate or misleading as the GM feels appropriate.

2. Ritual of Summoning and Binding Shadow Creatures (Q-2)

The Adept may summon and bind 1 creature of night and shadow (+1 for every 5 or fraction of 5 Ranks). The Base Chance of the ritual being effective is 20% (+4 per Rank). Any shadow creature called must be native to the area. If the ritual succeeds, the creature will arrive in a state of being bound to the will of the Adept. If it backfires, the creature will arrive and attack the Adept. If merely unsuccessful,

the creature will not arrive at all. Bound creatures will serve the Adept so long as he continues to concentrate on controlling them (no maximum length of time) or until released by the Adept. If his concentration is broken, the Adept will be attacked. If he simply releases the creatures, they will flee his presence. The Experience Multiple for this ritual is 200. Creatures of night and shadow include nocturnal animals and lesser undead, for purposes of this spell.

[60.6] Special Knowledge Spells**1. Spell of Healing (S-1)****Range:** May only be cast over self**Duration:** Immediate**Experience Multiple:** 200**Base Chance:** 40%**Resist:** May not be resisted**Effects:** Cures 1 point of Endurance or Fatigue (+1 for every 2 or fraction of 2 Ranks).**2. Spell of Creating Shadow/Starsword (S-2)****Range:** 15 feet +5 additional per Rank**Duration:** 20 seconds×[D10-5]×Rank (×1, if unranked)**Experience Multiple:** 250**Base Chance:** 30%**Resist:** May not be resisted**Effects:** Only Star Mages may create a Starsword, and only Dark Mages or Shadow Weavers may create a Shadow Sword. Any sword within range may have this type of spell cast over it. The sword will then have 1 (+1 per Rank) added to its Base Chance and 1 (+1 for every 3 or fraction of 3 Ranks) added to the damage it will do whenever it is used against a creature of opposite alignment. Starswords do extra damage to creatures of night and shadow and Shadowswords do extra damage to all other creatures.**3. Starfire Spell (S-3)****Range:** 30 feet +15 additional per Rank**Duration:** Immediate (during Pulse)**Experience Multiple:** 200**Base Chance:** 35%**Resist:** May be actively and passively resisted**Effects:** The Adept casts a bolt of staff ire at any one target within range. The first entity or object the bolt hits along its flight path suffers [D10-4] (+1 per Rank) damage unless they resist.**4. Meteor Spell (S-4)****Range:** 60 feet +15 additional per Rank**Duration:** Immediate (during Pulse)**Experience Multiple:** 200**Base Chance:** 10%**Resist:** May only be passively resisted**Effects:** The Adept calls down from the heavens a meteor with a 25 foot diameter which crashes into an area within range, doing [D10-4] (+1 per Rank) damage to all entities within the impact area who fail to resist. The meteor must be targeted to hit a specific hex and takes 2 minutes to arrive (-10 seconds per Rank). Only Dark Mages and Star Mages may use this spell.**5. Shadow Wings Spell (S-5)****Range:** 10 feet +10 additional per Rank**Duration:** 30 minutes +30 additional per Rank**Experience Multiple:** 250**Base Chance:** 25%**Resist:** May not be resisted**Effects:** The caster creates great batwings of darkness on himself or any single character within range. These wings will bear the target

through the sky wherever he desires at a rate of 30 miles per hour (+1 mile an hour per Rank). This spell may only be cast by Shadow Weavers and Dark Mages.

6. Web of Starlight Spell (S-6)

Range: 30 feet +15 additional per Rank

Duration: Concentration/maximum of 15 minutes +15 additional per Rank

Experience Multiple: 250

Base Chance: 25%

Resist: May only be passively resisted (which may halve damage).

Effects: This spell operates in the same manner as the Web of Fire (S-4) of the College of Fire Magics except that it affects only creatures of night and shadow who must, if damaged, roll on the Fright Table. It may only be cast by Star Mages. Entities that are not creatures of night and shadow may ignore the web entirely. See 58.6 for details.

7. Web of Blackness Spell (S-7)

This spell is identical in all ways to S-6 above except that it affects only creatures of light and may only be cast by a Dark Mage or a Shadow Weaver.

8. Meteor Swarm Spell (S-8)

Range: 75 feet +15 additional per Rank

Duration: Immediate (during Pulse)

Experience Multiple: 500

Base Chance: 1%

Resist: May only be passively resisted

Effects: This spell has the same effect as S-4 (Meteor Spell) except that 3 meteors are summoned. At least one cubic foot of each meteor must overlap with one cubic foot of another meteor. The meteors will arrive in 5 minutes (-20 seconds per Rank). Only Star Mages may cast this spell.

9. Dwarf Star Spell (S-9)

Range: 60 feet +15 additional per Rank

Duration: Concentration/maximum of 1 minute +1 additional per Rank

Experience Multiple: 450

Base Chance: 2%

Resist: May be actively and passively resisted

Effects: The spell causes one target of the Adept's choice which is within range to suffer the effects of an increase in the force of gravity of 1 gravity (+1 additional gravity per Rank) unless the target resists.

10. Black Fire Spell (S-10)

Range: 30 feet +15 additional per Rank

Duration: Immediate (during Pulse)

Experience Multiple: 350

Base Chance: 2%

Resist: May only be passively resisted

Effects: The Adept throws from his fingertips a column of black flames 30 feet long and 5 feet wide. He may increase the length or width by 1 foot per Rank. All targets occupying hexes through which the fire passes must resist or suffer [D10-4] (+1 per Rank) damage and must roll on the Fright Table. The Base Chance of infection is increased by 20 if a character suffers damage from this spell.

11. Spell of Shadow Walking (S-11)

Range: May only be cast over self

Duration: Immediate (during Pulse)

Experience Multiple: 550

Base Chance: 1%

Resist: May not be resisted

Effects: The Adept may cause himself to be instantly transported from one spot which is in shadow to another spot which is within shadow.

The destination must be in sight or must have been carefully observed beforehand. The destination may also be up to 5 miles (+1 additional mile per Rank) from the spot the Adept currently occupies. Only Shadow Weavers may use this spell.

12. Spell of Whitefire (S-12)

Range: 30 feet +15 additional per Rank

Duration: Immediate (during Pulse)

Experience Multiple: 500

Base Chance: 1%

Resist: May be actively and passively resisted

Effects: This spell is cast at a single target of the Adept's choice that is within range. The target must resist or it will be flash fried. The target's Willpower must be less than the modified chance of casting the spell or it will have no effect upon him, though it may backfire.

13. Spell of Fear (S-13)

Range: 15 feet +15 additional per Rank

Duration: Immediate (during Pulse)

Experience Multiple: 350

Base Chance: 20%

Resist: May be actively and passively resisted

Effects: One target of the Adept's choice that is within range is seized by almost uncontrollable fear. The target's player must, if the target fails to resist, roll on the Fright Table to determine the result of the spell (see 60.8).

[60.7] Special Knowledge Rituals

1. Ritual of Conjuring and Controlling Dark Sphere (R-1)

The Adept may summon and control an inky black sphere from another dimension. The Adept must spend one hour performing the ritual and may not move or perform any other activity during that time. At the end of the ritual, the Adept's player performs a Cast Check. The Base Chance for this ritual being successful is 1% +3 per Rank. If the ritual is successful the sphere will appear within 15 feet of the Adept and will continue to be directed by the Adept (moving at a TMR of 9) so long as he concentrates on it (maximum of 5 minutes +5 minutes per Rank). Once he stops concentrating, the sphere will immediately return to its own dimension. If the Adept fails to conjure the sphere, nothing at all happens. If a backfire results, the sphere appears and moves randomly about. Anything which comes in contact with the Dark Sphere and fails to resist is immediately disintegrated. Anything that resists, simply suffers D10 damage for each contact and is thrown to the ground by the shock of contact. The Experience Multiple for this ritual is 450.

[60.8] Fright Table

| D100 Result | Effect |
|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01-20 | Target is wary and suffers a subtraction of 5 from all Strike Chances for remainder of Pulse. |
| 21-25 | Target flies into a berserk rage and immediately attempts to attack (within the limits of movement) the object of his rage (the Adept or manifestation that brought about the fear). He will Charge if possible and attempt to Grapple. All Strike Checks against him are increased by 10 and all Strike Checks which he makes are increased by 10. |
| 26-76 | Target flees as rapidly as possible away from the source of his terror. |
| 77-90 | Character is immobilized as if stunned and adds 5 to all subsequent rolls on the Fright Table this day. |
| 91-95 | Target becomes hysterical and will continue to stand in place and scream until snapped out of it (GM determines how this occurs). Add 15 to subsequent rolls on the Fright Table this day. |
| 96-100 | Target's hair turns white as he becomes totally catatonic (as if stunned). Add 15 to subsequent rolls on the Fright Table this day. |
| 101-106 | Target faints dead away (collapsing to the ground). He remains |

| D100 | Result | Effect |
|---------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|
| | | unconscious for [D10+6] minutes. Add 10 to all subsequent rolls on the Fright Table this day. |
| 107-110 | Target suffers a heart attack. The result is the same as for 101-106 except that the target may not move about under his own power for the remainder of the day and suffers a decrease of 2 in all characteristics until he has spent one month resting in bed. | |
| 111+ | Target suffers a heart attack and must have medical attention (cardiovascular resuscitation) within one minute (12 Pulses of combat) or die. If he does survive, all subsequent rolls on the Fright Table are increased by 20 this day | |

61. The College of Necromantic Conjurations

The College of Necromantic Conjurations is concerned with the processes of life, death, decay, and putrefaction.

[61.1] Adepts of the College of Necromantic Conjurations may practice their arts without restriction.

[61.2] The Base Chance of performing any talent, spell, or ritual of the College of Necromantic Conjurations is modified by the addition of the following numbers:

| | |
|---------------------------------------------------------------------------------------------------------------------|-----|
| It is a High Holiday of the Powers of Light* | -10 |
| It is a High Holiday of the College of Necromantic Conjurations** | +20 |
| It is the stroke of midnight on the night of one of the High Holidays of the College of Necromantic Conjurations*** | +30 |

* This modifier may include any holidays of the GM's invention that are dedicated to the Powers of Light. However, all such holidays are presumed to be known to all characters and must, therefore, be announced by the GM well in advance of the application of this modifier.

** The College of Necromantic Conjurations recognizes one principle High Holiday: Walpurgisnacht. The GM may create other High Holidays as he sees fit (see note above).

*** This modifier is applied to any spell loosed at the stroke of midnight or to any ritual which is completed on the stroke of midnight. This modifier is applied instead of (not in addition to) the +20 modifier for working the magic of this College on a High Holiday of the College. Otherwise, all modifiers are cumulative.

[61.3] Talents

1. Ask The Dead (T-1)

The Adept may, whenever he occupies the place in which an entity has died, communicate with the spirit of the entity if the Adept could have communicated with the entity while it was alive (knew its language, etc.) and is aware that the place he occupies was the site of the entity's death. Only questions that can be answered with a simple yes or no will be answered, and the dead can only provide knowledge of events which transpired while they were alive. There is a Base Chance of 20% (+4 per Rank) that the dead will respond to the questions of the Adept. Once the dead initially respond, they will continue to answer all questions automatically until dismissed. This talent does not allow the Adept to communicate with the undead, only to summon the dead from the spirit world and speak with them. It has an Experience Multiple of 150.

[61.4] General Knowledge Spells

1. Spell of Conjuring Darkness (G-1)

Range: 15 feet+ 15 additional per Rank

Duration: 15 minutes +15 additional per Rank

Experience Multiple: 75

Base Chance: 50%

Resist: May not be resisted

Effects: The Adept creates a volume of darkness of variable intensity of 500 cubic feet (+500 additional cubic feet per Rank). At Ranks 1-5, the darkness is equal to that found on a cloudy night; at Ranks 6-10,

to that found on an overcast moonless night; at Ranks 11 and above, to that of a sealed room with no light source.

2. Spell of Putrescence (G-2)

Range: 15 feet +15 additional per Rank

Duration: Immediate

Experience Multiple: 100

Base Chance: 50%

Resist: May not be resisted

Effects: The Adept may, by casting this spell, spoil enough food to generously feed 1 person (+ 1 additional person per Rank). The food will thereafter be inedible.

3. Spell of Obscurement (G-3)

Range: 15 feet +15 additional per Rank

Duration: 10 minutes+10 additional per Rank

Experience Multiple: 200

Base Chance: 30%

Resist: May only be passively resisted

Effects: The Adept creates a 5-foot cube of oily black smoke (+1 foot to each dimension per Rank). The vision of all entities except the Adept is reduced to 5 feet. The Adept's sight is unaffected, and any character who successfully resists is unaffected.

4. Fire and Brimstone Spell (G-4)

Range: 15 feet+ 15 additional per Rank

Duration: Immediate (during Pulse)

Experience Multiple: 250

Base Chance: 20%

Resist: May be actively and passively resisted

Effects: The Adept may cast a bolt of sulphurous flame at a single target. If the target fails to resist, it takes [D-4](+1 per Rank) damage. The Base Chance of infection is increased by 20 as a result of damage inflicted by this spell.

5. Spell of Heating Metal (G-5)

Range: 15 feet+15 additional per Rank

Duration: 20 seconds +10 additional per Rank

Experience Multiple: 250

Base Chance: 20%

Resist: May not be resisted

Effects: The Adept can cause up to 1 cubic foot of metal (+ 1 additional cubic foot per Rank) to become hot, increasing its temperature by 5° +5° per Rank.

6. Spell of Harming Entity (G-6)

Range: 15 feet+ 15 additional per Rank

Duration: 10 seconds+ 10 additional per Rank

Experience Multiple: 200

Base Chance: 200/o

Resist: May be actively and passively resisted

Effects: The Adept may cast this spell at any one target within range. If the target fails to resist, he will be in intense agony for the duration of the spell and must check to see if his concentration is broken. His Strike Chance is reduced by 10 for the duration of the spell. He suffers no Damage Points as a result of the spell.

7. Spell of Noxious Vapors (G-7)

Range: 15 feet +15 additional per Rank

Duration: 10 seconds×[D10-5]×Rank (×1, if unranked)

Experience Multiple: 250

Base Chance: 100/70

Resist: May only be passively resisted

Effects: The Adept creates a cloud of foul yellow vapor which will affect all characters (including the Adept) who are caught within it.

The cloud covers the entire area within range of the Adept. At Ranks 0–5, it reduces each character’s range of vision by 10 feet. At Ranks 6–10, it causes a light sleep lasting until the spell ends or the sleeper is awakened. At Ranks 11–20, there is a 20% chance that any character who fails to resist will contract consumption.

8. Spell of Warping Wood (G–8)

Range: 15 feet +15 additional per Rank

Duration: Immediate (during Pulse)

Experience Multiple: 200

Base Chance: 30%

Resist: May not be resisted

Effects: The Adept may twist a 2”×2”×1’ area of a piece of wood into any shape of his choosing. He may add 1” to any dimension per Rank.

9. Ram of Force Spell (G–9)

Range: 5 feet +5 additional per Rank

Duration: Until task is completed

Experience Multiple: 200

Base Chance: 25 %

Resist: May be actively and passively resisted

Effects: Creates a 15’×15’×15’ “column of force” that will follow the Adept’s command to execute one specific task (“smash through that locked door”, for example) and then will dissipate. Will do [D10-5] damage per 10 second exposure to flesh which cannot be pushed out of the way due to a wall or other unyielding surface. It will slowly push metal aside, but will be halted by stone.

10. Spell of Vapor Breathing (G–10)

Range: May only be cast over self

Duration: 30 seconds +15 additional per Rank

Experience Multiple: 150

Base Chance: 30%

Resist: May not be resisted

Effects: The spell permits the Adept to breathe any atmosphere that contains sufficient oxygen to keep him alive, filtering out other substances. This spell does not permit the Adept to breathe underwater.

[61.5] General Knowledge Rituals

1. Ritual of Summoning and Binding Lesser Undead (Q–1)

The Adept may use this ritual to summon and bind the Lesser Undead if he remains stationary within a Pentacle (see 47, The College of Greater Summonings) drawn in or near an area where Lesser Undead may habitually be found (near tombs, graveyards, barrows, etc.). The Adept and his companions must remain within the Circle of Protection during the entire course of the ritual. They may take no other action while the ritual is taking place. This ritual lasts two hours. At the end of that time, the Adept’s player rolls D100. If the resulting number is equal to or less than the Adept’s Magical Aptitude, the ritual succeeds. The Adept’s Magical Aptitude is modified in the same manner as any Base Chance of performing a ritual. In addition, 3 per Rank is added to the Adept’s Magical Aptitude. If the Adept’s player rolls a number 40 or more greater than the Modified Chance for this ritual to be effective, the ritual backfires and the appropriate number of undead appear unbound within the Circle of Protection and can attack the Adept and companions. The spell summons 1 (+1 per Rank) Lesser Undead and (unless it backfires) subjects them to the will of the summoner for as long as his concentration lasts (one week maximum). Once the Adept’s concentration is broken or he releases the undead, they may attack him and his companions. If the ritual backfires or concentration is broken, the Lesser Undead will attempt to attack the summoner if possible. The Experience Multiple for this ritual is 250. Undead summoned successfully (i.e., not as a result of a backfire) will appear within 20 feet of the summoner’s Pentacle.

2. Ritual of Converse With The Dead (Q–2)

The Adept may converse with a dead entity if he occupies the place the entity died or was buried and calls forth the dead spirit using this ritual. The ritual takes an hour to perform and must be cast in a Pentacle. The Adept must have known of the death (by witness, hearsay, or reading) in order to summon the dead spirit. He need not have known or encountered the entity before. He must understand a language spoken by the entity. The Adept’s player rolls D100 at the end of the ritual and if the result is equal to the Base Chance of performing the ritual, the spirit of the deceased appears and will answer three questions. Each question will be answered with a riddle or puzzle. The Base Chance of this ritual being effective is equal to the Adept’s Magical Aptitude (+4 per Rank). The dead disappear whenever any character who is not within the Pentacle occupies the same general area. The Experience Multiple for this ritual is 400. The GM creates all riddles and puzzles in answer to the Adept’s questions. Undead may not be summoned or conversed with using this ritual.

[61.6] Special Knowledge Spells

1. Spell of Causing Wounds (S–1)

Range: 15 feet +5 additional per Rank

Duration: Immediate (during Pulse)

Experience Multiple: 200

Base Chance: 35%

Resist: May be actively and passively resisted

Effects: The Adept may cause [D10-4](+1 per Rank) damage as a result of wounds to one target within range unless that target successfully resists. If the target suffers any effective damage he suffers an increase of 10 to the BC of infection as a result of his injuries.

2. Wall of Force Spell (S–2)

Range: 15 feet +15 additional per Rank

Duration: Concentration/maximum of 15 minutes +1 additional per Rank

Experience Multiple: 250

Base Chance: 30%

Resist: May only be passively resisted

Effects: The Adept creates a 1” thick Wall of Force which is 10 feet high and 20 feet long or a 1” thick, 10 foot high Ring of Force with a radius of 5 feet. The Adept can increase the height or length by 1 foot (or radius by 3 inches) per Rank. Any entity coming in contact with the Wall of Force will either successfully resist or be thrown back (fall Prone) and suffer [D10-5](+1 per Rank) damage.

3. Wall of Bones Spell (S–3)

Range: 15 feet +15 additional per Rank

Duration: 30 minutes +30 additional/ Rank

Experience Multiple: 150

Base Chance: 30%

Resist: May only be passively resisted

Effects: The Adept conjures a wall of interlaced bones 1 foot thick, 10 feet high, and 20 feet long or a circle of bones 1 foot thick, 10 feet high and with a 5 foot radius. The Adept may increase the height and thickness by 1 foot and the radius by 3 inches per Rank. An entity coming in sight of the wall must either successfully resist or roll on the Fright Table (see 60.8). The wall can suffer 100 points of damage and then turns to dust. Bright sunlight inflicts 20 points per Pulse on the wall.

4. Spell of Fear (S–4)

Range: 15 feet +15 additional per Rank

Duration: Concentration/maximum of 15 minutes+15 additional per Rank

Experience Multiple: 350

Base Chance: 20%

Resist: May only be passively resisted

Effects: The spell has the same effect as the spell of the same name (S-13, p.56) of the College of Celestial Magics.

5. Mass Fear Spell (S-5)

Range: 30 feet +15 additional per Rank

Duration: 30 seconds +10 additional per Rank

Experience Multiple: 400

Base Chance: 10%

Resist: May only be passively resisted

Effects: The spell has the same effects as the Spell of Fear (S-13) of the College of Celestial Magics except that all characters within range except the Adept must resist or roll on the Fright Table (60.8).

6. Spell of Scarring Terrain (S-6)

Range: 15 feet +15 additional per Rank

Duration: 1 year +1 additional per Rank

Experience Multiple: 300

Base Chance: 20%

Resist: May not be resisted

Effects: The Adept causes terrible ruin by burning out an area of ground equal to 25 square feet (+25 additional square feet per Rank). The ground will be so damaged that it will be unable to support any flora for the duration of the spell. Though the spell will immediately wither any flora in the area it effects, fauna will be unaffected.

7. Spell of Animation of the Dead (S-7)

Range: 30 feet +15 additional per Rank

Duration: 3 hours +30 additional minutes per Rank

Experience Multiple: 300

Base Chance: 20%

Resist: May not be resisted

Effects: The Adept animates 3 (+1 per Rank) corpses within range. They will serve the Adept in all ways. If the corpses are recently dead, they will be zombies. If they have been dead for more than a month, they will be partially devoid of skin and will be treated as skeletons for purposes of this spell.

8. Wraithcloak Spell (S-8)

Range: 15 feet +1 additional per Rank

Duration: 30 minutes +30 additional per Rank

Experience Multiple: 200

Base Chance: 15%

Resist: May not be resisted

Effects: The Adept causes the target to appear less corporeal and to be harder to hit. The chance of successfully Striking the target of the spell is reduced by 1 (+1 per Rank) for the duration of the spell. In addition, the target's stealth is increased by 10.

9. Shadowed Weapon Spell (S-9)

Range: 5 feet +5 additional per Rank

Duration: 20 seconds $\times [D10-5] \times \text{Rank}$ ($\times 1$, if unranked)

Experience Multiple: 250

Base Chance: 15%

Resist: May not be resisted

Effects: The Adept may increase the usefulness of any weapon within range. The affected weapon has its Base Chance increased by 1 (+1 per Rank) and the damage increased by 1 for every 3 or fraction of 3 Ranks. At Rank 6 or above, the Adept can create a sword entirely of darkness which will operate in the same manner as a normal sword of its type (broadsword, tulwar, etc.) which has had a Shadowed Weapon Spell of the appropriate Rank cast over it.

10. Hand of Death Spell (S-10)

Range: 15 feet +15 additional per Rank

Duration: Immediate (during Pulse)

Experience Multiple: 500

Base Chance: 5%

Resist: May only be passively resisted

Effects: The Adept causes any single target to sense the Adept's hand squeezing his heart or similar organ to a pulp. Even if the character resists, the sensation will remain and will break the character's concentration and subtract 10 from the character's Base Chance of hitting another character or successfully performing magic. If the character fails to resist, he suffers [D10+1] damage that Pulse and each succeeding Pulse that the spell remains in effect and he fails to resist. The spell remains in effect so long as the Adept expends 2 Fatigue and implements a Pass Action each Pulse. During this time, the Adept must make visible squeezing motions with his hand to simulate the squeezing of the victim's organs. The Adept need not recast the spell once he successfully loses it at his victim. Even if the victim resists, the spell will continue to operate so long as the Adept continues to make squeezing motions.

11. Hellfire Spell (S-11)

Range: 15 feet +15 additional per Rank

Duration: Immediate (during Pulse)

Experience Multiple: 375

Base Chance: 1%

Resist: May only be passively resisted (then suffers half damage).

Effects: This spell operates in the same manner as the Spell of Hellfire (S-9) of the College of Fire.

12. Spell of Life Draining (S-12)

Range: Adept must touch target.

Duration: Immediate (during Pulse)

Experience Multiple: 400

Base Chance: 15%

Resist: May be actively and passively resisted

Effects: The Adept drains 1 (+1 per Rank) Fatigue from the target if the target fails to resist. The Fatigue may be used to repair the Adept's own Fatigue or Endurance or to increase his Physical Strength for the remainder of the Pulse on a one for one basis. If the target has no Fatigue remaining, the Adept may drain from Endurance instead. He may not drain from both Fatigue and Endurance in the same Pulse.

13. Spell of Agony (S-13)

Range: 30 feet +15 additional per Rank

Duration: 10 seconds +10 additional per Rank

Experience Multiple: 350

Base Chance: 10%

Resist: May be actively and passively resisted

Effects: The spell causes all entities in the affected area except the Adept to suffer extreme agony. No character who does not resist may take any Action except to Pass. Characters who successfully resist reduce all Strike Chances by 30 and take twice as long to perform any Action.

14. Phantasm Spell (S-14)

Range: Works at any range

Duration: Concentration/no maximum

Experience Multiple: 400

Base Chance: 5%

Resist: May not be resisted

Effects: This spell is the same as the spell of the same name (S-3) of the College of Sorceries of the Mind.

[61.7] Special Knowledge Rituals

1. Ritual of Summoning and Binding Greater Undead (R-1)

This ritual works in the same manner and under the same conditions as the Ritual of Summoning and Binding Lesser Undead (Q-1) except that the Base Chance is always half (round down) the Adept's Magical Aptitude and the Experience Multiple is 350. The ritual summons Greater Undead and must be performed in or near an area frequented by them (barrows, churchyards, or abandoned dwellings).

2. Ritual of Life Prolonging (R-2)

The Adept may prolong his life, remaining unchanged and un-aged for the duration of the effects of this ritual. Once the effects of the ritual wear off, the Adept will begin to age at the rate of 1 year per minute until he reaches the proper biological age to match his chronological age. The Adept must remain stationary and may take no other action while performing the ritual. At the end of the ritual, the Adept's Player rolls D100. If the result is less than or equal to the Base Chance (5%+5 per Rank), the ritual is effective. If the ritual backfires, the Adept will increase his age instead of decrease it or keep it unchanged. Normally, the ritual's effects last for 2 years (+2 additional years per Rank), but at Rank 10 and above, the Adept can immediately upon the ritual being completed reduce his biological age by up to 2 years (+2 years per Rank) instead of (not in addition to) halting aging. Any backfire reverses the anticipated effect (accelerating aging). The Experience Multiple for this ritual is 350. The ritual takes 8 hours.

3. Ritual of Becoming Undead (R-3)

The Adept may become an undead by employing this ritual. Once he joins the ranks of the undead, he may not reverse the effect. The Adept must draw a Circle of Protection and a Pentacle (see College of Greater Summoning, 47) and remain within it throughout the ritual. The ritual takes 2 hours to perform. During the course of the ritual, the Adept must murder an entity of his own race who occupies the Pentacle with him. The entity may be bound, but must be conscious during the murder. Upon the performance of the murder, a Wight appears over the corpse at Rank 0-10, or a Wraith at Rank 11-20. This undead becomes chained to the place in which the murder was committed until freed by someone other than the Adept entering or leaving the Circle of Protection. Upon being released, the undead will hunt the Adept and attempt to terminate his existence in revenge. Once the murder is performed, the Adept's Player checks to determine if it was a success. The Base Chance that it will be a success is 10% (+3 per Rank). If it is a success, the Adept joins the ranks of the undead as the Greater Undead type of his choice. He may leave the Circle of Protection without releasing the undead imprisoned therein. If the result is not a success and the Adept fails to become undead, the undead imprisoned therein will be released if the Adept attempts to leave the Circle of Protection. If the ritual backfires, the undead will immediately be released and will attack the Adept inside the Circle of Protection (which will be broken and will not keep the undead imprisoned). The Experience Multiple of this ritual is 550.

62. The College of Black Magics

The College of Black Magics is organized somewhat differently from other Colleges in that its knowledge is available only to those who make various pacts with the Powers of Darkness. There are three pacts which an Adept may make. They are organized in order of importance:

1. The First Pact: Upon entering this College, the Adept swears an oath of allegiance to the Powers of Darkness. This is the First Pact. In exchange for this oath, the Adept is given all of the General Knowledge of the College of Black Magic at Rank 0 and may achieve up to Rank 15 with that knowledge. He may not achieve Rank above 15 or learn any of the Special Knowledge of the College of Black Magics.

2. The Lesser Pact: In order to learn the Special Knowledge of the College of Black Magics, the Adept must make the Lesser Pact. This pact consists of reaffirming the Adept's allegiance and giving up a token of that allegiance to the Powers of Darkness. The GM and the Adept's player must arrive at an agreement in advance as to what must be given up. The Adept may offer anything. The GM should insist on something that the Adept's player is particularly proud of or has found to be a strong point in his character. The price should be stiff, but not totally crippling. It could include reducing the Physical Beauty of a particularly handsome character by 10 points or more, taking the character's eyesight, taking the character's shadow and/or reflection, or any other price that involves some sacrifice. Once the pact is agreed to, the Adept may learn most Special Knowledge of the College at Rank 0 and may progress to Rank 15 with that Special Knowledge and to Rank 20 with the General Knowledge of the College. In addition, an Adept who has sworn the Lesser Pact will be given a Familiar in the form of a small animal (cat, bat, dog, etc.). The Familiar will be devoted to the Adept and will serve him faithfully, but the Adept must always feed the Familiar or it will die.

All Adepts who swear the Lesser Pact will receive a Witchmark, an invisible mark somewhere on their person through which their Familiar will feed by sucking the Adept's blood. Only the blood of the Adept will suffice to sustain the Familiar and it will lose 1 Fatigue (Endurance if all Fatigue is exhausted) per hour that it has not been fed. The Adept suffers a loss of 4 Fatigue Points each time he feeds his Familiar. The Familiar regains all lost Fatigue upon feeding.

Familiars are minor Devils (half the characteristics and Rank of normal Devils rounded down) who appear in animal form except when required to adopt their natural form by the Adept. See 47, the College of Greater Summoning, for the characteristics and abilities of Devils. The Adept may only receive 1 new Familiar every 5 years and only if his old Familiar has died.

3. The Greater Pact: If the Adept wants to learn those spells and rituals that compose the part of the Special Knowledge of this College that he has been denied access to, he must make the Greater Pact and sell his soul to the Powers of Darkness. A character who has sold his soul in this manner may never be resurrected. However, he attains access to all knowledge of the College of Black Magics (General and Special) and may achieve up to Rank 20 with that knowledge.

Once made, a Pact of this College other than the First Pact may never be renounced. An Adept who has made only the First Pact may always quit the College, losing all of his magic knowledge and abilities. However, neither the Lesser Pact nor the Greater Pact can ever be totally renounced. If an Adept attempts to renounce them, he immediately loses all knowledge and abilities acquired as a result of his membership in the College and suffers a curse of the GM's choice from the *Damnum Minatum*. He may join another College, but will never achieve higher than Rank 15 with any knowledge of that College.

[62.1] Adepts of the College of Black Magic may only practice those talents, skills and rituals permitted them by the Pact they have made.

They may never practice any of the arts of this College until they have made the appropriate Pact. The First Pact must be sworn before either the Lesser or Greater Pacts can be sworn and the Lesser Pact must be sworn before the Greater Pact can be sworn.

[62.2] The Base Chance of performing any talent, spell or ritual of this College is modified by the addition of the following numbers:

| | |
|--------------------------------------------------|-----|
| It is daylight | -10 |
| It is night time | +10 |
| The Adept has made the Lesser Pact | +5 |
| The Adept has made the Greater Pact | +10 |
| It is a High Holiday of the Powers of Light* | -10 |
| It is a High Holiday of the Powers of Darkness** | +20 |

* See 45, the College of Necromantic Conjurations.

** Same as above. The GM must create the High Holidays for the Powers of Darkness according to what those powers are in his world.

[62.3] Talents

1. Witchsight (T-1)

The Adept has a Base Chance equal to his Perception (+5 per Rank achieved with this talent) of seeing objects which are normally invisible or which have been rendered invisible by magical means (i.e., such spells as Walking Unseen, Blending, and Invisibility). The Adept also possesses the night-vision of an Elf. The Experience Multiple for this talent is 200.

2. Projected Image (T-2)

The Adept can, by remaining stationary and concentrating for the duration of the talent's workings, project an image of himself standing within 15 feet (+15 additional feet per Rank) of his actual position.

While he continues to concentrate, the illusion of himself will remain and his actual person will be invisible. Once he breaks his concentration, he will become visible and the illusion will fade. It takes about 10 seconds (-1 second per Rank) for the image to form and the Adept to become invisible. The Experience Multiple for this talent is 150.

3. Special Alchemy (T-3)

The Adept, upon making the First Pact, gains certain knowledge of Alchemy. Among the specific benefits accruing to the Adept are the following:

1. The ability to distil venoms from such plants as belladonna. See the Alchemist Skill.
2. The ability to distil a dose of a potion of Toad Sweat that will remove blemishes, warts, corns, pimples, etc., at the rate of 1 disfigurement (wart, corn, etc.) (+1 additional per Rank) per dose. The Experience Multiple for this potion is 100 and its cost is 50 silver pennies. The Base Chance of effectively preparing it is 60%.
3. The ability to make these amulets:

Amulet of Elder Flowers: Makes the wearer proof against the Evil Eye. Cost: 50 silver pennies.

Amulet of Hypercium: Increases the wearer's Magical Resistance by 10 to any magical act performed by a demon. Cost: 100 silver pennies.

Amulet of Luck: Made from tiger's or alligator's teeth, it increases the wearer's Magical Resistance by 3 and subtracts 2 from any Strike Check made against the wearer. Cost: 300 silver pennies.

Amulet of Diamonds: Increases the wearer's Strike Chance with any weapon by 2. Cost: 1000 silver pennies.

Amulet of Jade: No undead will willingly approach closer than 30 feet to the wearer in most cases. Cost: 500 silver pennies.

Amulet of Iron: No demon will willingly approach closer than 10 feet to the wearer in most cases. Cost: 250 silver pennies.

Amulet of Jet: No demon will willingly approach closer than 50 feet to the wearer in most cases. Cost: 600 silver pennies.

Amulet of Aquilaeus: The wearer subtracts 10 from all rolls on the Fright Table. Cost: 300 silver pennies.

Amulet of Alectorius: Made from the corpse of a Black Cock which has been cured on an anthill for 3 days, this amulet will increase the average value of treasure found by the wearer and his companions by 5%. Cost: 600 silver pennies.

Amulet of Amethyst: Wards bad dreams and assists the wearer in achieving a restful sleep. Increase the wearer's Fatigue recovery during sleep periods by 2. Cost: 700 silver pennies.

Amulet of Beryl: Increases the wearer's ability to detect traps and ambushes by 5. Cost: 500 silver pennies.

Amulet of Betony: Decreases the Base Chance of infection by 5. Cost: 650 silver pennies.

Amulet of Bloodstone: Prevents miscarriage and decreases Base Chance of infection by 10. Cost: 1000 silver pennies.

Amulet of Carbuncle: Decreases damage done by poison by 2 points of damage per Pulse or day. Cost: 1200 silver pennies.

Amulet of Chalcedony: No undead will willingly approach closer than 10 feet to the wearer in most cases. Cost: 600 silver pennies.

The "cost" is the cost of materials necessary to manufacture the amulet. Each amulet requires 3 days to manufacture once the necessary materials have been gathered or purchased.

4. The ability to distil from a variety of substances a Love Philter which will cause the imbiber to fall in love with the first entity of whom he or she sets eyes after drinking it (regardless of species or sex). The Base Chance to prepare the Philter is 30% (+3 per Rank) and The Experience Multiple is 200. The cost of the materials will average 600 silver pieces. The effects of the substance will last for 1 week (+1 week per Rank).

5. The ability to distil from a variety of substances a Potion of Fertility that increases the chances of conception by 5% (+5 per Rank). It has a 30% Base Chance of working and may be actively or passively resisted by the imbiber. The effects last one day. The Experience Multiple for this potion is 200 and its value is 100 silver pennies.

NOTE: The Base Chance of conception is normally 5%.

[62.4] General Knowledge Spells

1. Spell of Fear (G-1)

Range: 15 feet +15 additional per Rank

Duration: Immediate (during Pulse)

Experience Multiple: 350

Base Chance: 20%

Resist: May be actively and passively resisted

Effects: The effects of the spell are the same as for the spell of the same name (S-13) of the College of Celestial Magics.

2. Spell of Darkness (G-2)

Range: 15 feet +15 additional per Rank

Duration: 15 minutes +15 additional per Rank

Experience Multiple: 100

Base Chance: 60%

Resist: May not be resisted

Effects: The effects of the spell are the same as for the spell of the same name (G-3) of the College of Celestial Magics.

3. Spell of Walking Unseen (G-3)

Range: 1 foot +1 additional per Rank

Duration: 1 hour +1 additional per Rank

Experience Multiple: 100

Base Chance: 60 %

Resist: May not be resisted

Effects: The effects of the spell are the same as for the spell of the same name (G-9) of the College of Celestial Magics.

4. The Damnum Minatum (G-4)

Range: 15 feet +15 additional per Rank

Duration: Until dispelled by the appropriate Counterspell

Experience Multiple: 500

Base Chance: 50%

Resist: May be actively and passively resisted

Effects: The Adept curses any one target within range with a particular unpleasantness as listed below:

| Rank | Effect of Curse |
|------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-3 | The Adept may afflict the target with boils, warts, clumsiness (subtract 1 from Agility) or mal-adroitness (subtract 1 from Manual Dexterity). If the effects of the curse are doubled or tripled, the Adept may inflict 2 or 3, instead of one of these results. |
| 4-6 | The Adept may afflict the target with gout, amnesia (subtract 1 Rank from all magic and skills) or weakness (subtract 2 from Physical Strength). |

Rank Effect of Curse

- 7–10 The Adept may afflict the target with total deafness, poor health (subtract 3 from Endurance), financial disaster (bad luck leading to a loss of wealth) or cowardice (subtract 3 from Willpower and add 5 to all rolls on the Fright Table).
- 11–13 The Adept may afflict the target with total blindness, *delerium tremens* (subtract 5 from Manual Dexterity and reduce Perception by 3) or total amnesia (the target remembers nothing, from his own name to any spells).
- 14–20 The Adept may afflict the target with total muteness, leprosy, or accelerated aging (10 years per month).

5. Spell of Storm Calling (G–5)**Range:** Works at any range**Duration:** Variable**Experience Multiple:** 200**Base Chance:** 40%**Resist:** May not be resisted**Effects:** The effects of the spell are the same as for the spell of the same name (S–2) of the College of Air Magics.**6. Wind Whistle Spell (G–6)****Range:** Works at any range**Duration:** D10 hours**Experience Multiple:** 100**Base Chance:** 40%**Resist:** May not be resisted**Effects:** The effects of the spell are the same as for the spell of the same name (G–5) of the College of Air Magics.**7. Spell of Protection Against Were-Creatures (G–7)****Range:** 15 feet**Duration:** 30 minutes +10 additional per Rank**Experience Multiple:** 300**Base Chance:** 20%**Resist:** May not be resisted**Effects:** The spell creates an invisible Circle of Protection with a 15 foot radius which will not willingly be crossed by any were-creature in beast form unless they successfully resist the circle's effects upon first encountering it.**8. Spell of Summoning Enchanted Creature (G–8)****Range:** Works at any range**Duration:** Immediate**Experience Multiple:** 200**Base Chance:** 20%**Resist:** May not be resisted**Effects:** The Adept may summon 1 enchanted fantastical creature of his choice (+ 1 additional for each 5 or fraction of 5 Ranks). Only creatures that are native to the area may be summoned. It will take them 5 minutes to arrive and they will be uncontrolled when they do arrive.**9. Spell of Putrescence (G–9)****Range:** 15 feet +15 additional per Rank**Duration:** Immediate**Experience Multiple:** 100**Base Chance:** 50%**Resist:** May not be resisted**Effects:** The spell has the same effect as the spell of the same name (G–2) of the College of Necromantic Conjurings.**10. Spell of Harming Entity (G–10)****Range:** 15 feet+15 additional per Rank**Duration:** 10 seconds +10 additional per Rank**Experience Multiple:** 200**Base Chance:** 20%**Resist:** May be actively and passively resisted**Effects:** The effects of this spell are the same as for the spell of the same name (G–6) of the College of Necromantic Conjurings.**11. Spell of Igniting Flammables (G–11)****Range:** 15 feet +15 additional per Rank**Duration:** Immediate**Experience Multiple:** 200**Base Chance:** 20%**Resist:** May not be resisted**Effects:** The spell causes flammable material (cloth, paper, wood, and similar items, but not flesh) to burst into flames. The flames may be extinguished.**12. Spell of Hypnotism (G–12)****Range:** 15 feet +15 additional per Rank**Duration:** Concentration/no maximum**Experience Multiple:** 200**Base Chance:** 40%**Resist:** May be actively and passively resisted**Effects:** The effects of this spell are the same as for the spell of the same name (G–5) of the College of Sorceries of the Mind.**13. Mind Cloak Spell (G–13)****Range:** May only be cast over self**Duration:** 1 hour +2 additional per Rank**Experience Multiple:** 250**Base Chance:** 30%**Resist:** May not be resisted**Effects:** This spell has the same effects as the spell of the same name (G–3) of the College of Sorceries of the Mind.**14. Call Master Spell (G–14)****Range:** May be cast at any range**Duration:** Immediate**Experience Multiple:** 350**Base Chance:** 10%**Resist:** May not be resisted**Effects:** The Adept may call himself (and his plight where appropriate) to the attention of the representative of the Powers of Darkness with whom he signed his First Pact. The Power may ignore the caster or may come to his aid or otherwise respond. The response is up to the GM. Whatever the result of the spell, the Power will exact a price from the Adept for any aid, no matter how paltry (perhaps even insisting that the Adept swear the Lesser or Greater Pact in advance of receiving any aid). The Base Chance of casting this spell is increased by 10 (instead of 5) if the Adept has made the Lesser Pact and by 20 (instead of 10) if he has sworn the Greater Pact.**[62.5] General Knowledge Rituals****1. The Tarot (Q–1)**

The Adept may read the tarot to gain insight into the future. It takes half an hour to read the tarot and the Adept may not move or perform any other action during that time. The performance of the reading allows the Adept to exercise during the ritual the following actions:

Ask The Dead: This action is executed as a talent in the same manner as the talent of that name (T–1) of the College of Necromantic Conjurings. **Base Chance:** 10%.**Limited Precognition:** This action is executed as a talent, but with the same results as for the Spell of Limited Precognition (G–2) of the College of Sorceries of the Mind. **Base Chance:** 20%

Divining Enchantment: This action is executed as a ritual (abbreviated to half an hour instead of an hour) in the same manner as the Ritual of Divination (R-1) of the College of Naming Incantations.
Base Chance: 45%

Only one of these three options may be chosen per reading. The Base Chance for each is modified by the Rank of the Adept with the tarot, (+3 per Rank) not by the Rank he may have with any of the talents, spells or rituals mentioned. Once he has successfully implemented one of these options, he must begin a new reading in order to implement another. The Experience Multiple for this ritual is 500.

[62.6] **Special Knowledge Spells**

1. Spell of Converse With Animals (S-1)

Range: 10 feet +10 additional per Rank
Duration: Concentration/maximum: 3 hours×Rank (×1, if unranked)
Experience Multiple: 50
Base Chance: 100%
Resist: May not be resisted
Effects: This spell has the same effect as the spell of the same name (G-1) of the College of Earth Magics.

2. Spell of Nightvision (S-2)

Range: 15 feet +15 additional per Rank
Duration: 1 hour +1 additional per Rank
Experience Multiple: 100
Base Chance: 60%
Resist: May not be resisted
Effects: The Adept causes the target to develop vision equal to that of a cat for purposes of seeing in the dark, but monochromatic and somewhat distorted (geometrical). The greater the Rank of the spell, the less distortion.

3. Spell of Blending (S-3)

Range: 15 feet +1 additional per Rank
Duration: 1 hour +1 additional per Rank
Experience Multiple: 50
Base Chance: 60%
Resist: May not be resisted
Effects: The target must remain stationary for the spell to take (and retain) effect. If, at any time, the subject moves, the spell is broken. Any one target of this spell cannot be seen except by magical means.

4. Spell of Blight on Crops (S-4)

Range: Sight
Duration: 1 year +1 additional per Rank
Experience Multiple: 125
Base Chance: 45%
Resist: May not be resisted
Effects: The spell causes 1 acre (+1 additional acre per Rank) of orchard or cultivated land within sight to lose fertility. There is a 20% (+1 per Rank) chance of future crops failing while this spell is in effect. Those years that the crops do not fail, they will be stunted.

5. Spell of Blessing on Crops (S-5)

Range: Sight
Duration: 1 year +1 additional per Rank
Experience Multiple: 125
Base Chance: 40%
Resist: May not be resisted
Effects: The spell increases the richness of the soil of 1 acre (+1 additional acre per Rank). For the duration of the spell everything grown in that soil will be proof against locusts, droughts, flooding, frost, and other natural disasters.

6. Spell of Pestilence on Livestock (S-6)

Range: Sight
Duration: 1 month +1 additional per Rank
Experience Multiple: 150
Base Chance: 45%
Resist: May not be resisted
Effects: The spell may be cast on the livestock of any one owner as long as they are all within sight. All livestock of that owner in sight are cursed and will die in 3 weeks unless they resist (individually) the curse. Any new stock which come into contact with the infected stock while the curse is in effect will also die.

7. Spell of Blessing on Livestock (S-7)

Range: Sight
Duration: 1 month +1 additional per Rank
Experience Multiple: 150
Base Chance: 45%
Resist: May not be resisted
Effects: The spell may be cast on the livestock of any one owner if the livestock are in sight. These animals will then be resistant to natural disorders, such as rabies, dysentery, worms, and hoof and mouth for the duration of the spell.

8. Spell of Controlling Animals (S-8)

Range: 15 feet +15 additional per Rank
Duration: Concentration/no maximum
Experience Multiple: 100
Base Chance: 20%
Resist: May be actively & passively resisted
Effects: This spell works in the same manner as the spell of the same name (G-3) of the College of Earth Magics.

9. Evil Eye Spell (S-9)

Range: 15 feet +15 additional per Rank
Duration: 1 day +1 additional per Rank
Experience Multiple: 300
Base Chance: 20%
Resist: May only be passively resisted
Effects: The effects of this spell are the same as for the spell of that name (G-9) of the College of Ensoelments and Enchantments.

10. Spell of Causing Disease (S-10)

Range: 15 feet
Duration: 1 day +1 additional per Rank
Experience Multiple: 200
Base Chance: 20%
Resist: May be actively and passively resisted
Effects: The spell infects any one target with any of the following diseases:

| Rank | Disease |
|-------|------------------|
| 1-5 | Measles |
| 6-10 | Consumption |
| 11-15 | Typhoid |
| 16-18 | Bubonic Plague |
| 19-20 | Pneumonic Plague |

The target will not die of the disease, but will become habitually ill and all who come in contact with him (except the Adept who cast the spell) will contract a potentially fatal dose from him. In effect, the target becomes a carrier.

11. Spell of Blessing or Curse on Unborn Child (S–11)**Range:** Sight**Duration:** Immediate**Experience Multiple:** 200**Base Chance:** 20%**Resist:** May be actively and passively resisted**Effects:** The Adept may mar or bless any unborn child whose mother is in sight of him while she is pregnant. The Adept may increase or decrease any one characteristic of the child by 1 (+1 for every 3 or fraction of 3 Ranks).**12. Spell of Virility (S–12)****Range:** 15 feet**Duration:** 1 day**Experience Multiple:** 200**Base Chance:** 30%**Resist:** May not be resisted**Effects:** The spell is cast over any target (male only) of the Adept's choice within range and increases the target's virility by 5 (+ 5 per Rank). It lasts 1 day.**13. Spell of Creating Restorative (S–13)****Range:** Adept must touch substance being transmuted**Duration:** Immediate**Experience Multiple:** 200**Base Chance:** 30%**Resist:** May be passively resisted.**Effects:** The spell creates out of potable water a potion which, when imbibed, subtracts 2 from Endurance and adds 4 to Fatigue. The amount subtracted from Endurance is increased by 1 and the amount added to Fatigue is increased by 2 per Rank. The effects of drinking the potion may be resisted. The Adept must take 10 minutes to prepare 1 dose of the potion and must burn 200 silver pennies worth of costly oils during the creation of the item.**14. Well of Bones Spell (S–14)****Range:** 15 feet +15 additional per Rank**Duration:** 30 minutes +30 additional per Rank**Experience Multiple:** 150**Base Chance:** 30%**Resist:** May only be passively resisted**Effects:** This spell has the same effect as the spell of the same name (S–3) of the College of Necromantic Conjurations. Only Adepts who have made the Greater Pact may learn this spell.**15. Mass Fear Spell (S–15)****Range:** 30 feet +15 additional per Rank**Duration:** 30 seconds +10 additional per Rank**Experience Multiple:** 400**Base Chance:** 10%**Range:** May only be passively resisted**Effects:** This spell has the same effect as the spell of the same name (S–5) of the College of Necromantic Conjurations. Only Adepts who have made the Greater Pact may employ this spell.**16. Spell of Agony (S–16)****Range:** 30 feet +15 additional per Rank**Duration:** 10 seconds +10 additional per Rank**Experience Multiple:** 350**Base Chance:** 10%**Resist:** May be actively and passively resisted**Effects:** This spell has the same effects as the spell of the same name (S–13) of the College of Necromantic Conjurations. Only Adepts who have made the Greater Pact may learn this spell.**17. Fire and Brimstone Spell (S–17)****Range:** 15 feet +15 additional per Rank**Duration:** Immediate (during Pulse)**Experience Multiple:** 250**Base Chance:** 20%**Resist:** May be actively and passively resisted**Effects:** The spell has the same effect as the spell of the same name (G–4) of the College of Necromantic Conjurations. Only Adepts who have made the Greater Pact may use this spell.**18. Spell of Animation of the Dead (S–18)****Range:** 30 feet +15 additional per Rank**Duration:** 3 hours +30 additional per Rank**Experience Multiple:** 300**Base Chance:** 20%**Resist:** May not be resisted**Effects:** This spell has the same effect as the spell of the same name (S–7) of the College of Necromantic Conjurations. Only Adepts who have made the Greater Pact may learn this spell.**19. Hellfire Spell (S–19)****Range:** 15 feet +15 additional per Rank**Duration:** Immediate (during Pulse)**Experience Multiple:** 375**Base Chance:** 1%**Resist:** May only be passively resisted (then suffers half damage).**Effects:** This spell has the same effect as the spell of that name (S–11) of the College of Necromantic Conjurations. It may only be learned by an Adept who has made the Greater Pact.**20. Shadow Wings Spell (S–20)****Range:** 10 feet +10 additional per Rank**Duration:** 30 minutes +30 additional per Rank**Experience Multiple:** 250**Base Chance:** 25%**Resist:** May not be resisted**Effects:** This spell has the same effect as the spell of that name (S–5) of the College of Celestial Magics. It may only be learned by an Adept who has made the Greater Pact.**21. Skin Change Spell (S–21)****Range:** The Adept must touch the pelt being enchanted**Duration:** Immediate**Experience Multiple:** 350**Base Chance:** 30%**Resist:** May not be resisted**Effects:** The Adept may enchant any animal pelt or skin in his hands so that anyone who wears it will turn into the type of animal to whom the pelt originally belonged, but will retain his own mind and memories. He may only resume his own form by having a Counterspell cast over him. Only an Adept who has made the Greater Pact may learn this spell. The pelt is destroyed once the wearer is transformed.**22. Earth Tremor Spell (S–22)****Range:** 15 feet +15 additional per Rank**Duration:** Immediate**Experience Multiple:** 350**Base Chance:** 20%**Resist:** May not be resisted**Effects:** This spell causes a 5-foot square area of ground (+25 additional square feet per Rank) to shake and roll as in an earthquake. Only an Adept who has made the Greater Pact may employ this spell.

[62.7] **Special Knowledge Rituals**

1. Ritual of Controlling Weather (R-1)

This ritual is identical to the ritual of that name (R-1) of the College of Air Magics. It may only be performed by an Adept who has made the Greater Pact.

2. Ritual of Summoning Animals (R-2)

This ritual is identical to the ritual of the same name (Q-1) of the College of Earth Magics.

3. Ritual of Casting the Runes (R-3)

The Adept must prepare a piece of paper or vellum on which are written the Runes of Doom. The entire ritual of preparation takes an hour. At the end of the hour, the Adept chooses which of the demons from the College of Greater Summonings will be the executor of the doom and writes this name on the paper as well. The Adept's player must actually write this information down since it will only come into play in the future. Once the ritual is prepared, the Adept then passes the sheet of paper on to the victim whose name is written on the paper. The victim must voluntarily accept the paper (though he need not know what is on it). Once he accepts it, the demon named on the Paper will hunt him down and kill him. Even if the demon is destroyed, it will return as soon as it is able and continue the hunt (see the College of Greater Summoning for how demons recover from injury and "death" in their own dimension). Only by passing the paper on to another entity who voluntarily accepts it can the doom be transferred. If the paper is destroyed, the doom will never be lifted and can never be transferred. The Experience Multiple for this ritual is 500. It's Base Chance of success is 10% (+5 per Rank). Only Adepts who have made the Greater Pact may perform this ritual.

4. Ritual of Creeping Doom (R-4)

The Adept creates 13 Runesticks by carving the appropriate maledictions into human bones. He then performs a ritual over them (duration 1 hour) and buries the sticks beneath the dwelling of someone he wishes to curse. It is best if the victim's name is carved in the bones as well. For each month that the bones remain in or under the victim's dwelling, he must make a Resistance Check, the Base Chance for which is composed of the victim's Endurance multiplied by the Difficulty Rating of the resistance. The Difficulty Ratings are:

| Ritual Rank | Difficulty Rating |
|-------------|-------------------|
| 0-5 | 4 |
| 6-10 | 3 |
| 11-15 | 2.5 |
| 16-18 | 2 |
| 19-20 | 1.5 |

If the victim fails to resist, he suffers a wasting disease and loses D10-4 Endurance for purposes of future resistance (only). If he fails to resist for three straight months, he dies. The Experience Multiple for this ritual is 450. The Base Chance of the ritual working is 20% (+4 per Rank). Only Adepts who have made the Greater Pact may perform this ritual.

5. The Hand of Glory (R-5)

The Adept must sever the right hand of a convicted murderer who has been hung. The hand may only be severed during the new moon and must be wrapped in a winding sheet. It must then be dried in the sun and the blood entirely removed. When the desiccated hand is worn as an amulet, thereafter, it will add 15 to the Base Chance of creating any plague, blight, or curse or of animating the dead. There is no Base Chance or Experience Multiple for this ritual. It always works if it is correctly performed. Only Adepts who have made the Greater Pact may perform this ritual.

6. The Dead Man's Candle (R-6)

The Adept makes a Dead Man's candle by ritually cutting off the right hand of a murderer as described in R-5 and making a Hand of Glory. The fats and oils in the hand are then rendered so that the hand can be coated with them and a candle can be made. The wick of this candle must be made of the hair of a murderer (not the same one that donated his hand). The Adept then says a ritual over this candle. Thereafter, it may be lit as part of any ritual of this College and will increase the chance that the ritual is successful by +20%. There is no Base Chance or Experience Multiple to perform this ritual. It always works if it is correctly performed. Only Adepts who have made the Greater Pact may perform this ritual.

63. The College of Greater Summonings

The College of Greater Summonings is concerned exclusively with the summoning and controlling of entities from other dimensions. All such summonings and associated magical procedures are Ritual Magic. Members of the College of Greater Summonings possess no Talent or Spell Magic as a result of their association with the College. Their power lies exclusively in their ability to summon and control beings via the performance of special rituals.

All summonings of this College, regardless of the type of being they are designed to summon, are performed in the same manner. First the summoner must perform a Ritual Cleansing of his body (requiring from 1 to 10 hours). Then he must prepare and implement the proper Ritual of Summoning. The Ritual of Summoning, itself, requires only one hour to execute. Once he has performed the Ritual of Summoning, he may wish to control the entity he has summoned by implementing either a Ritual of Binding or a Ritual of True Speaking. Binding and True Speaking Rituals each require one hour to prepare and implement. If the summoner does not implement these rituals immediately upon successfully summoning the entity who is their target, he will have to engage in a new Ritual of Cleansing before attempting to enact another ritual.

When performing the summoning rituals of this College, the summoner occupies a Circle of Protection which also contains within it a Pentacle of Power. Unless the summoner and his companions occupy this protective area, there is a chance that whatever they summon will be able to turn on them and destroy them. Only the summoner occupies the Pentacle. His companions occupy the Circle, but are outside the Pentacle.

The summoned entity appears in the vicinity of the Circle of Protection, but outside it (unless the ritual backfires and the Circle is broken). In order to perform (and as part of the performance of) the Rituals of True Speaking and Binding, the summoned entity is forced into the Triangle (outside the Circle of Protection).

The Pentacle, Circle of Protection, and Triangle must all be drawn on the ground by the summoner before the rituals are performed.

[63.1] Members of the College of Greater Summonings must meet requirements of time, place equipment, knowledge, and circumstance in order to perform their College's magic.

The following list of requirements must be met in all or most situations wherein the arts of the College of Greater Summonings are practiced:

1. The Adept must know the spell or ritual being employed.
2. If a summoning of an entity other than an Incubus or Succubus is being performed, the Adept must know the name of the entity being summoned and speak it during the ritual.
3. Throughout all preparations for the ritual and throughout the ritual itself, the Adept must remain stationary. He may engage in no other activity.
4. The space used for the performance of the ritual must be large enough to accommodate the ritual symbols and the entity being

summoned (usually, an area 30'×30'×12' high is adequate) and may not have been affected by an area Counterspell in the last 12 hours.

5. If the magic is a Special Knowledge Ritual, it may only be performed on certain days of the month and at certain hours of the day (listed in rule 63.7).

6. The Adept must possess the necessary tools and equipment to perform any ritual and must have access to such substances as clear water for the cleansing which precedes each ritual.

If the Adept fails to meet any of these requirements, he may not attempt to perform any ritual of the College of Greater Summoning. He may still exercise any special Talent Magic he may possess and may cast Counterspells.

[63.2] The following numbers are added to the Base Chance of successfully performing a ritual of the College of Greater Summoning:

| | |
|-------------------------------------------------------------------------------------------------------------------------------------------------|-----|
| Each Rank the Adept has achieved with the ritual | +3 |
| Adept occupies a Mana-rich place | +15 |
| Each hour (maximum of 10) Adept spends in Ritual Cleansing prior to performing the ritual | +3 |
| Ritual is part of the College's body of General Knowledge and is begun at midnight | +20 |
| Ritual is part of the College's body of General Knowledge and is performed while the moon Luna is 2, 4, 6, 8, 10, 12 or 14 days into its cycle. | +20 |

These modifications apply only to rituals. Counterspells are affected in the same manner so far as Mana and Rank are concerned. They are also affected by the provisions of 48. They are unaffected by other modifications.

Special Knowledge Rituals are affected differently from General Knowledge Rituals so far as the hour of the day or day of the moon in which they are performed is concerned. The affects of the hour and day on these rituals is discussed in rule 63.7.

[63.3] Talents

There are no Talent Magics granted a character simply because he is a member of this College. However, there is a possibility that the character may be assigned a "companion" by a demon he has summoned. Once a character has been assigned a companion, he may automatically call forth (and later dismiss) that companion. Once called forth, the companion instantly appears to do the bidding of the character. In this sense, there is some Talent Magic available to members of this College.

Upon dismissing a demon he has summoned, the summoner may request that the demon assign to him a companion from among his legions of lesser spirits. The Base Chance that a demon will grant this request is listed under the "Lesser Spirits" heading for each demon. The summoner's player rolls D100, and if the resulting number is less than or equal to the Base Chance, the demon grants a companion. If the number is half or less than the Base Chance, the demon grants two companions.

A companion will be either a lesser Devil or an Imp who is constantly "on call" to the summoner. The companion is available until one of the following events occurs:

1. The summoner requests a companion from any other Demon except the Demon who granted the summoner's current companion (regardless of whether or not the request is granted).
2. The companion is dispelled by having a General Knowledge Counterspell of the College of Greater Summonings cast over him by the summoner.
3. The companion is forced into his own dimension by a reduction in his Endurance sufficient to cause unconsciousness in a character.
4. The summoner voluntarily attacks the companion or quits the College of Greater Summonings.

When a companion is granted, the summoner's player rolls D10: If the result is 1-4, his companion will be an Imp, if it is 5-10, it will be a

devil. A separate roll is made for each companion if more than one is granted.

Imps and devils are described below (see section IX. for a description of the terminology used herein):

IMP

Natural Habitat: Other Planes

Frequency: Very Rare **Number:** 1

Description: Imps appear as three to four foot high humanoids, but with horns, bat's wings and barbed tails. They tend to be muscular, but pot-bellied. Their skin may be blue, green, or purple, but is usually red. They have yellow eyes, flecked with silver and their teeth (including prominent incisors) are made of silver. Imps may also appear as goats, spiders, bats or large rats, but these are insubstantial forms and the imp cannot use his powers in his plane except in his natural and substantial form.

Talents, Skills and Magic: Imps may be members of any Colleges of Magic except the Entities as determined by the GM. Imps can only be harmed by silvered weapons or magic. Cold iron does not affect them. They have no Skills. They have Rank 5 with all magic.

Movement Rates: Flying: 500; Running: 350

PS: 15-20 **MD:** 13-17 **AG:** 16-22 **MA:** 22-26
EN: 14-16 **FT:** 22-28 **WP:** 28-32 **PC:** 16-25
PB: 3-5 **TMR:** 7/10 **NA:** Skin absorbs 3 DP

Weapons: Imps may make a horn attack during Close Combat with a Base Chance of 20% and possible damage of -1. Imp horns may have a Rank of between 1 and 10 (controlling Player should roll D10 to determine Rank). Imps may also make an attack in either Melee or Close Combat with their long tail. Its tip contains a sting with a quick acting nerve poison (2-4 Damage Points per Pulse). The sting, itself, is treated like a dagger. Base Chance with tail is 30%. Imps may use other weapons, but may not wear armor.

Comments. Imps are dangerous servants in that they have a cruel sense of humour which they are not adverse to visiting upon their master and his friends. They may not be bound or forced to speak true, so there is no way to really control their actions. They will lie, steal, sow dissension, or play practical jokes (magical or non-magical) on the average of once per day (total). They will not knowingly get their master killed or maimed, but are otherwise not overly considerate of his well-being. They will use their powers in his behalf when he demands it (though even here their sense of humour may have an effect) and will fight his enemies. Imps may be called upon as needed and then returned to their own dimension. Given their warped personalities, the wise master will keep them in their own dimension as much as possible. Imps have a BC 7% chance of knowing past, present and future events, but will seldom speak truthfully of what they know.

DEVIL

Natural Habitat: Other Planes

Frequency: Very Rare **Number:** 1

Description: Devils appear as large muscular humanoids with massive bat wings, horns and fangs. They tend to have carmine skin and green eyes. Their tails are sharp and barbed and contain a poisonous sting.

Talents, Skills and Magic: Devils, likeimps, may be members of any College except the Entities as determined by the GM. Devils can only be harmed by silvered weapons or by magic. Cold iron does not affect them. They have no Skills, but possess Rank 10 with all magic of their College. Devils know a little of the past, present, and future of things (7% chance of accuracy) and will speak truthfully to the best of their knowledge in exchange for their freedom. They may not be bound or subjected to a Ritual of True Speaking.

Movement Rates: Flying: 500; Running: 400

PS: 25-30 **MD:** 15-20 **AG:** 18-24 **MA:** 28-34
EN: 25-30 **FT:** 35-40 **WP:** 24-28 **PC:** 22-26
PR: 2-3 **TMR:** 8/10 **NA:** Skin absorbs 5 DP

Weapons: Devils may make a horn attack or bite in Close Combat and may sting with their tail in Melee or Close Combat. Their bite is BC 30%, D10+2 damage. Their horns are BC 25%, D10+2 damage. Both are Rank 1–10 (controlling Player rolls D10 to determine the exact Rank). Their tail is BC 30% in Melee and BC 50% in Close Combat, D10–1 damage. It has a quick-acting nerve poison in it that does 3-5 Damage Points per Pulse. A devil's tail is always Rank 8. A Devil may use weapons, but will not wear armor.

Comments. Devils are extremely powerful companions, but tend to serve only with reluctance. They will attempt to bargain for their freedom in exchange for the use of their magic powers in any situation that does not involve immediate danger of death or maiming of their master. They are required to assist the master only in situations of imminent danger and so will usually be able to bargain successfully early in their service. Their power to see things past, present, and future is the same as that of Imps (BC 7%). They will never use this talent except in exchange for their release from service and return to their own plane.

[63.4] General Knowledge Spells

The College of Greater Summonings' General Knowledge and Special Knowledge Counterspells are the only spells useable by members of this College. See rule 47. for descriptions of the nature and working of Counterspells.

[63.5] General Knowledge Rituals

There are six rituals that an Adept learns upon becoming a member of this College. The first is the Ritual of Cleansing in which the Adept bathes his body and meditates as a prelude to attempting any other ritual. It is not possible to attempt any other ritual of this College unless one has first engaged in the Ritual of Cleansing. There are three summoning rituals that are part of the body of General Knowledge of this College. They are: the Ritual of Summoning Succubi, the Ritual of Summoning Incubi, and the Ritual of Summoning Heroes. There are two non-summoning rituals associated with the General Knowledge of this College besides the Ritual of Cleansing. They are: the Ritual of Binding and the Ritual of True Speaking. These two rituals may only be employed after a summoning ritual has been successfully completed. They are sometimes necessary to gain the required services of beings from other dimensions.

Also as part of the study of the General Knowledge of this College the Adepts receive a parcel containing the tools necessary to their magic. The parcel consists of the following:

| Item | Weight | Value |
|------------------------------------------------|--------|----------|
| 1 sceptre of dogwood | 1 lb | 250 sp |
| 1 broadsword of silvered steel | 6 lb | 500 sp |
| 1 mitre | 1 lb | 50 sp |
| 1 cap | 5 lb | 10 sp |
| 1 robe of virgin linen | 3 lb | 20 sp |
| 1 girdle of lion's skin imprinted with symbols | 3 lb | 100 sp |
| 1 censor of silver and gems | 2 lb | 3,000 sp |

In addition to these tools, the Adept is provided with a supply of materials which together weigh 5 pounds and which must be replenished on the average of every three months at a cost of 1000 silver pennies.

These items include: a packet of charcoal, a packet of powdered agrimony (for making tea used in the Ritual of Cleansing), a 3 ounce tin of myrrh, a vial of white frankincense dissolved in white wine, a 6 ounce pot of sandalwood and powdered antimony, a 2 ounce tin of ambergris salve, an 8-ounce box of multi-colored chalks (for drawing the Triangle, Circle, Hexagram and Pentagram necessary for the various Rituals of Summoning).

The Adept is also taught the Generic True Names of all things that occupy dimensions other than his own and may be summoned to this dimension, and the Individual True Names of all heroes of other dimensions known to the College and of 72 great Demons of the Seventh Plane. He does not learn the rituals necessary to summon

Demons from the Seventh Plane—only the names of the Demons and how to identify them. A member of this College may learn additional Individual True Names of entities from other planes by first acquiring them from a Demon and then studying the True Names in the same manner as a member of the College of Naming Incantations.

The following Rituals constitute the major part of the knowledge of the Adept acquired in his general training:

1. Ritual of Cleansing (Q-1)

The Ritual of Cleansing must be performed prior to any other rituals of this College. The Adept cleans his body and purifies his mind for from 1 to 10 hours. The Base Chance of any succeeding Ritual being successful is increased by 3 for each hour spent in Ritual Cleansing. There is no Base Chance for this ritual being successful. The Adept states the number of hours he will expend on the ritual and at the end of that period of time, the Adept is cleansed. He may perform no other activity while engaged in this ritual. If his concentration is broken, he must restart the cleansing from the beginning or abandon the effort. Any rituals the Adept desires to perform after the cleansing must be performed immediately. He may perform any number of rituals within three hours of the cleansing, but these rituals must immediately follow each other. Any time spent in any other activity destroys the effects of the cleansing and a new cleansing must be accomplished before another ritual can be enacted.

2. Ritual of Summoning Succubi (Q-2)

This may be used to summon one or more Succubi, who will arrive on this plane favorably disposed towards the summoner for having summoned them, and thus will not immediately need to be bound. Succubi arrive on this plane with only one goal: the seduction of and copulation with humans. Any deed the summoner desires of them which will further their goal will be approved of and encouraged by the Succubi. If the summoner desires the Succubi to perform a task not immediately related to their goal they will have to be Bound and forced to do the task. The Base Chance is 15% (+3 per Rank), and it is reduced by 10 for each Succubi above one being summoned at once. If the ritual backfires, the Succubi will appear and attempt to devour the summoner and his or her companions.

Succubi remain on this plane and serve for a number of days equal to D10+4. The die is rolled individually for each Succubus successfully summoned. The Succubi may also be forcibly returned to their own plane whenever their Endurance is reduced to the point that they are reduced to unconsciousness or a Counterspell is cast over them by their summoner. Once returned to their own plane, they may not return to the aid of the summoner unless he performs another Ritual of Summoning Succubi. The Experience Multiple for this ritual is 300.

SUCCUBI

Natural Habitat: Other Planes (Seventh Plane)

Frequency: Very Rare **Number:** 1

Description: Succubi are lesser spirits of the seventh plane. They appear always in the form of tall, beautiful women with flowing hair which hides their small horns. They also possess membranous wings shaped like bats wings that fold down so as to be all but invisible when not in use. They have retractable fangs which they sometimes use to open the veins of those individuals whose blood they desire to drink.

Talents, Skills and Magic: Succubi all possess mastership at Rank 10 of all spells and talents of the College of the Mind. They possess the following talents: Assassin, Courtesan, Spy, Thief, Troubadour. All Skills of Succubi are Rank 10. Succubi possess the following characteristics:

Movement Rates: Flying: 400; Running: 350

PS: 16–21 **MD:** 24–28 **AG:** 28–32 **MA:** 26–30

EN: 12–16 **FT:** 24–28 **WP:** 26–30 **PC:** 24–28

PB: 26–34 **TMR:** 7/8 **NA:** Skin absorbs 2 DP

Weapons: Succubi may attempt to bite during Close Combat with a Base Chance of 40%. Their bite does +2 damage to Fatigue each

Pulse. This drain continues so long as they continue to bite (they need not make another Strike Check). The Succubi will cease biting only when they have become stunned or unconscious or when their victim is dead. They never inflict specific Grievous Injuries, but may do Endurance damage. Their bite may be Rank 1-10 (roll D10 to determine its exact Rank). Succubi do not wear armor and carry only small weapons that are easily concealed. They prefer envenomed weapons to all others.

Comments: Succubi will, at the behest of their summoner, attempt to meet, seduce, and then murder any individual of the summoner's choice. They will pursue their victim until returned to their own plane or until they succeed in killing him. Their specialty is to gain the confidence of the victim and then murder him in his bed. They cannot be harmed except by magic or by the touch of the Book of Toth, an ancient tome of magical lore found only in older and seldom frequented libraries. This rare volume immediately and permanently dissipates them, forcing them back to their own plane.

3. Ritual of Summoning Incubi (Q-3)

This ritual operates in the same manner of Q-2 (the Ritual of Summoning Succubi). Incubi are exactly like Succubi, except that they appear only in the male form, rather than as females. They will tend to be 2-3 points stronger and will have 1-2 points less Endurance than Succubi, but will otherwise be the same. They also are immune to all but magic and the Book of Toth.

4. Ritual of Summoning Heroes (Q-4)

The Adept may summon a great hero from another dimension to assist him. This hero may be any character from the body of fantasy literature known to both the Adept and the GM. The GM always sets the characteristics of the hero, his weaponry and armor, the number and type of his companions (if any), and the length of time and terms under which he will remain in the Adept's dimension and assist him. The GM may limit the use of this ritual to periods when various celestial bodies are in conjunction (once a Game-Year or so). He need not inform the Adept of any details concerning the results of the summoning until it has been performed.

Example: The GM may allow the Adept to summon Conan the Barbarian, but does not tell him that Conan will appear wrapped in bandages and infirm from a recent combat.

The Base Chance that this ritual will succeed will vary according to the hero the Adept is attempting to summon, but should usually be set at less than 20%. The Experience Multiple for this ritual is 500.

5. Ritual of True Speaking (Q-5)

Whenever any entity except a hero is summoned, the summoner may wish to ask him questions. In all cases, the veracity of the entity summoned (Incubus, Succubus, Demon) will be less than 100%. Sometimes it will be very near 100%, but in the case of a Demon who is particularly resentful that he has been summoned (or one that is a habitual liar) the chance of the entity telling the truth may be as low as 5%. The only way to be sure that the entity will tell the truth is to perform a Ritual of True Speaking and then ask the entity during the ritual for answers to the desired questions. The entity is required during the ritual to stand within a triangle and give answers to the summoner's questions. The ritual lasts for one full hour, and the summoner may do nothing else during the time the ritual is in progress except ask questions. The effects of the ritual do not extend beyond the end of the ritual. The Base Chance of forcing the entity into the triangle and successfully performing the ritual is 50%. The GM rolls D100 to determine the success of the ritual. He need not inform players of the result of the dice roll. The entity may passively resist the effects of the ritual. The Experience Multiple of this ritual is 250.

6. Ritual of Binding (Q-6)

An Adept may perform a Ritual of Binding in order to bind an entity other than a hero to this plane. He cannot normally control a Demon that is not bound except while inside the Pentacle he occupied when

he summoned the Demon. Before he can leave the Pentacle or require any service of the Demon except for conversation and teaching of Skills, the summoner must in most cases perform a Ritual of Binding. The Base Chance of successfully binding a particular demon is equal to half (rounded down) the unmodified Base Chance to summon that Demon initially. The Demon can actively resist the workings of a Ritual of Binding.

Once bound, a demon will remain on this plane for a number of days equal to D10-3 (minimum of one day) and will serve the summoner more or less willingly during that time. In some cases, special conditions must be met to bind the demon. Usually, this means the giving of presents, most often human life. If the demon resists such an offering, he will have also broken the summoning and may turn on the summoner despite the fact that the summoner is protected by the Pentacle. When this happens, the summoner's player rolls D100. If the result is less than or equal to the summoner's Magic Resistance, the demon is banished to his own plane. If the result is greater than the summoner's Magical Resistance, the summoner is overcome by the will of the demon and voluntarily breaks the circle of protection allowing the demon to enter the pentacle and attack him.

Some demons will serve more willingly and faithfully than others. The details of which demons serve willingly and which resist service even when bound are discussed under the heading dealing with each particular demon. A summoner may control only one bound demon at a time, though he may summon other demons (or non-demonic entities) for purposes of conversation. He may voluntarily dismiss a demon at any time prior to the end of his service and the demon is immediately returned to his own dimension unless he has already broken the binding and turned on the summoner. The Experience Multiple for this ritual is 400.

[63.6] Special Knowledge Spells

There are no Special Knowledge Spells for this College.

[63.7] Special Knowledge Rituals

There are six separate Special Knowledge Rituals. Each is designed to summon a particular Rank of demon. There are six Ranks of demons: Duke, Prince, President, Earl, Marquis, and King. Each Rank is subject to certain limitations as to where and when it can be summoned.

All Ranks of demons are summoned in the same manner. The summoner announces the demon he is summoning and that demon's Rank. He then performs the appropriate Ritual of Summoning. At the end of the ritual (i.e., after one hour), a check is made to see if the ritual has been effective. The summoner's player rolls D100. If the result is equal to or less than the Base Chance of summoning the particular demon that is the object of the ritual, the demon is summoned and appears before the summoner. Otherwise, the demon does not appear and the summoner may not make a further attempt to summon that demon that day. He may attempt to summon another demon instead but must first repeat the Ritual of Cleansing. The description of each demon lists the Base Chance to summon that demon.

Special Knowledge Rituals may only be performed on days 2, 4, 6, 8, 10, 12 and 14 of the cycle of the moon, Luna. They may be attempted on other days, but can never have any effect. There is a possibility that a character could lose track of time and attempt to employ a Special Knowledge Ritual on a day when it will not work. In such cases, the GM may choose not to inform the individual that the ritual can have no effect and may allow him to perform it anyway, only telling the player why he has been unable to summon a demon at the end of the ritual.

A character who knows a particular Ritual of Summoning may summon any of the demons of that Rank. The demons of each Rank are listed and described in the section dealing with the ritual used to summon those demons. Each description includes: the demon's name; the Base Chance of summoning (and binding) him; the percentage chance that the demon will agree to grant the summoner a companion

from among his legions of lesser spirits; the special Talents, Skills and magical abilities of the demon; a quantification (given as a span of possible numbers) of the demon's characteristics; the demon's natural armor (given under the heading NA as the number of hits absorbed for each Strike); the natural weapons of the demon (and any other weapons habitually carried), and any special comments on the demon's nature or abilities. Also included is a short physical description of the demon. Demons may choose to bring along one or more hellhounds when summoned.

Demons are possessed of certain qualities not listed in their descriptions. All demons exercise their Skills at Rank 15 and magic powers at Rank 20. Demons are not subject to specific Grievous Injuries. Instead, they suffer Endurance damage. They can only be harmed by magic or by silvered weapons. Being creatures of mana, they are not prevented from performing magic by the presence of cold Iron. A demon automatically recovers from all injury by spending one full day in his own dimension. Once a demon is dismissed (returned to his own dimension), he cannot return to this plane in less than a day. A demon who has been dispelled by a Counterspell or rendered unconscious, may return to this plane (by being re-summoned in a new ritual) only after one full month in his own plane (spent reforming the scattered energy pulses that make up his being).

Demons may be controlled while the summoner stands within the Pentacle which he must draw to perform the summoning ritual. They will speak to the summoner under this circumstance and will sometimes tell the truth. To insure absolute honesty, a Ritual of True Speaking must be performed. To insure that the demon will not destroy the summoner once the ritual is over, a Ritual of Binding must be performed. A demon who is not bound must be dismissed at the end of the summoning (once the summoner is done speaking to the demon) and will then usually return to his own plane. However, a demon who is particularly savage or who has been offered a gift which he rejects will attempt to devour the summoner before departing. The summoner's player must then make a check against the summoner's Willpower to determine if the summoner breaks the magical circle protecting him and fights the demon or remains safely within the Pentacle (in which case, the frustrated demon departs).

Adepts are not provided with a Shield when they are admitted to membership in the College of Greater Summoning. Such is not necessary to perform the rituals of the College. However, they may wish to make or have made a special Shield (actually a disc of metal engraved with symbols of occult power) to protect them during the summoning of demons (this shield is made by Adepts of the College of Shaping Magics). A summoner who does not have a Shield can suffer backfire. A summoner who is using the proper Shield cannot suffer backfire. Backfire from a Special Knowledge Ritual consists of the appearance of the demon being summoned, but inside the circle of protection (Pentacle) so that the demon is free to attempt to destroy the summoner. In such cases, the demon may be returned to his own dimension by a Counterspell (or by being rendered unconscious), but will otherwise remain on this plane and freely roam about attacking and destroying until somehow banished. It will not, however, begin roaming the earth until it has destroyed its summoner. Backfire occurs whenever a player rolls a number which is 30 or more greater than the modified Base Chance of summoning a particular demon while making a check to see if that demon is summoned. A backfire is treated as "no effect" if the summoner has the proper Shield in his hand during the ritual.

The individual Shields that will protect a summoner from backfire are discussed under each individual Ritual of Summoning. Shields only affect the summoning of demons. There is no backfire due to an ineffective attempt at employing any other Ritual of Summoning. Rituals of True Speaking and Binding may backfire (regardless of whether or not a Shield is employed) and result in the summoner being affected by his own ritual and forced either to answer all questions of the demon as truthfully as possible or to serve the demon so long as the demon remains on this plane. This backfire result may be passively resisted.

NOTE: The interaction between a player and the "demon characters" he summons is the most important aspect of the workings of this College, and the GM should strive to keep players on their toes by developing the demonic character as fully as possible (making him cooperative about some things and uncooperative about others, for example). Some demons are savage in the extreme and will always be out to do what damage they can short of murdering the summoner (and sometimes that is not excluded). Others are milder and will pass up a golden opportunity to devour their summoner. The notes on individual demons are meant to serve as a guide to their characters as well as their abilities. Their descriptions also give the forms in which they may appear. Often, these forms will be insubstantial and the demon will have no power (nor will anyone have power over him) while he is in those forms. However, the information is included as clues for the GM in structuring the demonic character.

1. Ritual of Summoning Demonic Dukes (R-1)

This ritual is used to summon the following demons from the seventh plane: Agares, Aim, Alloces, Amdusias, Astaroth, Barbatos, Bathin, Berith, Bune, Crocell, Dantalion, Eligos, Furcalor, Furas, Gremory, Gusion, Havres, Murmur, Sallos, Uvall, Valefor, Vapula, Vephar and Zepar. The demons of this Rank may only be summoned between sunrise and noon on days when the weather is clear and the sun can be seen. Any attempt to perform this ritual at any other time will be totally ineffective.

The only Shield that will protect against the possibility of backfire while summoning Dukes is a disk of purest copper 12 inches across, inscribed with the names and signs of all the Dukes of the seventh plane. This shield may only be manufactured by a Shaping mage. It weighs 2 pounds and the average cost of manufacture will be 3000+ silver pennies. It takes about three months to manufacture. This ritual's Experience Multiple is 300.

AGARES "The Duke of Changes"

Base Chance: 50%

Lesser Spirits: 31%

Description: Agares appears as an aged and enfeebled man riding on a giant land turtle. A crow perches on his right wrist. He speaks with a voice that is brittle with age.

Talents, Skills, and Magic: Agares is an Adept of the College of Illusions. He possesses the following skills: Alchemist, Astrologer, Beast Master, Healer, Merchant, Navigator, Spy. He inspires terror in the enemies (and sometimes the friends) of the summoner (roll on Fright Table). He is a linguist and a masterful teacher of languages. He may also cause earthquakes at will. He has the power to find those who hide themselves.

Movement Rates: Running: 50

PS: 9 **MD:** 12 **AG:** 11 **MA:** 33

EN: 14 **FT:** 26 **WP:** 35 **PC:** 36

PB: 10 **TMR:** 1 **NA:** Skin absorbs 3 DP

Weapons: Agares has no natural weapons. He is treated as a human for purposes of unarmed combat. He may use weapons and wear armor.

Comments: Agares has a 25% chance of locating any individual of the summoner's choice (regardless of how far away the individual may be). He cannot, however, locate individuals on other planes of existence. The individual need not be hiding (he may simply be lost, for example) in order for Agares to exercise this power.

AIM "The Fire Duke"

Base Chance: 63%

Lesser Spirits: 26%

Description: Aim appears as a man with three heads. One head is human, the other is that of a serpent, and the third is that of a calf. He bears two stars on the forehead of his human head. In one hand he carries a ball of fire that is eternally blazing. He rides a large lizard with scales of midnight blue. Wherever he goes, Aim is surrounded by billowing clouds of red-tinged smoke.

Talents, Skills, and Magic: Aim is a master of the College of Fire Magics. He possesses the following Skills: Alchemist, Military

Scientist. He can set fire to any combustible object by touching it with the hand wherein resides his fireball. The fireball may not be thrown.

Movement Rates: Running: 250

PS: 22 **MD:** 24 **AG:** 23 **MA:** 30
EN: 25 **FT:** 35 **WP:** 34 **PC:** 26
PB: 3 **TMR:** 5 **NA:** Skin absorbs 3 DP

Weapons: Aim may bite in Close Combat with his non-human heads. He has a BC of 45% with his serpent head and a BC of 30% with his calf head. The serpent does+2 damage (plus D-3 per Pulse additional damage for poison) and the calf head does+3 damage. The serpent's head is Rank 4 and the calf's head is Rank 2. Aim may not wear armor. He may use only one handed weapons.

Comments: Aim delights in all things having to do with fire and will gladly start a blazing inferno for the joy of watching the fire burn, even when bound. He must be watched carefully for this reason.

ALLOCES "The Warrior Duke"

Base Chance: 74% **Lesser Spirits:** 36%

Description: Alloces appears as a man with a lion's face and eyes made of hot coals. He wears burnished armor and rides a great war horse. Alloces' flesh is like red gold. His voice is harsh and booming. Those who look directly into his eyes see their own death and are blinded for D10+5 days afterward.

Talents, Skills, and Magic: Alloces is a practitioner of the arts of the College of Celestial Magics. He possesses the following Skills: Assassin, Navigator, Spy, Thief, Military Scientist.

Movement Rates: Running: 350

PS:30 **MD:** 28 **AG:** 32 **MA:** 29
EN: 26 **FT:**38 **WP:** 32 **PC:** 29
PB: 10 **TMR:** 7 **NA:** Skin absorbs 3 DP

Weapons: Alloces bite has a BC of 45%, doing+3 damage in Close Combat. It is Rank 7. Alloces is also armed as a knight with broadsword and buckler and axe, mace and knife.

Comments: Alloces will gladly serve a master who promises bloodshed, but will turn on the summoner if there is no fighting for a prolonged period and will attempt to drag the summoner into his mouth and devour him. Alloces may not be bound.

AMDUSIAS "The Unicorn Duke"

Base Chance: 80% **Lesser Spirits:** 29%

Description: Amdusias appears as a silver unicorn. He will shed this insubstantial form and take on the shape of a tall, thin man with a white beard after a few moments. His transformation is accompanied by the sound of trumpets.

Talents, Skills, and Magic: Amdusias is a practitioner of the arts of the College of Celestial Magics. He possesses the following Skills: Beast Master, Healer, Ranger, Spy. He has the power to command trees to do his bidding in the same manner as a member of the College of Naming Incantations. He knows all Generic and Individual True Names, but will tell these only if his summoner is in dire need.

Movement Rates: Running: 250

PS: 23 **MD:** 26 **AG:** 24 **MA:** 29
EN: 22 **FT:** 35 **WP:** 32 **PC:** 31
PB: 16 **TMR:** 5 **NA:** Skin absorbs 3 DP

Weapons: Amdusias has no natural weapons and is treated as a man for purposes of unarmed combat. He will refuse to wear armor, but may employ all weapons.

ASTAROTH "The Terrible Duke"

Base Chance: 66% **Lesser Spirits:** 40%

Description: Astaroth appears in the form of a dark angel all black and with a bloody mouth. He carries a viper coiled about his right hand and he rides an infernal dragon. He speaks gaily of horrible things and laughs readily at pain and disease. He is exceedingly cruel.

Talents, Skills, and Magic: Astaroth is a practitioner of the arts of the College of Necromantic Conjurations. He possesses the following Skills: Alchemist, Assassin, Military Scientist, Navigator. He knows

the Generic and Individual True Names of all things, but will only tell these if it pleases him and he thinks that suffering may be increased thereby. He knows men's secrets and will tell them.

Movement Rates: Running: 350

PS: 27 **MD:** 26 **AG:** 28 **MA:** 32
EN: 26 **FT:** 35 **WP:** 35 **PC:** 26
PB: 8 **TMR:** 9 **NA:** Skin absorbs 3 DP

Weapons: Astaroth's breath is poisonous to the same degree as chlorine and extends outward from his mouth 25 feet in a cone 10 feet wide at the base. He has no other natural weapons, but will usually carry a heavy mace which he uses in shattering the bones of his victims so that they will be crippled and take a long time dying.

Comments: Astaroth will readily serve the summoner, but only so long as he is pleased to do so. He will usually serve so long as the summoner is involved in much death and cruelty and will depart when these cease. Astaroth may not be bound. If the summoner attempts to bind him, Astaroth will turn on him and rend him and may claim his soul.

BARBATOS "Duke of Virtues"

Base Chance: 53% **Lesser Spirits:** 30%

Description: Barbatos appears as a hunter in the company of an insubstantial host of soldiers led by four kings. He wears a green hood fringed in scarlet and a grey cloak.

Talents, Skills, and Magic: Barbatos is a member of the College of Naming Incantations. He possesses the following Skills: Assassin, Beast Master, Healer, Ranger and Spy. He is a linguist and understands the speech of birds and beasts as well as men. He can break an enchantment used to seal a place or treasure with his touch. He knows the Generic and Individual True Names of all things on earth.

Movement Rates: Running: 350

PS: 23 **MD:** 27 **AG:** 29 **MA:** 32
EN: 25 **FT:** 35 **WP:** 34 **PC:**34
PB: 16 **TMR:** 8 **NA:** Skin absorbs 3 DP

Weapons: Barbatos has no natural weapons. He is treated as a human for purposes of unarmed combat. He refuses to wear armor, but can employ any weapons.

Comments: Barbatos may not be compelled to tell the True Name of anything, but he may choose to do so if the need of the summoner is urgent.

BATHIN "The Pale Duke"

Base Chance: 62% **Lesser Spirits:** 30%

Description: Bathin appears as a pale and cadaverous man riding a pale horse. His voice is soft and sad and can compel others to love him.

Talents, Skills, and Magic: Bathin is a practitioner of the arts of the College of the Mind. He possesses the following Skills: Alchemist, Beast Master, Healer, Troubadour. He can transport men from place to place through the air and knows all of the virtues of herbs and stones. He is a patient teacher. The EP cost to learn a skill is halved if the skill is learned with Bathin's aid.

Movement Rates: Running: 350

PS: 23 **MD:** 25 **AG:** 24 **MA:** 29
EN: 22 **FT:** 30 **WP:** 34 **PC:** 26
PB: 13 **TMR:** 7 **NA:** Skin absorbs 2 DP

Weapons: Bathin has no natural weapons. He is treated as a human for purposes of unarmed combat. He may wear armor and employ all types of weapons.

BERITH "The Savage Duke"

Base Chance: 65% **Lesser Spirits:** 26%

Description: Berith appears as a soldier dressed in red and riding a red horse. His face is seamed with what appear to be old scars and he has a black, bushy beard. His voice is subtle except when he is

enraged. On his head is a crown of gold which appears to flame when the demon is aroused.

Talents, Skills, and Magic: Berith is a practitioner of the arts of the College of the Mind. He possesses the following Skills: Alchemist, Assassin, Merchant, Military Scientist, Spy, Thief. He can turn all metals to gold by touch. He also has knowledge of the past, present and future, but will only trade this knowledge for a life of man or woman.

Movement Rates: Running: 350

PS: 28 **MD:** 25 **AG:** 26 **MA:** 29
EN: 25 **FT:** 32 **WP:** 31 **PC:** 24
PB: 11 **TMR:** 7 **NA:** Skin absorbs 3 DP

Weapons: Berith has no natural weapons. He is treated as a human for purposes of unarmed combat. Berith often carries a rapier and a main-gauche, both of which he keeps envenomed with a nerve poison. He will refuse to wear armor since this would cover his beautiful clothes, of which he is inordinately proud.

Comments: Berith delights in torture and will usually agree to serve only upon being guaranteed that he can torture any prisoners the party may take. These he will transport to another plane once they are captured and bound over to him. There he will torture them at his leisure. If anyone attempts to deny him this boon (including the summoner), he will attack them. He may not be bound.

BUNE “The Dragon Duke”

Base Chance: 64% **Lesser Spirits:** 30%

Description: Bune appears as a giant green dragon with three heads: one that is seemingly human, one that is like a dingo and one that is like a gryphon. He speaks with a high-pitched, but comely voice. His scales are jade and his talons are silver.

Talents, Skills, and Magic: Bune is a practitioner of the College of Necromantic Conjurations. He possesses the following Skills: Alchemist, Beast Master, Merchant, Military Scientist. He is also a linguist and knows the Generic True Name of all things. He will often bring his summoner presents in the form of gems or silver in exchange for an early dismissal from this plane.

Movement Rates: Running: 500; Flying: 800

PS: 180 **MD:** 9 **AG:** 12 **MA:** 30
EN: 90 **FT:** 100 **WP:** 32 **PC:** 28
PB: 2 **TMR:** 10/16 **NA:** Skin absorbs 11 DP

Weapons: Bune may roll over one hex characters as described in the multi-hex character rules. In addition, he may use his gryphon head to peck and his dingo head to bite while in Close or Melee Combat. Both have a BC of 35 % and do+2 damage. They are Rank 3. Bune may use his talons in either Close Combat or Melee Combat with a BC of 50% and damage of +6. His talons are Rank 10.

Comments: Bune requires an offering of human life before he will serve. Each head must have a life (3 total) and only lives which are pleasing to the demon will be accepted. If dissatisfied with an offering, Bune can break any binding and will attack and devour the summoner. He prefers newborn babies, but will accept maidens when in a jovial mood.

CROCELL “Duke of the Bath”

Base Chance: 71% **Lesser Spirits:** 48%

Description: Crocell appears in the form of a dark angel with flowing silver hair and yellow cat’s eyes. His voice is great and all-pervading and he ever speaks of things mystical and hidden.

Talents, Skills, and Magic: Crocell is a member of the College of Water Magics. He possesses the following Skills: Alchemist, Assassin, Astrologer, Healer, Merchant, Navigator, Spy, Troubadour. He has the power to warm or cool waters. He can discover water even in the desert and can create the illusion of waters to fool the unwary.

Movement Rates: Running: 250; Flying: 500

PS: 30 **MD:** 28 **AG:** 26 **MA:** 30
EN: 32 **FT:** 40 **WP:** 33 **PC:** 25
PB: 11 **TMR:** 5/10 **NA:** Skin absorbs 4 DP

Weapons: Crocell has no natural weapons. He is treated as a human for purposes of unarmed combat. He may, however, carry a sword whose blade is of infernal ice that can never melt and which inflicts burning wounds that later turn white and waxy and eventually turn black and rot unless cured by magic. He may also use any other weapons. He will not wear armor.

DANTALION “The Duke of Faces”

Base Chance: 82% **Lesser Spirits:** 36%

Description: Dantalion appears in whatever human form he desires to put on and will wear the face of any man or woman in an ever changing pattern or he may be compelled by the summoner to wear only one face. In his right hand he carries a heavy book in which are written all the thoughts of all men or women who have ever been and only Dantalion can read the book.

Talents, Skills, and Magic: Dantalion is a mighty mage of the College of the Mind. He possesses the following Skills: Assassin, Beast Master, Courtesan, Healer, Spy. He knows the Generic and Individual True Names of all things, the thoughts of all beings and all that has been or will be. He cannot speak of these things, however, and any attempt at compelling him will lead to his return to his own plane.

Movement Rates: Running: 400

PS: 20 **MD:** 22 **AG:** 21 **MA:** 30
EN: 20 **FT:** 30 **WP:** 35 **PC:** 26
PB: 23 **TMR:** 8 **NA:** Skin absorbs 2 DP

Weapons: Dantalion has no natural weapons and is treated as a human for purposes of unarmed combat. He may bear any weapons or wear armor, but prefers not to do so since this makes it harder for him to alter his shape at will.

Comments: Dantalion has great power, but there are limits placed on its use. He can employ his powers, but never pass them on. He can reveal the things he discovers as a result of his powers, but the knowledge which enables him to exercise those powers is forever hidden. He may never teach magic or Skills. He can never prophesy for others.

ELIGOS “The Knightly Duke”

Base Chance: 55% **Lesser Spirits:** 60%

Description: Eligos appears in the form of a goodly knight in black armor and riding a dark war horse. In his right hand he carries a banner on a lance. It bears a legend which cannot be read except from another dimension. In his left hand he holds a curling serpent with ruby scales whose venom is acid.

Talents, Skills, and Magic: Eligos is a practitioner of the arts of the College of Necromantic Conjurations. He possesses the following Skills: Assassin, Beast Master, Mechanician, Military Scientist, Ranger and Spy. He has the ability to predict with 250/o accuracy when and how wars will come and battles will be lost and won. he can discover all things hidden within 25 feet of him.

Movement Rates: Running: 350

PS: 28 **MD:** 24 **AG:** 25 **MA:** 29
EN: 26 **FT:** 35 **WP:** 31 **PC:** 28
PB: 13 **TMR:** 7 **NA:** Skin absorbs 3 DP

Weapons: Eligos has no natural weapons. He is armed with a lance, sword, mace, battle axe and sabre. The sabre is envenomed.

Comments: Eligos is a great leader of men and inspires his allies whenever he enters battle. No one allied with Eligos will ever flee from combat so long as he is present.

FURCALOR “Duke of the Waters”

Base Chance: 68% **Lesser Spirits:** 30%

Description: Furcalor appears as a humanoid with gryphon’s wings and green, scaly skin. His hair is like seaweed and he smells of death and the sea. His voice is a whisper and is compelling when he suggests action to men.

Talents, Skills, and Magic: Furcalor is a practitioner of the College of Water Magics. He possesses the following Skills: Astrologer, Beast Master, Merchant, Navigator. He has the power to command the

beasts of the sea and to gather great storms at sea, but he has no power away from water. He breathes both water and air.

Movement Rates: Flying: 600; Swimming: 200

PS: 27 **MD:** 25 **AG:** 24 **MA:** 33
EN: 27 **FT:** 35 **WP:** 35 **PC:** 28
PB: 11 **TMR:** 12/4 **NA:** Skin absorbs 4 DP

Weapons: Furcalor has no natural weapons. He is treated as a human for purposes of unarmed combat. He may wear specially tailored armor (to fit around his wings) and may employ any weapons.

Comments: Furcalor is obsessed with slaying men by drowning them and he will pursue his calling ruthlessly at every opportunity unless bound by his summoner. He may only be summoned when the summoner is at sea or near the ocean.

FURCAS “The Reaping Duke”

Base Chance: 72% **Lesser Spirits:** 20%

Description: Furcas appears in the guise of a cruel old man with a long, plaited beard, dressed in pale armor and riding a pale horse. In his hand he carries a scythe with which he cuts down those he wishes to torment, for those who fall to his scythe become his slaves and serve him in his own dimension. He speaks harshly and is ever preceded by a sound like the rattling of old bones.

Talents, Skills, and Magic: Furcas is a master of the College of Necromantic Conjurations. He possesses the following Skills: Alchemist Assassin, Astrologer, Merchant, Military Scientist, Navigator, Spy.

Movement Rates: Running: 300

PS: 23 **MD:** 25 **AG:** 24 **MA:** 29
EN: 24 **FT:** 36 **WP:** 35 **PC:** 24
PB: 12 **TMR:** 6 **NA:** Skin absorbs 2 DP

Weapons: Furcas has no natural weapons, but can call his scythe to him from other dimensions at will. The Scythe has a BC of 40%. It does +8 damage and is Rank 10. It is a two-handed weapon. Only Furcas can wield the Scythe. He may use other weapons as well.

GREMORY “The Duke of Songs”

Base Chance: 76% **Lesser Spirits:** 26%

Description: Gremory appears as a beautiful woman with flowing auburn hair riding on a camel. He wears a fillet of white gold and robes of black velvet trimmed in threads of white gold. His voice is rich and melodic.

Talents, Skills, and Magic: Gremory is a master of the College of Illusions. He possesses the following Skills: Assassin, Merchant, Courtesan, Healer, Spy, Thief, Troubadour. He can procure the love of women and can discover the location of treasures that are hidden within 50 feet of him. He knows the events of the past, present and future to a small degree and will prophesy for gain (15% accuracy).

Movement Rates: Running: 300

PS: 20 **MD:** 28 **AG:** 29 **MA:** 30
EN: 19 **FT:** 30 **WP:** 36 **PC:** 31
PB: 28 **TMR:** 6 **NA:** Skin absorbs 2 DP

Weapons: Gremory has no natural weapons. He is treated as a human for purposes of unarmed combat. He always carries envenomed knives on his person and rings full of poison on his fingers. His poisons are extremely swift-acting (10 hits per pulse on the average). He will not wear armor, but may agree to carry gilded weapons.

Comments: Gremory is a lover of beautiful women and will prophesy, speak of the past, seek treasure or any other thing desired by the summoner in exchange for the love of a comely young woman. Gremory usually tires of such liaisons after a few months, however, and then may release his lover and return her to her own plane or may devour her.

GUSION “The Wise Duke”

Base Chance: 54% **Lesser Spirits:** 40%

Description: Gusion appears in the guise of a mature and strong man in a saffron robe. He speaks softly and his advice always seems good in consequence.

Talents, Skills, and Magic: Gusion is a master of the College of the Mind. He possesses the following Skills: Alchemist, Astrologer, Healer, Mechanician, Merchant, Military Scientist. He has the power to reconcile all but sworn enemies. He has knowledge of past events and can say what is happening at any moment in places that are far away. He can also see dimly into the future.

Movement Rates: Running: 300

PS: 23 **MD:** 25 **AG:** 24 **MA:** 29
EN: 21 **FT:** 30 **WP:** 32 **PC:** 21
PB: 18 **TMR:** 6 **NA:** Skin absorbs 2 DP

Weapons: Gusion has no natural weapons. He is treated as a human for purposes of unarmed combat. He will not wear armor, but will employ any weapons provided by the summoner.

Comments: Gusion’s knowledge is never perfect. He only catches glimpses of events past, present and future and one can easily be misled by him, but he will always tell the truth as he knows it.

HAVRES “The Leopard Duke”

Base Chance: 78% **Lesser Spirits:** 36%

Description: Havres first appears as a leopard with blazing eyes, but this is an insubstantial form. At the command of the summoner, he will adopt the form of a dark man dressed in the skin of a leopard and with a terrible face and eyes which blaze with tongues of fire.

Talents, Skills, and Magic: Havres is a master of the College of Fire Magics. He possesses the following Skills: Assassin, Beast Master, Ranger. Havres has the power to create illusory fires which will destroy those who believe them to be real, but will do no harm to those who successfully disbelieve them. He knows something of the past, present and future and can see into places where there is/was/will be fire.

Movement Rates: Running: 400

PS: 30 **MD:** 25 **AG:** 32 **MA:** 30
EN: 28 **FT:** 36 **WP:** 33 **PC:** 34
PB: 8 **TMR:** 8 **NA:** Skin absorbs 3 DP

Weapons: Havres has no natural weapons and is treated as a human for purposes of unarmed combat. He may carry weapons at the summoner’s request. He will not wear armor.

Comments: Havres normally has only a 10% chance of accurately telling of past or future events or events which are happening far away, but if these events are happening close to fire, his chances improve greatly. The larger the fire and the closer it is to the event, the better Havres chances of seeing the event.

MURMUR “Duke of Thrones”

Base Chance: 75% **Lesser Spirits:** 30%

Description: Murrmur appears as a warrior in green armor, riding on a gryphon and wearing a ducal crown. He is preceded by shades blowing trumpets.

Talents, Skills, and Magic: Murrmur is a practitioner of the arts of the College of Necromantic Conjurations. He possesses the following Skills: Alchemist, Assassin, Astrologer, Beast Master, Healer, Mechanician, Merchant, Military Scientist, Navigator. He also possesses the power to make the dead appear before the summoner and speak to him of their lives and deaths and to answer the questions he may put to them.

Movement Rates: Running: 350

PS: 27 **MD:** 23 **AG:** 25 **MA:** 29
EN: 23 **FT:** 35 **WP:** 33 **PC:** 31
PB: 15 **TMR:** 7 **NA:** Skin absorbs 3 DP

Weapons: Murrmur has no natural weapons. He is treated as a human for purposes of unarmed combat. He usually carries a heavy war hammer, a shield and a brace of knives.

SALLOS “The Mighty Duke”

Base Chance: 57% **Lesser Spirits:** 30%

Description: Sallos appears as a mighty knight in silver armor mounted on a crocodile and wearing a ducal crown on his head. He comes in peace, though, and will fight only with reluctance.

Talents, Skills, and Magic: Sallos is a practitioner of the arts of the College of Ensorcelments and Enchantments. He possesses the following Skills: Beast Master, Healer, Military Scientist, Ranger, Troubadour. He has the talent to inspire love between men and women.

Movement Rates: Running: 300

PS: 24 **MD:** 25 **AG:** 25 **MA:** 29
EN: 26 **FT:** 34 **WP:** 32 **PC:** 31
PB: 21 **TMR:** 6 **NA:** Skin absorbs 3DP

Weapons: Sallos has no natural weapon. He is armed with a sword and a main gauche.

Comments: Sallos would rather drink and wench than fight and kill and is, perhaps, something of a coward. Once in combat, though, he will not flee until all his enemies are dead.

UVALL “Duke of Sands and Wastes”

Base Chance: 70% **Lesser Spirits:** 37%

Description: Uvall appears first as a large black dromedary. At the command of the summoner, he will leave this insubstantial form and adopt the form of a man garbed in flowing robes and burned dark, like one of the wild dwellers in the wastelands. His voice is always hushed and he speaks with menace.

Talents, Skills, and Magic: Uvall is a practitioner of the arts of the College of Illusions. He possesses the following Skills: Alchemist, Assassin, Beast Master, Merchant, Ranger, Spy, Thief. He has the power to procure for the summoner the love of women. He also can cause others to love the summoner and become devoted to him.

Movement Rates: Running: 350

PS: 25 **MD:** 26 **AG:** 27 **MA:** 30
EN: 24 **FT:** 38 **WP:** 35 **PC:** 34
PB: 13 **TMR:** 7 **NA:** Skin absorbs 3 DP

Weapons: Uvall has no natural weapons. He is treated as a human for purposes of unarmed combat. He usually comes armed with a scimitar, spear and a brace of sharp throwing knives which break when they enter the victim’s body and leave splinters that must be removed or they will burrow their way to the heart and kill the victim in D10+3 days.

Comments: Uvall has a small knowledge of the past, present and future of things and can be persuaded to speak (with 20% accuracy) by a gift of a young boy to serve him on his own plane. He is cunning and evil and will attempt to betray the summoner even when bound, though he will not directly attack him.

VALEFOR “The Duke of Thieves”

Base Chance: 52% **Lesser Spirits:** 10%

Description: Valefor appears as a mountain lion with the head of an ass. He has a sharp, braying voice and an unpleasant manner.

Talents, Skills, and Magic: Valefor is a practitioner of the College of Ensorcelments and Enchantments. He possesses the following Skills: Assassin, Ranger, Spy and Thief. He sometimes represents himself as the god of thieves and the EP cost to learn the Thief skill is halved if the skill is learned from Valefor.

Movement Rates: Running: 400

PS: 30 **MD:** 4 **AG:** 32 **MA:** 33
EN: 29 **FT:** 36 **WP:** 35 **PC:** 35
PB: 4 **TMR:** 8 **NA:** Skin absorbs 4 DP

Weapons: Valfor may bite in Close Combat with a BC of 25%, doing +1 damage. His bite is Rank 3. He may also use his claws in Melee or Close Combat with a BC of 45%. He does +2 damage with claws in Melee and +4 in Close Combat. His claws are Rank 5. He may not wear armor or employ man-made weapons.

Comments: Valefor will always counsel theft even where it involves stealing from companions and friends. He cannot be broken of that habit, no matter how he is bound. His advice will tend to be persuasive. Further, he will steal objects from castles or inns where his summoner might stay and secret them in the summoner’s belongings.

VAPULA “The Lion Duke”

Base Chance: 77% **Lesser Spirits:** 36%

Description: Vapula appears as a tawny lion with the wings of a gryphon and a red mane. He has great green eyes which seem full of wisdom and his voice is a quiet rumbling.

Talents, Skills, and Magic: Vapula is a member of the College of Earth Magics. He possesses the following Skills: Beast Master, Healer, Ranger.

Movement Rates: Running: 400

PS: 35 **MD:** 4 **AG:** 30 **MA:** 32
EN: 28 **FT:** 36 **WP:** 34 **PC:** 31
PB: 18 **TMR:** 8 **NA:** Skin absorbs 4 DP

Weapons: Vapula may bite in Close Combat with a BC of 40%, doing +4 damage. His bite is Rank 5. Vapula may also use claws in Melee and Close Combat. He has a BC of 45% with claws in Melee and a BC of 55% with claws in Close Combat. His claws do +6 damage and are Rank 8. He may not wear armor or employ weapons.

VEPHAR “The Sea Duke”

Base Chance: 69% **Lesser Spirits:** 29%

Description: Vephar appears as a mermaid with emerald scales trimmed in silver and seaweed tangled in his hair. He may also appear at times to be a beautiful woman, but this shape is insubstantial and is used only to lure sailors to their deaths. His fingers are webbed and he has small gills behind his ears.

Talents, Skills, and Magic: Vephar is a master of the College of Illusions. He possesses the following Skills: Beast Master, Courtesan, Navigator. He can raise great storms at sea by willing it. Vephar also has the ability to cause horrible wounds by looking upon a man. These will appear as gashes, but will putrefy and fill with worms and within three days the victim will die unless cured by magic.

Movement Rates: Swimming: 600

PS: 12 **MD:** 19 **AG:** 18 **MA:** 30
EN: 18 **FT:** 30 **WP:** 34 **PC:** 26
PB: 28 **TMR:** 12 **NA:** Skin absorbs 4 DP

Weapons: Vephar has no natural weapons and is treated as a human for purposes of unarmed combat. He may not wear armor, but may employ weapons.

Comments: Vephar cannot exit the sea. he becomes totally insubstantial and melts into his own plane if he attempts to do so. He can guide ships through any waters (even in the absence of sun and stars) and will always do so at the summoner’s request.

ZEPAR “The Red Duke”

Base Chance: 60% **Lesser Spirits:** 26%

Description: Zepar appears as a slight warrior with a clubfoot dressed all in red armor. He is of a dark mien and speaks in a grating voice filled with contempt for all who inhabit this plane. **Talents, Skills, and Magic:** Zepar is a practitioner of the arts of the College of Illusions. He possesses the following Skills: Alchemy, Assassin, Merchant, Military Scientist, Spy and Troubadour. He is able to cause women to fall in love with men and so allow themselves to be seduced. His touch, however, makes women barren.

Movement Rates: Running: 350

PS: 18 **MD:** 29 **AG:** 28 **MA:** 30
EN: 26 **FT:** 35 **WP:** 32 **PC:** 28
PB: 13 **TMR:** 7 **NA:** Skin absorbs 3 DP

Weapons: Zepar has no natural weapons. He is treated as a human for purposes of unarmed combat. He may carry a variety of weapons, but all will be smeared with foul venom which inflicts horrible scarring injuries that may only be cured by magic. Zepar’s venom

weapons do 2 points of damage per hour to Fatigue or Endurance as a result of their poisonous coating.

Comments: Zepar is an unfaithful servant who always resents his summoner's ability to bring and hold him in this plane. He will make common cause with his summoner's enemies if they promise to return him to his own dimension, even if he is bound. However, when bound, he cannot directly attack his summoner and must act with guile.

2. Ritual of Summoning Demonic Princes (R-2)

This ritual is used to summon the following demons from the seventh plane: Gaap, Ipos, Orobas, Scir, Sitri, Stolas, Vassago. These demons may be summoned at any time of the day.

The only Shield that will protect against the possibility of backfire while summoning Princes is a disk of hammered tin inscribed with the names and symbols of the Princes of the seventh plane. This Shield may only be manufactured by a Shaping mage. It weighs 3 pounds and the average cost of manufacture will be 3000+ silver pennies. It takes about three months to manufacture. The Experience Multiple for this ritual is 350.

GAAP "The Servant Prince"

Base Chance: 52% **Lesser Spirits:** 66%

Description: Gaap appears as a man dressed in animal skins and accoutered for war. He is bronzed (as if by the sun) and looks to be a man of the wilderness. Behind him come the insubstantial shades of four princes whom he appears always to serve and guide.

Talents, Skills, and Magic: Gaap is a master of the College of Ensorclements and Enchantments. He possesses the following Skills: Alchemist, Assassin, Beast Master, Healer, Mechanician, Navigator, Ranger, Spy, Thief. He has the power to break the ties between a magician and his familiar and to send the familiar back to whence he came. He can teleport beings within their plane by willing it.

Movement Rates: Running: 350

| | | | | |
|---------------|---------------|------------------------------|------------|----|
| PS: 28 | MD: 26 | AG: 27 | MA: | 31 |
| EN: 28 | FT: 36 | WP: 33 | PC: | 35 |
| PB: 12 | TMR: 7 | NA: Skin absorbs 3 DP | | |

Weapons: Gaap has no natural weapons. He is treated as human for purposes of unarmed combat. However, see below. Gaap may wear no armor. He carries any weapons the summoner provides.

Comments: Those who touch Gaap will have their senses stolen for a number of minutes equal to D100. Thereafter, they will awaken to find that they love that which they formerly hated and hate that which they once loved. The effect of Gaap's touch will last until dispelled by magic.

IPOS "The Prince of Fools"

Base Chance: 49% **Lesser Spirits:** 36%

Description: Ipos appears as an angel with a lion's head, the feet of a goose and the tail of a hare. He has a sweet voice and is an accomplished musician.

Talents, Skills, and Magic: Ipos is a master of the College of Illusions. He possesses the following Skills: Healer, Spy, Thief and Troubadour. He can speak truly of what has happened or is about to happen in a place he occupies. He has the talent of making men bold and will use this talent no matter how he is bound. Those affected by the talent add 10 to their Willpower in the presence of Ipos.

Movement Rates: Running: 200; Flying: 400

| | | | | |
|---------------|-----------------|------------------------------|------------|----|
| PS: 24 | MD: 21 | AG: 18 | MA: | 34 |
| EN: 26 | FT: 35 | WP: 38 | PC: | 29 |
| PB: 11 | TMR: 4/8 | NA: Skin absorbs 4 DP | | |

Weapons: Ipos bites for+2 damage in Close Combat. He has a BC of 45% with his bite. It is Rank 4. Ipos will not wear armor. He will carry any weapons provided by the summoner.

Comments: Ipos makes all men in his presence bold (not merely the summoner and friends) when he uses his talent. Further, men are more likely to fight than talk when they are in the presence of Ipos and

come among strangers. Those affected by Ipos talent will never flee danger and will fight to the death.

OROBAS "The Equine Prince"

Base Chance: 65% **Lesser Spirits:** 20%

Description: Orobas appears in the form of a great black stallion with a carmine mane and flowing carmine tail. His hooves are silver and sharpened like those of a war horse. He speaks in the squealing voice of a horse.

Talents, Skills, and Magic: Orobas is a practitioner of the arts of the College of Naming Incantations. He possesses the following Skills: Beast Master, Healer, Navigator, Ranger, Spy, Thief. Orobas knows the Generic and Individual True Names of all things of this plane. He will gladly permit the summoner to acquire these names, but will provide them to no one else.

Movement Rates: Running: 500

| | | | | |
|---------------|----------------|------------------------------|------------|----|
| PS: 45 | MD: 20 | AG: 20 | MA: | 30 |
| EN: 30 | FT: 35 | WP: 32 | PC: | 31 |
| PB: 24 | TMR: 10 | NA: Skin absorbs 4 DP | | |

Weapons: Orobas may bite for+2 damage in Close Combat.

His BC for biting is 30% and his bite is Rank 2. He may use his hooves to strike in Melee Combat or to trample in Close Combat. They have a BC of 40% in Melee and do +3 damage. In Close Combat they have a BC of 55 % and do +6 damage. They are Rank 6. Orobas will wear the barding of a war horse if the summoner provides it. He uses no weapons.

Comments: Orobas is a faithful retainer and, once bound, will look after the summoner's well being as if it were his own. He will be especially careful to protect the summoner from the powers and whiles of other demons or spirits the summoner may encounter. He will even permit the summoner to ride him as a horse.

SEIR "The Willing Prince"

Base Chance: 75% **Lesser Spirits:** 26%

Description: Seir appears as a handsome man with hair the color of corn and eyes like ice riding a silver stallion with gryphon wings. He speaks with a soft and cheerful voice and is of a good nature and always amenable to the desires of the summoner.

Talents, Skills, and Magic: Seir is a practitioner of the College of Air Magics. He possesses the following Skills: Astrologer, Healer, Merchant, Navigator, Spy, Troubadour. He has knowledge of all thefts and can sometimes tell where the loot is hidden. He can pass over the entire earth at the twinkling of an eye and can carry others with him. He brings abundance of things in his wake.

Movement Rates: Running: 350

| | | | | |
|---------------|---------------|------------------------------|------------|----|
| PS: 25 | MD: 22 | AG: 26 | MA: | 29 |
| EN: 24 | FT: 32 | WP: 31 | PC: | 32 |
| PB: 23 | TMR: 7 | NA: Skin absorbs 3 DP | | |

Weapons: Seir has no natural weapons. He is treated as a human for purposes of unarmed combat. Seir will not wear armor or carry any weapons except a quarterstaff.

Comments: Characters in the company of Seir and his summoner will always experience a flood of good luck so far as physical objects are concerned. The average value of treasure they may acquire will be 10% greater than what they may acquire when not in company with Seir.

SITRI "The Beautiful Prince"

Base Chance: 47% **Lesser Spirits:** 60%

Description: Sitri appears as a large, muscular man with the head of a leopard and the wings of a gryphon. He may also appear in insubstantial form as a man who is unbearably beautiful and well-formed or as a lovely woman of sensual mien.

Talents, Skills, and Magic: Sitri is a master of the College of Illusions. He possesses the following Skills: Assassin, Beast Master, Courtesan, Spy, Thief, Troubadour. Sitri has the power to enflame men

and women with the love of each other and to cause them to show themselves naked and frolic with one another in unseemly ways.

Movement Rates: Running: 350; Flying: 400

PS: 30 **MD:** 25 **AG:** 26 **MA:** 33
EN: 28 **FT:** 35 **WP:** 34 **PC:** 25
PB: 35 **TMR:** 7/8 **NA:** Skin absorbs 3 DP

Weapons: Sitri may bite during Close Combat with a BC of 45% and +2 damage. His bite is Rank 4. Sitri will wear armor if the summoner has it specially made for him and will use any weapons provided.

Comments: Sitri is a lover of all things carnal and will not be prevented from encouraging carnal activity or using his special talents, no matter how he is bound.

STOLAS “The Raven Prince”

Base Chance: 54% **Lesser Spirits:** 26%

Description: Stolas appears as a massive raven with talons of silver and eyes rimmed with red. He speaks with a cracked and horrible voice.

Talents, Skills, and Magic: Stolas is a mage of the College of Air Magics. He possesses the following Skills: Assassin, Beast Master, Navigator, Spy, Thief. He knows the magical powers and virtues of all herbs and stones and will speak the truth about these when requested to do so.

Movement Rates: Flying: 500

PS: 14 **MD:** 6 **AG:** 12 **MA:** 29
EN: 21 **FT:** 28 **WP:** 32 **PC:** 34
PB: 13 **TMR:** 10 **NA:** Skin absorbs 3 DP

Weapons: Stolas has a BC of 40%, doing +1 damage in Close Combat with his beak. It is Rank 4. He has a BC of 45% of doing +3 damage in Close Combat with his talons. They are Rank 6. Stolas cannot wear armor or use weapons.

VASSAGO “Prince of Prophecy”

Base Chance: 45% **Lesser Spirits:** 26%

Description: Vassago appears as an aged man riding a crocodile and carrying on his right wrist a Goshawk. His eyes are hollow and see into other dimensions, but he is blind in this dimension.

Talents, Skills, and Magic: Vassago is a mage of the College of Naming Incantations. He possesses the following Skills: Alchemist, Healer, Troubadour. Vassago has the ability to locate things which have been hidden or lost if he is within 100 feet of them. He also knows all Generic and Individual True Names, but is reluctant to tell these names except to save the life of the summoner.

Movement Rates: Running: 150

PS: 12 **MD:** 13 **AG:** 13 **MA:** 35
EN: 17 **FT:** 28 **WP:** 37 **PC:** 19
PB: 12 **TMR:** 3 **NA:** Skin absorbs 2 DP

Weapons: Vassago has no natural weapons. He is treated as a human for purposes of unarmed combat. Vassago cannot wear armor or use weapons.

Comments: There is only a 40% chance that Vassago will reveal a True Name in the absence of physical danger to the summoner. There is only a 50% chance that he will willingly tell the location of a hidden or lost object. He may be compelled to speak of these things through the performance of a Ritual of True Speaking.

3. Ritual of Summoning Demonic Presidents (R-3)

This ritual is used to summon the following demons from the seventh plane: Avnas, Buer, Camio, Foras, Haagenti, Labolas, Malphas, Marbas, Volac and Voso. These demons may only be summoned during daylight.

The only shield that will protect against the possibility of backfire while summoning Presidents is a disk of base metal (other than cold iron) coated with quicksilver. This shield may only be manufactured by a Shaping mage. It weighs 3 pounds and the average cost to manufacture will be 4000+ silver pennies. It takes about four months to manufacture. The Experience Multiple for this ritual is 450.

AVNAS “President of Fire”

Base Chance: 50% **Lesser Spirits:** 36%

Description: Avnas appears as a pillar of fire and smoke. Those who look into the flames can see the panorama of the history of other dimensions and can sometimes read the events of their own plane and even their own future. At the command of the summoner, Avnas will abandon this insubstantial form and take on the form of a small withered brown man.

Talents, Skills, and Magic: Avnas is a mage of the College of Fire. He possesses the following Skills: Alchemist, Astrologer Healer, Mechanician, Merchant, Navigator. Avnas can locate any treasure that is guarded by spirits, ghosts or other undead and that is within 500 feet of him.

Movement Rates: Running: 350

PS: 14 **MD:** 26 **AG:** 21 **MA:** 38
EN: 19 **FT:** 30 **WP:** 40 **PC:** 33
PB: 12 **TMR:** 7 **NA:** Skin absorbs 2 DP

Weapons: Avnas has no natural weapons. He is treated as a human for purposes of unarmed combat. He may not wear armor or use weapons.

Comments: Avnas may be ordered to take form as a pillar of fire at any time. However, in that state, he cannot act on this plane and his fire will not burn those who touch it. It will instead feel cold and dead and those who touch it will see their own death.

BUER “The Star President”

Base Chance: 37% **Lesser Spirits:** 50%

Description: Buer appears always as a Centaur, armed with a great bow. His skin is silver and shimmers like starlight. His hair is all white and his eyes are the color of Mars.

Talents, Skills, and Magic: Buer is a master of the College of Celestial Magics. He possesses the following Skills: Healer, Navigator, Ranger, Troubadour. Buer’s touch can heal all hurts and diseases, especially those which have been caused by magic. He is a great teacher of languages and will freely pass on his knowledge to others.

Movement Rates: Running: 500

PS: 38 **MD:** 25 **AG:** 28 **MA:** 30
EN: 25 **FT:** 35 **WP:** 33 **PC:** 32
PB: 19 **TMR:** 10 **NA:** Skin absorbs 4 DP

Weapons: Buer uses weapons as a man. In addition, his hooves do +4 damage in Close Combat due to trampling. The BC for use of hooves is 60%. They are Rank 8. Buer may use any weapons, but may not wear armor.

CAMIO “The Thrush President”

Base Chance: 47% **Lesser Spirits:** 30%

Description: Camio first appears as a small thrush, but then leaves this insubstantial form and takes on that of a yellow-skinned man. He carries in his hand a sharp sword smeared with venom. He does not speak, but is, nonetheless, a great disputer. His words appear before his hearers as letters written in the air with fiery coals.

Talents, Skills, and Magic: Camio is a member of the College of Fire. He possesses the following Skills: Beast Master, Healer, Ranger, Spy, Thief. Camio is a great linguist and will willingly teach his summoner the languages of birds and mammals and also teach him to understand what has passed in a place by reading the speech of running waters.

Movement Rates: Running: 400

PS: 18 **MD:** 23 **AG:** 26 **MA:** 35
EN: 24 **FT:** 35 **WP:** 38 **PC:** 36
PB: 14 **TMR:** 8 **NA:** Skin absorbs 2 DP

Weapons: Camio has no natural weapons. He is treated as a human for purposes of unarmed combat. Camio will wear any armor provided by the summoner and will carry other weapons, but will not use them unless his sword is damaged.

Comments: Camio will always give true answers to all things.

FORAS “President and Lord of Seekers”**Base Chance:** 42% **Lesser Spirits:** 29%**Description:** Foras appears in the form of a strong man, unarmed and mild seeming.**Talents, Skills, and Magic:** Foras is a master of the College of Illusion. He possesses the following Skills: Astrologer, Healer, Mechanician, Merchant, Navigator, Troubadour. He has the power to make men temporarily invisible. He is a linguist and a teacher of language. He also has the ability to discover things hidden (especially treasure) if he is within 50 feet of them.**Movement Rates:** Running: 350**PS:** 33 **MD:** 28**AG:** 28 **MA:** 32**EN:** 27 **FT:** 35 **WP:** 34**PC:** 27**PB:** 23 **TMR:** 7 **NA:** Skin absorbs 3 DP**Weapons:** Foras has no natural weapons. He is treated as a human for purposes of unarmed combat. Foras will wear any armor provided by the summoner and will carry and use weapons.**Comments:** Foras will grant long life (triple life span) to those who will worship him and know no other gods or converse with other demons. As a teacher he may pass on Skills at the rate of one hour being equal to one month of training under any human teacher and at half the normal EP cost.**HAAGENTI “The Winged President”****Base Chance:** 45% **Lesser Spirits:** 33%**Description:** Haagenti at first appears as a red bull with a Gryphon’s wings and horns tipped in gold, but this form is insubstantial and at the command of the summoner he will put on the shape of a red man with black hair.**Talents, Skills, and Magic:** Haagenti is a mighty member of the College of Ensoelments and Enchantments. He possesses the following Skills: Alchemist, Healer, Merchant, Navigator. Haagenti can change wine into water and water into wine with a touch. He can also transmute all metals into gold with a touch. One hour spent learning alchemy under the tutelage of Haagenti is the equivalent of two months learning from a human. The EP cost to achieve Rank with this skill is halved (round down) when taught by Haagenti.**Movement Rates:** Running: 350**PS:** 40 **MD:** 25**AG:** 23 **MA:** 35**EN:** 28 **FT:** 40 **WP:** 38**PC:** 24**PB:** 13 **TMR:** 7 **NA:** Skin absorbs 4 DP**Weapons:** Haagenti has no natural weapons. He is treated as a human for purposes of unarmed combat. Haagenti will wear armor and use weapons provided by the summoner.**Comments:** Haagenti’s office is to make men wise and he will instruct anyone (not merely the summoner) and demand no fee if the lesson is well-learned, but will become enraged if he feels that the pupil has been lax and will turn on him and rend him with his powerful hands.**LABOLAS “President and Master of Murderers”****Base Chance:** 40% **Lesser Spirits:** 36%**Description:** Labolas always appears in the form of a winged mastiff. His wings are always those of a gryphon and bear him at great speeds. His mouth is covered in froth from his slaving and gnashing of teeth.**Talents, Skills, and Magic:** Labolas is a member of the College of Illusions. He possesses the following Skills: Assassin, Beast Master, Military Scientist, Ranger, Spy, Thief. He can teach any Skill of which he is possessed in an hour at no EP cost, but demands as his reward a life. If the offering is not pleasing to him, he will take the life of the summoner instead. He prefers human lives to all others.**Movement Rates:** Running: 350; Flying: 500**PS:** 18 **MD:** 3 **AG:** 15 **MA:** 32**EN:** 19 **FT:** 30 **WP:** 34**PC:** 31**PB:** 2 **TMR:** 7/10 **NA:** Skin absorbs 4 DP**Weapons:** Labolas may bite in Close Combat with a BC of 50%. He does +2 damage and his bite is Rank 8. The bite of Labolas always becomes infected. Labolas may never wear armor or carry or use weapons.**Comments:** Labolas is capable of reconciling enemies when he so desires, but prefers strife and bloodshed. His psychic life requires manslaughter and he will seek to promote it at every opportunity, even among the summoner’s family and companions.**MALPHAS “President of Deceivers”****Base Chance:** 45% **Lesser Spirits:** 40%**Description:** Malphas appears as a large crow, but this form is insubstantial and will melt away at the summoner’s request to reveal the form of a dark man dressed in black velvet studded with precious gems. His voice will be rough, but deep and compelling.**Talents, Skills, and Magic:** Malphas is a member of the College of Celestial Magics. He possesses the following Skills: Alchemist, Assassin, Beast Master, Merchant, Ranger, Spy, Thief. He is also a master of spoken and written language. He knows the art of magically raising houses and high towers. He also knows the secret desires of the summoner’s enemies and will reveal those thoughts upon request.**Movement Rates:** Running: 350**PS:** 26 **MD:** 25**AG:** 27 **MA:** 29**EN:** 25 **FT:** 35 **WP:** 30**PC:** 30**PB:** 18 **TMR:** 7 **NA:** Skin absorbs 2 DP**Weapons:** Malphas has no natural weapons. He is treated as a human for purposes of unarmed combat. Malphas will refuse to wear armor. However, he will use any weapons provided by the summoner.**Comments:** Malphas will deceive the summoner knowingly and willfully unless compelled to tell the truth by a Ritual of True Speaking.**MARBAS “President and Master of the Seal”****Base Chance:** 35% **Lesser Spirits:** 36%**Description:** Marbas first appears as a tawny lion with a black mane and bloody muzzle, but this form is insubstantial. Upon the order of the summoner, he will adopt the guise of a golden-skinned man with a shock of black hair.**Talents, Skills, and Magic:** Marbas is a master of the College of Illusions. He possesses the following Skills: Alchemist, Mechanician, Merchant, Military Scientist. He has the power to inflict on men rotting diseases by the merest touch. He also may change the shape of men by his touch so that they become as wolves or bears. He has knowledge of many of the secrets of the universe.**Movement Rates:** Running: 350**PS:** 26 **MD:** 29**AG:** 24 **MA:** 29**EN:** 26 **FT:** 38 **WP:** 32**PC:** 25**PB:** 16 **TMR:** 7 **NA:** Skin absorbs 2 DP**Weapons:** Marbas has no natural weapons. He is treated as a human for purposes of unarmed combat. Marbas will wear any armor and use any weapons provided by the summoner.**Comments:** Marbas is a speaker of truth and will never knowingly deceive his summoner. He knows the Generic True Names of all things and knows the Individual True Names of many beings who are wealthy and famous.**VOLAC “The Dragon President”****Base Chance:** 52% **Lesser Spirits:** 38%**Description:** Volac appears as a child with the wings of an angel riding on the back of an infernal two-headed red dragon. He speaks with a high pitched and silly voice, but his words are always true, if not wise.**Talents, Skills, and Magic:** Volac is a practitioner of the College of Naming Incantations. He possesses the following Skills: Beast Master, Ranger, Spy, Thief, Troubadour. He can locate treasure hidden anywhere within 25 feet of him. Volac can also call serpents and cause

them to obey him once they have arrived. Volac knows and will tell the Generic True Names of all things.

Movement Rates: Running: 250; Flying: 500

PS: 11 **MD:** 18 **AG:** 17 **MA:** 36

EN: 18 **FT:** 30 **WP:** 39 **PC:** 35

PB: 26 **TMR:** 5/10 **NA:** Skin absorbs 2 DP

Weapons: Volac has no natural weapons. He is treated as a human for purposes of unarmed combat. He may use weapons, but will not wear armor.

VOSO “The Leopard President”

Base Chance: 49% **Lesser Spirits:** 30%

Description: Voso appears as a mighty leopard with terrible green eyes and spots tinged with carmine. He speaks with a cunning voice, the better to fool his victims. He will attempt to devour the summoner unless bound.

Talents, Skills, and Magic: Voso is a great member of the College of Ensorcelments and Enchantments. He possesses the following Skills: Alchemist, Healer, Mechanician and Navigator. He has the power to change a man’s form by touch into another form so that his victim does not know that he has been ensorcelled and believes himself always to have had the form given him by Voso. He knows many secrets.

Movement Rates: Running: 500

PS: 35 **MD:** 4 **AG:** 32 **MA:** 35

EN: 29 **FT:** 36 **WP:** 37 **PC:** 31

PB: 20 **TMR:** 10 **NA:** Skin absorbs 4 DP

Weapons: Voso’s bite does +2 damage in Close Combat. It has a BC of 45% and is Rank 6. Voso may use his claws in either Melee or Close Combat. They have a BC of 40% in Melee and of 60% in Close Combat and do+4 damage. They are Rank 8. Voso will not use weapons or wear armor.

Comments: Voso knows the Generic and Individual True Names of all things and beings. He will, however, reveal a True Name only if he is provided with a human victim (preferably a maiden or child since their flesh is the most tender). A new victim must be provided for each True Name the summoner wishes to acquire.

4. Ritual of Summoning Demonic Earls (R-4)

This ritual is used to summon the following demons from the seventh plane: Andromalius, Bifrons, Botis, Furfur, Malthus, Marax, Raum and Renove. These demons may be summoned only in woods and hills and only in places that are quiet. They may be summoned at any time of the day or night.

The only shield that will protect against the possibility of backfire while summoning Earls is a disk of hammered bronze inscribed with the names of the Earls of the seventh plane. This shield may be manufactured by Shaping magicians. It weighs three pounds and the average cost to manufacture will be 5000+ silver pennies. It will take about four months to manufacture. The Experience Multiple for this ritual is 500.

ANDROMALIUS “Earl of Justice”

Base Chance: 45% **Lesser Spirits:** 36%

Description: Andromalius appears as a large man of fearsome mean holding a viper in one hand. He dresses all in cloth of gold.

Talents, Skills, and Magic: Andromalius is a member of the College of Naming Incantations. He possesses the following Skills: Alchemist, Astrologer, Beast Master, Healer, Mechanician, Merchant Navigator, Ranger, Spy. He also has the ability to discover any hidden treasure within 200 feet of where he is standing.

Movement Rates: Running: 300

PS: 26 **MD:** 23 **AG:** 24 **MA:** 29

EN: 25 **FT:** 35 **WP:** 30 **PC:** 33

PB: 13 **TMR:** 6 **NA:** Skin absorbs 3 DP

Weapons: Andromalius has no natural weapons. He is treated as a human for purposes of unarmed combat. He will refuse to wear armor, but will use any weapons provided by the summoner.

Comments: Andromalius is dedicated to the punishment of thievery wherever he finds it and to the return of the victims valuables. He will turn on any summoner who attempts to steal while in his company. He may also react in the same manner to underhanded dealing even with non-humanoid beings.

BIFRONS “Earl of the Dead”

Base Chance: 38% **Lesser Spirits:** 6%

Description: Bifrons may appear in insubstantial form as a horned monster, but always appears as a handsome young man when fully material.

Talents, Skills, and Magic: Bifrons is a member of the College of Necromantic Conjurations. He possesses the following Skills: Alchemist, Assassin, Beast Master, Merchant Ranger, Spy, Thief. He is also a great Navigator and an hour spent learning navigation from Bifrons is equal to a month spent learning the art elsewhere and costs no EP’s. Whenever he passes a place of the dead at night candles will appear lit on the graves.

Movement Rates: Running: 350

PS: 23 **MD:** 26 **AG:** 28 **MA:** 32

EN: 24 **FT:** 31 **WP:** 34 **PC:** 32

PB: 22 **TMR:** 7 **NA:** Skin absorbs 3 DP

Weapons: Bifrons has no natural weapons. He is treated as a human for purposes of unarmed combat. Bifrons will wear any armor and use any weapons provided by the summoner. He prefers envenomed weapons.

Comments: Bifrons has the power to make dead bodies appear as they did when they were alive so that it cannot be told that they are dead and corrupted.

BOTIS “The Ugly Earl”

Base Chance: 25% **Lesser Spirits:** 60%

Description: Botis will first appear as a large, horrible snake of insubstantial form. At the command of the summoner, he will take on human form, but with great teeth and sharp horns. He will be carrying an envenomed sword.

Talents, Skills, and Magic: Botis is a member of the College of Ensorcelments and Enchantments. He possesses the following Skills: Alchemist, Astrologer, Beast Master, Navigator, Ranger, Spy. He has the power to make all but bitter sworn enemies friendly to each other while in his presence. He also has the ability to tell what has transpired in any place he occupies and part of what will (may) transpire there.

Movement Rates: Running: 350

PS: 27 **MD:** 24 **AG:** 25 **MA:** 30

EN: 25 **FT:** 35 **WP:** 30 **PC:** 35

PB: 11 **TMR:** 7 **NA:** Skin absorbs 3 DP

Weapons: Botis may do +1 damage with his bite in Close Combat with a BC of 35% of hitting his target. His bite is Rank 4. He may make a single horn attack in Close Combat with a BC of 30% of doing +3 damage. His horns are Rank 6. The venom of his sword does 6 damage points per Pulse. He will wear any armor provided and employ other weapons if the summoner desires, but will prefer to use his sword.

FURFUR “Earl of Storms and Lightning”

Base Chance: 32% **Lesser Spirits:** 2617/o

Description: Furfur appears as a hart with a fiery tail. He may also take on an insubstantial form as an angel, but only when forced within a triangle and compelled by a Ritual of True Speaking to utter truth instead of the falsehoods he prefers. Furfur speaks with a rough and grating voice that is extremely unpleasant.

Talents, Skills, and Magic: Furfur is a master of the College of Air Magics. He possesses the following Skills: Alchemist, Mechanician, Navigator, Ranger, Spy. Furfur can raise thunder and lightning and

cause great storms to form. He also is able to influence men and women to make love and participate in perversions by the sound of his voice.

Movement Rates: Running: 400

PS: 32 **MD:** 4 **AG:** 28 **MA:** 31

EN: 28 **FT:** 34 **WP:** 32 **PC:** 33

PB: 18 **TMR:** 8 **NA:** Skin absorbs 3 DP

Weapons: Furfur may use his horns in Melee or Close Combat and his hooves in Close Combat. His horns have a BC of 45% and do +4 damage. His hooves have a BC of 50% and do +3 damage. They are both Rank 8. Furfur will not use weapons or wear armor.

Comments: Furfur knows many secrets of things that have happened or will happen on the earth, but he will not speak truthfully unless compelled by a Ritual of True Speaking.

MALTHUS "Earl of Death and Havoc"

Base Chance: 34% **Lesser Spirits:** 26%

Description: Malthus appears in the form of a large, filthy buzzard. His feathers are black as night and his eyes are the color of new blood. He carries about him the smell of carrion.

Talents, Skills, and Magic: Malthus is a mage of the College of Necromantic Conjurations. He possesses the following Skills: Alchemist, Assassin, Beast Master, Mechanician, Military Scientist, Navigator, Spy, Thief. He is a great general and can build strong forts and organize warriors to march and to slaughter and can keep them supplied by his arts when they are in far places.

Movement Rates: Running: 100; Flying: 500

PS: 25 **MD:** 10 **AG:** 14 **MA:** 32

EN: 22 **FT:** 33 **WP:** 33 **PC:** 31

PB: 4 **TMR:** 2/10 **NA:** Skin absorbs 3 DP

Weapons: Malthus may attack with beak and talons in Close Combat. The BC to Strike with either is 40%. His beak does +1 damage and his talons do +3. both are Rank 5. Malthus may never wear armor or use weapons.

Comments: Malthus will never be a willing servant. If he does agree to serve, he will do so only under the condition that he be allotted a daily portion of human flesh and will be made free to eat the flesh of the summoner if the required diet is not forthcoming. He may not be bound.

MARAX 'The Learned Earl'

Base Chance: 27% **Lesser Spirits:** 30%

Description: Marax appears as a bull with a man's face and is exceedingly ugly.

Talents, Skills, and Magic: Marax is a mage of the College of Celestial Magics. He possesses the following Skills: Alchemist, Beast Master, Healer, Merchant Navigator, Ranger. He is especially learned in the use of herbs and stones to produce magic.

Movement Rates: Running: 400

PS: 60 **MD:** 3 **AG:** 20 **MA:** 29

EN: 34 **FT:** 42 **WP:** 29 **PC:** 24

PB: 3 **TMR:** 8 **NA:** Skin absorbs 6 DP

Weapons: Marax may charge in the same manner as a multi-hex character in combat. His horns have a BC of 50%, doing +6 damage in Close Combat and are Rank 5. His hooves have a BC of 50%, doing +5 damage in Close Combat and are Rank 4. Marax will not use weapons or wear armor.

RAUM "Earl of Theft and Destruction"

Base Chance: 36% **Lesser Spirits:** 30%

Description: Raum first appears as a crow with bloody talons. Upon the command of the summoner he divests himself of this insubstantial form and adopts that of a tall, gaunt man.

Talents, Skills, and Magic: Raum is a Magician of the College of Earth Magics. He possessed the following Skills: Assassin, Beast Master, Healer, Merchant Ranger, Spy, Thief, Troubadour. He has the

power to cause the earth to quake and to make fall the walls of cities. He can make all but the summoner's sworn enemies love him and be willing to lay down their lives in the service of the summoner.

Movement Rates: Running: 300

PS: 21 **MD:** 28 **AG:** 26 **MA:** 29

EN: 26 **FT:** 35 **WP:** 33 **PC:** 31

PB: 14 **TMR:** 6 **NA:** Skin absorbs 2 DP

Weapons: Raum has no natural weapons. he is treated as a human for purposes of unarmed combat. Raum will wear any armor and use any weapons the summoner provides.

Comments: Raum has some knowledge of what has been and will be and will speak truthfully of what he knows about a place he occupies.

REMOVE "The Beautiful Earl"

Base Chance: 30% **Lesser Spirits:** 19%

Description: Remove first appears as a cloud of red mist, but will adopt human form at the summoner's behest. He then becomes a beautiful young boy with a melodious voice which is unbearably sweet to the listener.

Talents, Skills, and Magic: Remove is a mage of the College of Illusions. He possesses the following Skills: Assassin, Beast Master, Courtesan, Healer, Merchant, Navigator, Ranger, Spy, Thief, Troubadour. He also has a deep knowledge of rhetoric and is a master of spoken and written tongues. He has the ability to reconcile all but the bitterest of enemies and is a great teacher of the young.

Movement Rates: Running: 300

PS: 13 **MD:** 26 **AG:** 28 **MA:** 35

EN: 19 **FT:** 30 **WP:** 35 **PC:** 31

PB: 30 **TMR:** 6 **NA:** Skin absorbs 2 DP

Weapons: Remove has no natural weapons. He is treated as a human for purposes of unarmed combat. Remove will wear any armor and use any weapons the summoner provides.

Comments: An hour spent learning any of his Skills in the company of Remove is equal to a month spent learning the same Skill from any human teacher and costs half (round down) the normal number of EP's. However, Remove's tastes are not natural, and he will demand that the summoner either lie with him or procure him others more to his taste in return for any lessons.

5. Ritual of Summoning Demonic Marquis (R-5)

This ritual is used to summon the following demons from the seventh plane: Amon, Andras, Andrealphus, Cimejus, Decarabia, Forneus, Leraje, Marchosias, Naberius, Orias, Phenex, Samigina, Savnok and Shaz. These demons may only be summoned between 3 in the afternoon and sunrise.

The only Shield that will protect against the possibility of backfire while summoning Marquis is a disk of fine silver inscribed with the names of the Marquis of the seventh plane. This shield may only be manufactured by a Shaping mage. It weighs 3 pounds and the average cost of manufacture will be 7000+ silver pennies. It will take about five months to manufacture. The Experience Multiple for this ritual is 550.

AMON "The Marquis of Fire"

Base Chance: 17% **Lesser Spirits:** 40%

Description: Amon appears as a wolf with a serpent's tail. In this form he has the capacity to spit fire balls to a distance of 20 feet. He may also appear as a raven-headed man (often with a dog's teeth).

Talents, Skills, and Magic: Amon is a mage of the College of Fire Magics. He has no Skills, but possesses the following powers: He may give a true account of events that have passed in the place he is standing and may guess accurately at what is to come in that place. He also has the power to cause all but sworn enemies to look upon each other as true friends and to desire each other's company above others.

Movement Rates: Running: 400

PS: 26 **MD:** 5/20 **AG:** 29/23 **MA:** 30

EN: 23 **FT:** 35 **WP:** 28 **PC:** 31

PB: 6 **TMR:** 8 **NA:** Skin absorbs 3 DP

Weapons: When in wolf form, Amon may use his claws to rend in Close Combat with a BC of 50% for D10+2. Amon's claws are Rank 8. In both wolf and man-raven form, Amon may bite or peck in Close Combat with a BC of 60% of doing D10+3. Amon's bite is Rank 8. Amon's fireballs are useable in Ranged or Melee Combat, have a BC of 40%, do D10+6, and are Rank 9.

Comments: Where two numbers are given for one of Amon's characteristics, the first applies to him in wolf form, the second in raven-man form.

ANDRAS "Marquis of Discord"

Base Chance: 35% **Lesser Spirits:** 30%

Description: Andras appears as an angel with the head of a raven. He rides a dire wolf and carries a magical sword aloft in his right hand. The sword burns as with fire and drains 2 FT when it hits in addition to any other damage it may cause. In all other respects, Andras' sword is treated as a normal broadsword.

Talents, Skills, and Magic: Andras is a mage of the College of the Mind. He possesses the following Skills: Assassin, Beast Master, Military Scientist, Spy, Thief. His presence in a party will be an automatic cause of disruption and discord since he delights in such things and may not be made to cease encouraging bad feelings even when bound.

Movement Rates: Running: 400; Flying: 450

PS: 28 **MD:** 30**AG:** 29 **MA:** 30

EN: 27 **FT:** 36 **WP:** 25**PC:** 29

PB: 31 **TMR:** 8/9 **NA:** Skin absorbs 3 DP

Weapons: Andras has no natural weapons. He is treated as a human for purposes of unarmed combat. Andras may wear specially manufactured armor and carry weapons provided by the summoner. He will always use his sword, however, in preference to other weapons unless it is broken.

ANDREALPHUS "The Beautiful Marquis"

Base Chance: 37% **Lesser Spirits:** 30%

Description: Andrealphus appears initially as a great and beautiful Peacock, but this is an insubstantial form, and he is without power in that guise. At the summoner's command, he will be forced to adopt the form of a man.

Talents, Skills, and Magic: Andrealphus is a member of the College of Illusions. He possesses the following Skills: Alchemist, Mechanician, Merchant, Navigator. He is a great teacher of all forms of measurement and celestial studies. An hour in his teaching will increase the pupil's abilities in counting and measuring fourfold. Any Skill dependent upon such talents will also be increased thereby and subsequent increase in Rank will cost only half EP's (round down).

Movement Rates: Running: 350

PS: 26 **MD:** 25**AG:** 25 **MA:** 30

EN: 24 **FT:** 35 **WP:** 32**PC:** 25

PB: 17 **TMR:** 7 **NA:** Skin absorbs 2 DP

Weapons: Andrealphus has no natural weapons. He is treated as a human in unarmed combat. Andrealphus may wear armor and use weapons provided by the summoner, but only if they are silvered or silvered. He will not use any other kind of armor or weapons.

Comments: For a payment of the life of a human being, Andrealphus will turn the summoner into a bird for a period of one hour. Each individual transformation or hour of transformation must be purchased by the sacrifice of an additional human being. Andrealphus eats the souls of those sacrificed in this manner. He must be present during the sacrifice.

CIMEJES "Marquis of the Dark Continent"

Base Chance: 38% **Lesser Spirits:** 20%

Description: Cimejes appears as a powerful black man riding upon a black horse.

Talents, Skills, and Magic: Cimejes is a master of the College of Ensorcelments and Enchantments. He Possesses the following skills: Alchemist, Beast Master, Healer, Merchant, Military Scientist, Spy, Thief. He is a great linguist. He also has the ability to find things that have been lost or hidden (especially treasure) anywhere within 100 feet of him.

Movement Rates: Running: 350

PS: 26 **MD:** 24**AG:** 24 **MA:** 29

EN: 27 **FT:** 38 **WP:** 31**PC:** 32

PB: 18 **TMR:** 7 **NA:** Skin absorbs 3 DP

Weapons: Cimejes has no natural weapons. He is treated as a human in unarmed combat. He will wear any armor and any weapons provided by the summoner, but will first insist that any armor be lacquered black to match his skin.

DECARABIA "The Marquis in the Pentacle"

Base Chance: 39% **Lesser Spirits:** 30%

Description: Decarabia will first appear as a bright star burning inside a pentacle of fire and will remain in this insubstantial and powerless form until ordered to adopt human form by the summoner. Upon adopting human form, Decarabia will appear naked and remain so unless clothed by the summoner. He will always be surrounded by a barely-detectable blue aura where his skin is exposed.

Talents, Skills, and Magic: Decarabia is a member of the College of the Mind. He possesses the following Skills: Alchemist, Beast Master, Merchant, Ranger and Troubadour. He can command all types of birds by their Generic and Individual True Names in the same manner as a Namer, despite the fact that he is not a member of the College of Naming Incantations.

Movement Rates: Running: 350

PS: 24 **MD:** 25**AG:** 25 **MA:** 31

EN: 23 **FT:** 34 **WP:** 34**PC:** 37

PB: 26 **TMR:** 7 **NA:** Skin absorbs 3 DP

Weapons: Decarabia has no natural weapons. He is treated as a human in unarmed combat. He will wear any armor and use any weapons provided by the summoner.

FORNEUS "Marquis of the Waters"

Base Chance: 23% **Lesser Spirits:** 29%

Description: Forneus appears as a great monster of the sea 30 feet long and 6 feet in diameter. His scales are precious stones, his eyes are like fire and the flesh of drowned sailors clings to his teeth.

Talents, Skills, and Magic: Forneus is the greatest mage of the College of Water Magics. He possesses the following skills: Beast Master, Military Scientist and Navigator. He also is a great linguist and may make men knowing in tongues. An hour spent in his company in the learning of a language is equal to two months of learning from any non-demonic teacher.

Movement Rates: Swimming: 600

PS: 15**MD:** None **AG:** 28 **MA:** 38

EN: 60 **FT:** 80 **WP:** 35**PC:** 25

PB: 2 **TMR:** 12 **NA:** Skin absorbs 10 DP

Weapons: Forneus is a 7 hex creature and may roll over one hex characters, using his entire body as a weapon. In addition, his bite may be used in Melee or Close Combat to do 2D10+5 (total possible damage of 25) with a BC of 50% and a Rank of 10. Forneus may not wear armor. Since he has no gripping members, he may not use weapons.

Comments: The Ritual of Summoning Forneus may only be performed while at sea or on a coastline where Forneus can remain in the water. He may never appear on land.

LERAJE "The Marquis of Archers"

Base Chance: 19% **Lesser Spirits:** 30%

Description: Leraje appears as a man clothed in forest green and carrying a great bow and quiver.

Talents, Skills, and Magic: Leraje is a member of the College of Earth Magics. He possesses the following skills: Alchemist, Assassin, Beast Master, Military Scientist, Navigator, Ranger, Spy, Thief and Troubadour. He also possesses the power to make wounds that have been inflicted by arrows or quarrels putrefy. Add 60 to the Infection Chance whenever Leraje or anyone assisted by him inflicts damage with arrows.

Movement Rates: Running: 350

PS: 28 **MD:** 30**AG:** 27**MA:** 28

EN: 24 **FT:** 35 **WP:** 26**PC:** 35

PB: 32 **TMR:** 7 **NA:** Skin absorbs 4 DP

Weapons: Leraje possesses no natural weapons. He is treated as manlike in that respect. However, the Greatbow he carries may only be pulled by him. It has a Range of 450 hexes (2250 feet) and a BC of 75%. It does +6 damage. He will not wear armor, but may carry other weapons. Leraje will always use his bow in preference to all other weapons, however.

Comments: Leraje is a lover of strife and will attempt to provide battle whenever possible. Chance encounters between normally neutral parties will usually end in a bloody combat to the death if Leraje is present and this should be taken into account by the GM.

MARCHOSIAS “Marquis of the Seventh Throne”

Base Chance: 25% **Lesser Spirits:** 30%

Description: Marchosias appears as a great Ox with the wings of a Gryphon, the tail of a serpent and a breath of fire shaped like a cone 6 feet long and 4 feet wide at the base. He may take the shape of a man, but will be insubstantial and powerless in this form.

Talents, Skills, and Magic: Marchosias is a practitioner of the College of Sorceries of the Mind. He possesses the following skills: Beast Master, Military Scientist and Ranger.

Movement Rates: Running: 400; Flying: 300

PS: 65 **MD:** 5 **AG:** 18 **MA:** 28

EN: 35 **FT:** 45 **WP:** 30**PC:** 25

PB: 6 **TMR:** 8/6 **NA:** Skin absorbs 6 DP

Weapons: Marchosias may charge in the same manner as a multi-hex character in combat. His horns have a BC of 40%, doing +4 damage and are Rank 10. His hooves have a BC of 45%, doing +5 damage in Close Combat. Marchosias breath has a BC of 70% in Melee Combat, but may not be used in Close Combat. It does +10 damage and is Rank 3.

Comments: Marchosias loves a good fight and will always counsel attack in any situation, often disobeying his summoner in his desire to charge and rend the enemy.

NABERIUS “The Valiant Marquis”

Base Chance: 21% **Lesser Spirits:** 19%

Description: Naberius appears as a large black crane which flutters around the summoner and speaks in a rough and grating voice.

Talents, Skills, and Magic: Naberius is a master of the College of the Mind. He possesses the following skills: Alchemist, Assassin, Healer, Mechanician, Merchant, Military Scientist, Navigator, Spy, Thief and Troubadour. Naberius is a great teacher and an hour spent in his company learning a skill is equal to two weeks attempting to learn the skill with non-demonic aid and allows the student to progress at half the normal EP cost.

Movement Rates: Running: 250; Flying: 350

PS: 20 **MD:** 16**AG:** 18**MA:** 36

EN: 20 **FT:** 33 **WP:** 34**PC:** 27

PB: 22 **TMR:** 5/7 **NA:** Skin absorbs 3 DP

Weapons: Naberius' beak does +3 damage in either Melee or Close Combat with a 50% BC. It is Rank 8. Naberius claws may be used to grip weapons. In addition, they have a BC of 45% of doing +1 damage in Close Combat. They are Rank 6. Naberius may not wear armor.

Comments: Naberius has the special power to restore lost dignities by manipulating events to the summoner's advantage. A summoner who has lost favor at court might use the power of Naberius to help him regain his station. The GM must take this special power into account.

ORIAS “The Celestial Marquis”

Base Chance: 33% **Lesser Spirits:** 30%

Description: Orias appears in the form of a lion, but with the tail of a serpent. He bears in his front claws a pair of great hissing serpents and rides a mightily-thewed war horse.

Talents, Skills, and Magic: Orias is a mage of the College of Celestial Magics. He possesses the following Skills: Beast Master, Navigator. He can reconcile all but the most bitter enemies and any summoner who finds his favor will be subject to assistance in acquiring honors and dignities.

Movement Rates: Running: 500

PS: 35 **MD:** 9 **AG:** 30 **MA:** 30

EN: 34 **FT:** 42 **WP:** 32**PC:** 34

PB: 18 **TMR:** 10 **NA:** Skin absorbs 4 DP

Weapons: The demon's claws do +4 damage in Melee and Close Combat and have a BC of 40%. They are Rank 6. The demon's bite does +3 damage in Close Combat and has a BC of 45%. It is Rank 4. Orias may not use weapons or wear armor.

PHENEX “The Immortal Marquis”

Base Chance: 27% **Lesser Spirits:** 20%

Description: Phenex always appears as the great bird, the Phoenix. He speaks with the voice of a small child and sings sweetly and hypnotically to any who will listen.

Talents, Skills, and Magic: Phenex is a practitioner of the College of the Mind. He possesses the following Skills: Alchemist, Beast Master, Healer, Mechanician, Merchant Military Scientist, Navigator, Troubadour. The songs of Phenex will hypnotize his victims (including the summoner) who will then willingly enter the demon's mouth to be devoured. Care must always be taken when dealing with him.

Movement Rates: Running: 200; Flying: 400

PS: 75 **MD:** 16**AG:** 18 **MA:** 30

EN: 26 **FT:** 32 **WP:** 33**PC:** 27

PB: 34 **TMR:** 4/8 **NA:** Skin absorbs 5 DP

Weapons: The demon's beak does +6 damage in Melee or Close Combat and has a BC of 40%. It is Rank 5. The demon's claws do +4 damage in Melee or Close Combat, have a BC of 35% and are Rank 3. Phenex may not wear armor or use weapons.

Comments: Phenex is ever hungry for human flesh and will attempt to sing except when bound so as to draw victims close to his mouth where they can be devoured.

SAMIGINA “Marquis of Dead Souls”

Base Chance: 15% **Lesser Spirits:** 300/o

Description: Samigina appears as a small ass though he may take on human form if the summoner so orders.

Talents, Skills, and Magic: Samigina is a master of the College of Necromantic Conjurations. He possesses the following skills: Alchemist Healer, Mechanician, Merchant, Military Scientist, Navigator, Troubadour. He has the power to converse with and give an account of all beings who have died, except for servants of the Forces of Light.

Movement Rates: Running: 350

PS: 25/23 **MD:** 5/20 **AG:** 20/25 **MA:** 30

EN: 30 **FT:** 40 **WP:** 30**PC:** 32

PB: 10 **TMR:** 7 **NA:** Skin absorbs 4 DP

Weapons: When in the form of an ass, Samigina may bite in Close Combat with a BC of 50% of doing +2 with a Rank of 10. He may also trample with his hooves in Close Combat with a BC of 50% or use his hooves in Melee Combat with a BC of 40%. His hooves are

Rank 10 and do +4 damage. Samigina will never agree to use weapons or wear armor.

Comments: Where two numbers are given for one of Samigina's characteristics, the first is for his ass form, the second for his human form.

SAVNOK "Marquis of Corruption"

Base Chance: 30% **Lesser Spirits:** 500/o

Description: Savnok appears as a great warrior with the head of a lion riding a pale horse.

Talents, Skills, and Magic: Savnok is a member of the College of Earth Magics. He possesses the following Skills: Beast Master and Military Scientist. In addition, he possesses the power to raise high towers, castles, and cities from out of earth and stone and to shape for them furniture and armor. Any wounds he inflicts will automatically become infected and will not be cured except by magic.

Movement Rates: Running: 350

PS:28 **MD:** 30**AG:** 29 **MA:** 30

EN: 26 **FT:**35 **WP:** 33**PC:**29

PB: 24 **TMR:** 7 **NA:** Skin absorbs 4 DP

Weapons: Savnok's bite inflicts +4 damage in Close Combat and has a BC of 50%. It is Rank 4. Savnok may appear wearing any type of armor. He prefers axes, spears, and daggers, but will use other weapons if the summoner provides them.

Comments: Savnok may start horrible plagues which cause their victims to break out in rotten sores full of worms and which will ultimately lead to death unless cured by magic.

SHAZ "The Thieving Marquis"

Base Chance: 31% **Lesser Spirits:** 30%

Description: Shaz appears as a great bird speaking with a subtle voice.

Talents, Skills, and Magic: Shaz is a member of the College of Illusions. He possesses the following Skills: Assassin, Merchant, Ranger, Spy, Thief. He may will an individual to lose his sight or hearing or ability to comprehend the spoken word if the summoner so desires. He is an accomplished Thief and a hoarder of useful things (especially fine horses) which he keeps in his dimension.

Movement Rates: Running: 150; Flying: 450

PS: 23 **MD:** 18**AG:** 26 **MA:** 30

EN: 25 **FT:** 35 **WP:** 38**PC:** 35

PB: 18 **TMR:** 3/9 **NA:** Skin absorbs 3 DP

Weapons: Shaz's beak does +2 damage in Melee or Close Combat, has a BC of 50%, and is Rank 8. His talons do +1 damage and have a BC of 40%. They are Rank 5 and may be used in Melee or Close Combat. Shaz may not use weapons or wear armor.

Comments: Shaz is an inveterate liar and deceiver. If commanded to reveal information or fetch items from his hoard, there is only a 50% chance that he will speak entirely true or fetch the right items unless he is placed in a triangle and compelled by a Ritual of True Speaking.

6. Ritual for Summoning Demonic Kings (R-6)

This ritual is used for summoning the following demons from the seventh plane: Asmoday, Bael, Balam, Beleth, Belial, Palmon, Purson, Vine and Zagan. These demons may only be summoned between 9 in the morning and noon and between 3 in the afternoon and sunset.

The only shield that will protect against the possibility of backfire while summoning Kings is a disk of hammered gold inscribed with the names of the Kings of the seventh plane. This Shield may only be manufactured by Shaping magicians. It weighs three pounds and the average cost of manufacture will be 15,000+ silver pennies. It will take about six months to manufacture. The Experience Multiple for this ritual is 600.

ASMODAY "The Infernal King"

Base Chance: 13% **Lesser Spirits:** 72%

Description: Asmoday appears as a man with three heads (that of a man, a bull, and a ram). He has a serpent's tail and breathes a cone of fire 25 feet long and 10 feet wide at the extreme end. His feet are webbed like those of a goose, and he comes riding upon a great infernal dragon and carries a heavy spear with a banner. The blade of his spear is poisoned.

Talents, Skills, and Magic: Asmoday is a master of the College of Sorceries of the Mind. He possesses the following Skills: Alchemist, Beast Master, Military Scientist, Mechanician, Merchant, Navigator, Healer. In addition, Asmoday has the power to locate any treasure hidden within 50 feet of him. He also has the power to turn those who serve him into beasts for short periods if they so desire.

Movement Rates: Running: 350

PS:25 **MD:** 30**AG:** 28 **MA:** 35

EN: 25 **FT:**35 **WP:** 36**PC:**29

PB: 4 **TMR:** 7 **NA:** Skin absorbs 4 DP

Weapons: Asmoday may make two horn attacks in Close Combat in addition to any other attacks. Each has a BC of 35% and does +2 damage. They are both Rank 10. In addition, Asmoday's breath of fire has a BC of 50% in Melee and of 80% in Close Combat and does +4 damage. It is Rank 5. He may not wear armor, but will accept other weapons for use in addition to his spear if they are gilded.

Comments: Asmoday will not serve the summoner unless he is provided with a maiden upon whom he may visit his carnal desires once his service is complete. He will immediately transport her to his own dimension upon agreeing to serve the summoner. He may not be bound.

BAEL "The King in the East"

Base Chance: 5% **Lesser Spirits:** 66%

Description: Bael may appear as either a man, a toad, or a cat, or he may appear as a man with the tail and claws of a cat and the head of a toad. He is recognizable by his hoarse sinister voice. The form he most often adopts and that he uses in combat is that of the toad-headed man-cat. He may adopt a new form at will.

Talents, Skills, and Magic: Bael is a master of the College of Ensorcelments and Enchantments. He has the power to make himself totally invisible at will.

Movement Rates: Running: 300

PS: 25 **MD:** 23**AG:** 25 **MA:** 30

EN: 23 **FT:** 35 **WP:** 35**PC:** 30

PB: 4 **TMR:** 6 **NA:** Skin absorbs 3 DP

Weapons: Bite has a BC of 40%, does -1 damage, and is always Rank 10. Claws have a BC of 45%, do +2 damage, and are always Rank 10. Bite may only be used in Close Combat. Claws may be used in either Melee or Close Combat. Bael will not wear armor, but will use gilded weapons if the summoner provides them.

BALAM "The Terrible King"

Base Chance: 15% **Lesser Spirits:** 40%

Description: Balam appears as a man with three heads (one of a man, one of a bull, and one of a ram), the tail of a serpent, and bright flaming red eyes that can be seen at a great distance. He usually comes riding upon a great bear and carries a Goshawk on one wrist. He speaks with a hoarse voice.

Talents, Skills, and Magic: Balam is a mage of the College of the Mind. He possesses the following Skills: Alchemist, Merchant, Spy, Troubadour. He also has the power to make men witty -each hour spent in the company of Balam counts as one month of training in the Troubadour Skill and no EP's are expended to advance in this skill as a result of his teaching.

Movement Rates: Running: 300

PS: 25 **MD:** 23**AG:** 21 **MA:** 34

EN: 22 **FT:** 32 **WP:** 30**PC:** 30

PB: 3 **TMR:** 6 **NA:** Skin absorbs 3 DP

Weapons: Balam may make two horn attacks in Close Combat in addition to any other attacks. Each has a BC of 30% and does +2

damage. They are both Rank 10. Balam will refuse to wear armor, but will accept and use gilded weapons if the summoner provides them. He will not always return these weapons.

BELETH “The Mad King”

Base Chance: 9% **Lesser Spirits:** 85%

Description: Beleth always appears in the shape of a large man riding a pale horse. He is preceded by music and appears in a rage whereat he will attempt to kill anything not within the summoner’s circle of protection. He breathes a cone of fire 25 feet long and 10 feet wide at the extreme end.

Talents, Skills, and Magic: Beleth is a master of the College of Fire Magics. In addition, he is possessed of the talent of causing any individuals of the summoner’s choice (not necessarily humanoids) to submit to the sexual desires of the summoner until he (the summoner) is sated.

Movement Rates: Running: 300

PS: 22 **MD:** 23 **AG:** 22 **MA:** 29

EN: 24 **FT:** 35 **WP:** 30 **PC:** 26

PB: 10 **TMR:** 6 **NA:** Skin absorbs 3 DP

Weapons: Beleth’s breath has a BC of 50% in Melee Combat and of 80% in Close Combat and does +4 damage. It is Rank 3. Beleth will wear silver or gilded armor (he much prefers the latter) if provided by the summoner and will use gilded weapons. He will claim these as gifts before departing this plane.

BELIAL “King of Fire”

Base Chance: 19% **Lesser Spirits:** 50%

Description: Belial appears as a two-headed angel and may ride a chariot of fire. He speaks with a comely voice.

Talents, Skills, and Magic: Belial is a mage of the College of Fire Magics. He also possesses the following Skills: Merchant, Beast Master. He will cause all but sworn enemies of the summoner to look upon the summoner as their true friend, as described in 55.

Movement Rates: Running: 300; Flying: 400

PS: 28 **MD:** 30 **AG:** 23 **MA:** 31

EN: 25 **FT:** 37 **WP:** 30 **PC:** 30

PB: 28 **TMR:** 6/8 **NA:** Skin absorbs 3 DP

Weapons: Belial has no natural weapons. Belial will demand gifts of gilded armor and weapons before he can be bound to service. He will never return these to the summoner. He is treated as a human for purposes of unarmed combat.

Comments: The services of Belial must be paid for in advance in the only coin he will accept: human suffering. As part of the Ritual of Summoning Belial, the summoner must torture to death a human being (preferably an innocent child or a maiden since Belial prefers the suffering of innocents and may refuse an offering of a warrior). He may not be bound.

PALMON “King of Domination”

Base Chance: 7% **Lesser Spirits:** 100%

Description: Palmon appears as a man with a crown of light upon his head and is often seen riding a dromedary. His appearance will always be accompanied by the sound of trumpets and cymbals played by an invisible band of demonic musicians. His voice is heard as a roaring at first, but he can be compelled to speak understandably as a man.

Talents, Skills, and Magic: Palmon is a master of the College of the Mind. His Skills include: Alchemist, Astrologer, Beast Master, Healer, Mechanician, Merchant, Military Scientist, Navigator, Ranger, Troubadour.

Movement Rates: Running: 300

PS: 22 **MD:** 24 **AG:** 24 **MA:** 34

EN: 23 **FT:** 34 **WP:** 35 **PC:** 35

PB: 25 **TMR:** 6 **NA:** Skin absorbs 3 DP

Weapons: Palmon has no natural weapons. He is treated as a human for purposes of unarmed combat. He will use weapons and armor that are gilded if these are provided by the summoner.

Comments: Palmon may be accompanied by two kings (Abalim and Labal) who assist and protect him. Each will possess characteristics 2-3 points lower than Palmon’s. They will possess the same Skills and Magics, but only at Rank 10. Neither Palmon nor the two Kings may be bound.

PURSON “The Comely King”

Base Chance: 11% **Lesser Spirits:** 22%

Description: Purson appears as a muscular and well-proportioned man, but with the face of a lion and carries a viper in his hand. He is preceded by trumpets and often appears riding upon a bear. He may also appear in insubstantial form as a fairy.

Talents, Skills, and Magic: Purson is a member of the College of Naming Incantations and knows the Generic True Name of all things on the Mundane Plane. He has an 80% chance of knowing the Individual True Name of any being he encounters. He possesses the following Skills: Alchemist, Astrologer, Healer, Mechanician, Merchant, Military Scientist, Navigator.

Movement Rates: Running: 300; Flying: 500

PS: 21 **MD:** 23 **AG:** 23 **MA:** 33

EN: 21 **FT:** 35 **WP:** 34 **PC:** 35

PB: 12 **TMR:** 6/10 **NA:** Skin absorbs 3 DP

Weapons: Purson’s bite has a BC of 40% of doing +2 damage in Close Combat and is Rank 6-8. Purson will wear gilded armor and use gilded weapons if they are provided by the summoner.

VINE “The Lion-Headed King”

Base Chance: 12% **Lesser Spirits:** 36%

Description: Vine always appears as a lion-headed man, sometimes riding a great black horse and bearing a viper in his hand.

Talents, Skills, and Magic: He is a mage of the College of Naming Incantations. He also possesses the following Skills: Alchemist, Merchant, Military Scientist, Navigator, Mechanician. Vine has the ability to control weather, create earthquakes, detect the presence of magic, and transport and bind stone into magical dwellings.

Movement Rates: Running: 300

PS: 23 **MD:** 25 **AG:** 25 **MA:** 35

EN: 22 **FT:** 33 **WP:** 32 **PC:** 36

PB: 8 **TMR:** 6 **NA:** Skin absorbs 3 DP

Weapons: Vine’s bite has a BC of 40% of doing +3 damage in Close Combat and is always Rank 10. Vine will wear gilded armor and use gilded weapons if these are provided by the summoner.

ZAGAN “The Winged King”

Base Chance: 17% **Lesser Spirits:** 33%

Description: Zagan appears as a great bull with gryphon’s wings, but may choose to adopt human form at will.

Talents, Skills, and Magic: Zagan is a master of the College of Illusions. He possesses the following Skills: Alchemist, Merchant. He can change blood or water to wine and wine to blood at will. He can shape all metals into coins of the realm. He makes men witty and one hour in his company is equal to 3 weeks experience in learning the Troubadour Skill. Progress in this Skill costs only half the normal EP cost if the summoner is taught by Zagan. He makes fools wise (see Comments).

Movement Rates: Running: 400; Flying: 300

PS: 65/30 **MD:** 5/25 **AG:** 20/23 **MA:** 30

EN: 35 **FT:** 40 **WP:** 28 **PC:** 25

PB: 6 **TMR:** 8/6 **NA:** Skin absorbs 6 DP

Weapons: Zagan may charge in the same manner as a multi-hex character in combat. His horns have a BC of 40% of doing +4 damage and are Ranked at 10. His hooves have a BC of 45% of doing +5 damage in Close Combat and are Ranked 8. Horns may be used in Melee or Close Combat. Zagan will agree to wear gilded armor while in his human form and will employ gilded weapons in that form.

Comments: Any character in the presence of Zagan may have his Willpower and Magical Aptitude increased by 10 and his Perception increased by 5 at the discretion of the summoner. This effect lasts as long as the character remains in Zagan's presence. Where two numbers are given for a characteristic, the first is for the bull form.

64. The College of Lesser Summonings

The College of Lesser Summonings is concerned with the summoning, conjuring, and binding of entities of the same plane as the Adept and with establishing communication with such entities. All summoning and bindings of this College are a form of spell magic. Conjurations are a form of ritual magic, and establishing communications can be accomplished via either spell or talent magic. Summoning is the act of calling entities who inhabit the same general area of the Adept. The controlled input of mana along with the utterance of the name of the entity to be summoned allows the call to travel to the spot where the entity may be found. The summoned entity hears the call and appears in the location from which the Adept issued his summons (even if the Adept has since moved to another location). The mana flow also creates a magical path over or through which the entity travels, thus allowing it to traverse the distance in much less time than normal. The entity to be summoned must be native to the area the Adept occupies and be within range of the call. Thus, an Adept in the middle of an expansive grassy plain, and not within range of an area of caverns, would be unable to summon a Dragon (which are native to caverns, not plains). The GM always controls summoned entities. As with Adepts of other Colleges, Adepts of Lesser Summonings may learn True Names from Namers, but may never attain Rank with them. Summonings may take the form of general calls (e.g., summoning all Wraiths within range) or specific calls (e.g., summoning the Wraith Catio, if he is within range). Unintelligent summoned entities who are not bound will, at the GM's discretion, remain in the area until they choose to leave (due to natural wanderlust) or are driven away.

Unbound intelligent summoned entities will stay or leave as they choose. In either case, the GM should perform a reaction roll to aid him in choosing. Once bound, an intelligent entity will remain until no longer bound and then immediately attempt to leave. Conjuring is the act of detecting entities occupying the same Plane as the Adept (but not necessarily the same area) and physically and instantly transporting them into the presence of the Adept. The entity to be conjured need not be native to the area the Adept occupies. All conjuration rituals must be performed from within a Circle of Protection and Pentacle. An Adept preparing to perform a conjuration draws a Pentacle within a Circle of Protection

All Adepts of the College are presumed to acquire, as part of their basic equipment during their studies, an 8-ounce box of multicolored chalks for the purpose of drawing these figures (value for replacement purposes is 50 silver pennies). The Adept stands within the Circle of Protection. Within the Circle, the Adept and his companions are safe from any attack by the conjured entity. Conjured entities always materialize outside the Circle, unless the conjuration ritual backfires, in which case the entity materializes within the Circle, breaking it and negating the protection it affords. Neither the Circle nor the Pentacle is necessary, nor do they provide any benefit in summoning.

The GM always controls conjured entities. A conjured entity will remain with the Adept for a number of hours equal to the Adept's Rank with the conjuration ritual. At the end of that time, it will immediately return whence it came. Binding is the act of forcing an entity (whether summoned, conjured, or appearing naturally) to obey the commands of the Adept in all things.

The GM controls bound entities, although he refers to the Adept who controls the entity to ascertain his orders for the entity. An entity need not have been summoned or conjured to be bound, nor need it have been summoned or conjured to be communicated with via spell or

talent. The spells, talents, and rituals of this College affect particular classes of entities. These classifications match those appearing in the DragonQuest rules, with the following exceptions:

Creatures of Light are entities that the GM may have designated as having an affinity with the Power of Light, which are normally associated with what we would term "good." Any member of a character race may be known as a Servant of Light, which means he will value the doing of good and the prevention of evil above all other things. This allegiance may be declared in any manner the GM desires within his world. Certain creatures have a history of affinity with the aims of Light, and those creatures in the following list are denoted with an (L).

Creatures of Darkness are entities that the GM may have designated as being aligned with the Powers of Darkness, which are normally associated with what we would term "evil." These creatures will be in addition to the Creatures of Night and Shadow (see 140.), which are known to be aligned with Darkness. Any member of a character race may be known to be aligned with Darkness, in which case he will be inherently evil. As with Light, certain creatures, in addition to those listed in Section 140., have a history of affinity with Darkness, and those creatures are denoted in the following list with a (D).

Any sentient being may choose to be aligned with Light, Darkness, or neither (being considered neutral for all game purposes). Beings that refuse to take a stand will be in the vast majority in any DragonQuest world. The GM is the final arbiter as to which creatures in his world are aligned with what (the indications on the following list are but a guide). See the Magic Colleges of Celestial Magics, Necromantic Conjurations, and Black Magics for more information on this subject. Classifications include the following:

Apes and Prehumans: Baboons, Gorillas, Neanderthals, Orang-Outangs, Sasquatch

Felines: Cheetahs, House Cats, Leopards, Lions, Sabretooth Tigers, Tigers, Wild Cats

Great Land Mammals: Bears, Boars, Camels, Elephants, Oxen, Stags, Woolly Mammoths

Small Land Mammals: Dingoes, Hyenas, Jackals, Mongooses, Rats, Weasels, Wolves

Common Avians: Buzzards, Eagles (L), Goshawks, Owls

Fantastical Avians: Gargoyles (D), Gryphons, Harpies, Hippogriffs, Pegasi, Phoenixes, Rocs

Fish: Barracuda, Manta Rays, Pike, Piranha, Sharks

Aquatic Mammals: Dolphins (L), Great White Whales, Killer Whales, Merfolk

Other Aquatics: Eels, Kraken, Octopi, Squids

Lizards and Kindred: Basilisks, Crocodiles, Giant Land Turtles, Hydras, Land Iguanas, Salamanders, Suarime, Wyverns

Snakes: Asps, King Cobras, Mambas, Pythons, Spitting Najas

Insects and Spiders: Black Widow Spiders, Fire Ants, Killer Bees, Scorpions, Tarantulas

Giant Humanoids: Cloud Giants, Fire Giants, Hill Giants, Frost Giants, Stone Giants, Storm Giants, Ogres, Titans, Trolls

Fairy Folk: Brownies (L), Dryads, Elves, Fossegrims, Leprechauns, Nixies, Nymphs, Pixies, Satyrs, Sylphs

Earth Dwellers: Dwarves, Gnolls, Gnomes, Goblins (D), Halflings, Hobgoblins, Kobolds, Orcs

Fantastical Monsters: Centaurs, Chimerae, Giant Amoebae, Gorgons, Manticores, Minotaurs, Nagas (L), Sphinxes, Unicorns (L)

Creatures of Light (L)

Creatures of Darkness: (including Creatures of Night and Shadows:) Bats, Dire Wolves, Doppelganger, Weres (D)

Summonables: Djinni, Efreeti, Air Elementals, Earth Elementals, Fire Elementals, Water Elementals, Hellhounds (D)

Lesser Undead: Ghosts, Ghouls, Revenants, Skeletons, Zombies

Greater Undead: Night-Gaunts, Vampires (D), Wights, Wraiths

Dragons: Black Dragons, Blue Dragons, Golden Dragons (L), Green Dragons (D), Red Dragons, Yellow Dragons

Riding Animals: Donkeys, Draft Horses, Mules, Mustangs, Palfreys, Ponies, Quarterhorses, Warhorses

[64.1] **Adepts of the College of Lesser Summonings are restricted in the practice of their arts in several ways.**

An entity may not be summoned or bound by an Adept if another Adept already binds it. In addition, an entity may never be summoned to leave its natural habitat and enter some other habitat that it does not normally frequent. Sufficient space must be available in which an entity could materialize before that entity may be conjured. An entity may be conjured into an environment in which it could not survive, but arrives in that environment dead or dying. A fish conjured from the ocean onto dry land, for instance would arrive near death. An Adept may successfully communicate commands to a bound entity only if the Adept has also cast a spell of communication over the entity, or the entity is affected by the operations of T-1 of this college. When an Adept attempts a summoning spell, there is a chance (determined by the entity's class) that the summoned entity will attack someone, something, and/or the Adept and his party. This reaction chance may be modified if the GM feels the characters have taken actions that would either antagonize or appease the entity.

[64.2] **The Base Chance of performing any spell or ritual of the College of Lesser Summonings is affected by a variety of factors.**

The following numbers are added to the Base Chance of performing any spell of the College of Lesser Summonings:

| | |
|---------------------------------------------------|-----|
| Adept is attempting to summon a Very Rare Monster | -15 |
| Adept is attempting to summon a Rare Monster | -10 |
| Adept is attempting to summon an Uncommon Monster | -5 |
| Adept is attempting to summon a Common Monster | +5 |
| Adept knows the entity's Generic True Name | +5 |
| Adept knows the entity's Individual True Name | +25 |

[64.3] Talents

1. Communicate with Lesser Beasts (T-1)

The Adept can always communicate with monsters belonging to the following groups. Apes and Prehumans, Felines, Great Land Mammals, Small Land Mammals, Common Avians, Fish, Aquatic Mammals (except Merfolk), Other Aquatics, Lizards and Kindred, Snakes, Insects and Spiders, Creatures of Night and Shadow, and Riding Animals. A monster of these groups with which the Adept wishes to communicate must be within 25 feet (+20 per Rank) of the Adept. Communication takes the form of telepathically communicating thoughts (including orders) to the subject and of reading the subject's mind. Base Chance is 40% (+3 per Rank). The Experience Multiple for this talent is 150 and it May not be resisted

2. Detect Aura (T-2)

Whenever confronted by an object or being whose nature is unknown to him, the Adept's player may tell the GM that he is attempting to detect the Aura of the being or object. The GM rolls D100. If the resulting number is less than or equal to the modified Perception of the Adept, the Aura is detected. The Adept's Perception is subject to modification in the same manner as any Base Chance. This talent may be Actively (but not Passively) resisted. In addition to any other modifications, the Adept's Perception is modified as follows:

| | |
|------------------------------------------------------------------------------------------------------------------|----|
| For every 10 feet (after the first 10) separating the Adept from the being or object whose Aura he wants to read | -1 |
| For each Rank the Adept has with the Detect Aura Talent | +5 |

The results of detection are the same as those given for this talent in 55.3. The Experience Multiple for this talent is 50.

[64.4] General Knowledge Spells

1. Spell of Summoning Small Land Mammals (G-1)

Range: 40 miles +5 additional per Rank

Duration: Immediate

Experience Multiple: 100

Base Chance: 60%

Resist: May not be resisted

Effects: The Adept may summon one monster (+2 per Rank) from the Small Mammals group. only one type from this class may be summoned per cast. The monster summoned must be native to the area. The summoned monster will appear in 5 minutes (-30 seconds per Rank) after the spell is cast. The monster appears in an uncontrolled state, and there is a 20% chance that it will attack someone or something upon appearance.

2. Spell of Summoning Fish and Other Aquatics (G-2)

Range: 40 miles +5 additional per Rank

Duration: Immediate

Experience Multiple: 125

Base Chance: 35%

Resist: May not be resisted

Effects: The Adept may summon one aquatic non-mammal (+1 per Rank), or 10 pike or piranha (+10 per Rank). The summoned monster(s) must be native to the area, and only one type may be chosen per cast. The summoned monster(s) will appear in 10 minutes (-30 seconds per Rank) after the spell is cast. The monster(s) appears in an uncontrolled state, and there is a 90% chance that it will attack someone or something upon appearance. There is a 100% chance that piranha will attack upon appearance.

3. Spell of Summoning Lizards and Kindred, Snakes, Insects and Spiders (G-3)

Range: 40 miles +5 additional per Rank

Duration: Immediate

Experience Multiple: 100

Base Chance: 35%

Resist: May not be resisted

Effects: The Adept may summon one monster (+1 per Rank) from among the three classes, Lizards and Kindred, Snakes, or Insects and Spiders. Note that Killer Bees and Fire ants appear in groups of 30, each group counting as one monster for purposes of this spell. Only one type of monster from among those subsumed under these three classes may be summoned per cast. The monster summoned must be native to the area. It will appear in 30 minutes (-1 per Rank) after the spell is cast. The monster appears in an uncontrolled state, and there is an 85% chance (100% for Killer Bees and Fire Ants) that the monster will attack someone or something upon appearance.

4. Spell of Summoning Common Avians (G-4)

Range: 40 miles +5 additional per Rank

Duration: Immediate

Experience Multiple: 125

Base Chance: 55%

Resist: May not be resisted

Effects: The Adept may summon one monster (+1/two Ranks or fraction) from the Common Avian group. Only one type from this class may be summoned per cast. The monster summoned must be native to the area. The summoned monster will appear in 5 minutes (-1 per Rank) after the spell is cast. The monster appears in an uncontrolled state, and there is a 40% chance that it will attack someone or something upon appearance.

5. Spell of Summoning Riding Beasts (G-5)

Range: 40 miles +5 additional per Rank

Duration: Immediate

Experience Multiple: 125

Base Chance: 55%

Resist: May not be resisted

Effects: The Adept may summon one Beast (+1 per Rank) from among Riding Animals. Only one type of from this class may be summoned per cast. The beast summoned must be native to the area. The summoned beast will appear in 10 minutes (–30 seconds per Rank) after the spell is cast. The Beast appears in an uncontrolled state, and there is a 35% chance it will attack someone or something upon appearance.

6. Spell of Summoning Apes and Prehumans (G-6)

Range: 40 miles +5 additional per Rank

Duration: Immediate

Experience Multiple: 125

Base Chance: 50%

Resist: May not be resisted

Effects: The Adept may summon one monster (+1 per Rank) from among the Apes and Prehumans. Only one type from this class may be summoned per cast. The monster summoned must be native to the area. The summoned monster will appear 20 minutes (–1 per Rank) after the spell is cast. The monster will appear in an uncontrolled state, and there is a 65% chance that it will attack someone or something upon appearance.

7. Spell of Summoning Felines (G-7)

Range: 40 miles +5 additional per Rank

Duration: Immediate

Experience Multiple: 150

Base Chance: 45%

Resist: May not be resisted

Effects: The Adept may summon one monster (+1 per Rank) from among the felines. Only one type of monster from this class may be summoned per cast. The monster summoned must be native to the area. The summoned monster will appear in 15 minutes (–1 per Rank) after the spell is cast. The monster appears in an uncontrolled state, and there is a 75% chance that it will attack someone or something upon appearance.

8. Spell of Binding Lesser Beasts (G-8)

Range: 20 feet+10 additional per Rank

Duration: D10 hours×Rank (×1, if unranked)

Experience Multiple: 200

Base Chance: 40%

Resist: May be actively and passively resisted.

Effects: The Adept may bind to his will any one (+1 per Rank) monster that is within range and is a member of one of the following groups: Apes and Prehumans, Felines, Small Land Mammals, Common Avian, Fish, Other Aquatics, Lizards and Kindred, Snakes, Insects and Spiders, Lesser Undead, and Riding Animals. Upon casting this spell, the Adept must announce what type of monster he wishes to affect with this spell. Only one type of monster from among all of these classes will be affected by each casting, though any number of binding spells may be in effect at the same time.

A monster bound by this spell immediately ceases all action at the moment the spell takes effect. It becomes stationary and remains so until given orders by the Adept who is exercising the binding. If the Adept cannot communicate with a bound monster, the monster remains stationary until the binding is broken.

Once communication is established (via T-1 or G-10), the Adept may order the monster to do his bidding, and it will obey his orders without hesitation. However, a bound monster will obey orders literally. If told to attack another monster, for instance, it will attack immediately and continuously until told to stop. If the object of the attack is killed, the bound monster will continue to attack the corpse. Similarly, if told to march west, the monster will march in the direction ordered, even over a precipice, without complaint, unless told to stop upon reaching such a precipice.

Bound entities need not remain within range of the Adept for the binding to remain in effect.

NOTE: This spell requires a good deal of interaction between the GM and the Adept's player. It is recommended that the GM require the Adept's player to state aloud the exact wording of any order, even if it is communicated telepathically. The GM then determines case by case what interpretation is to be placed upon the order by the bound subject.

There is no rule that all bound subjects must react in the same manner to the same order, so much is left to the creativity of the GM. A Binding of this type is broken whenever a General Knowledge Counterspell of this College is successfully cast over the bound subject or the space they occupy is part of a Ritual of Dissipation (Q-1 of the College of Naming Incantations) or whenever a Counterspell is cast over the bound subject or the area they occupy by the Adept controlling it. This type of binding does not require that the Adept maintain concentration upon the subject to maintain the spell.

Once bound, the subject cannot break the binding alone. Unless the binding is dissipated as described herein, the subject will remain bound for the duration of the spell. An Adept may have bound to any one time a number of subjects equal to his Rank (+1) with this spell. He may have bound at the same time subjects of any number of classes, so long as he does not have bound more subjects than he is capable of controlling.

Whenever an Adept attempts to bind one or more subjects that would cause him to exceed his Rank +1, the spell automatically fails (no backfire), and any previously bound subjects are released as though the Adept had performed a Counterspell over them. In all cases, every 10 Pike or Piranha, and every 30 Killer Bees or Fire Ants, count as one monster for purposes of this spell. Whenever a binding is broken, there is a 70% chance that the bound monsters will attack someone or something, usually the closest entity.

9. Spell of Summoning Lesser Undead (G-9)

Range: 40 miles +5 additional per Rank

Duration: Immediate

Experience Multiple: 300

Base Chance: 15%

Resist: May not be resisted

Effects: The Adept may summon one (+1/two Ranks or fraction) monster from the Lesser Undead class. Only one type of Lesser Undead may be summoned per cast. The Lesser Undead must be native to the area. They will appear in 5 minutes (–20 seconds per Rank) after the spell is cast. The monsters appear in an uncontrolled state, and there is a 70% chance that any Lesser Undead except Ghosts will attack someone or something upon appearance. Ghosts never attack.

NOTE: This spell may be cast only at night or in a place that is not exposed to the direct rays of the sun.

10. Spell of Communication with Lesser Undead (G-10)

Range: 45 feet +5 additional per Rank

Duration: 1 hour +1 per Rank

Experience Multiple: 250

Base Chance: 45%

Resist: May not be resisted

Effects: The Adept may communicate telepathically with any Lesser Undead within range for the duration of the spell. Communication must be active in nature; that is the Adept's thoughts will be known to the Undead only when he "beams" them directly to the monster, and only those thoughts which the Undead wish to impart to the Adept will be known to him.

11. Wall of Thorns Spell (G-11)

Range: 15 feet +15 additional per Rank

Duration: 15 minutes +15 per Rank

Experience Multiple: 200

Base Chance: 30%

Resist: May only be passively resisted

Effects: The Adept may cause a wall of thorns to grow out of any soil (but not out of solid rock). The wall will be 1 foot thick, 10 feet high, and 20 feet long. The Adept may instead choose to have the wall take the form of a circle 1 foot thick, 10 feet high, and with a radius of 5 feet. The Adept may increase the height and thickness by 3 inches per Rank.

An entity touching the wall and failing to resist will suffer D-3 damage (not absorbed by armor) due to wounds inflicted by the enchanted thorns. The wall can be destroyed by chopping it down (or a hole can be cut through which the party may pass). However, only magical or silvered weapons will cut through the entangled branches and thorns. 100 points of damage are required to chop down the wall entirely; to successfully chop a hole through the wall requires 10 points (+1 per Rank of the creating Adept).

12. Spell of Summoning Fog (G-12)

Range: 40 miles +5 additional per Rank

Duration: Immediate

Experience Multiple: 100

Base Chance: 30%

Resist: May not be resisted

Effects: The Adept may summon a bank of fog equal to 100 cubic feet in volume (+50 per Rank). The fog will arrive in 10 minutes (-30 seconds per Rank) and will reduce visibility to 20 feet (-2 per Rank). It will last until burned away naturally by the sun. The fog is not created by the Adept, but summoned. Therefore, the Adept could not summon fog in an area or at a time when it would not normally be found (mid-afternoon on a sunny day in the desert, for example). The Base Chance for this spell is modified by the addition of the following numbers:

| | |
|------------------------------------------------------------|-----|
| If the terrain is plain or waste | -10 |
| For each knot of wind in the area | -1 |
| If the terrain type is field, rough, or woods | +5 |
| If the terrain type is marsh or ocean | +15 |
| If the spell is cast during the night | +20 |
| If the spell is cast within 3 hours (before or after) dawn | +30 |

13. Empath Spell (G-13)

Range: Adept must touch subject

Duration: Immediate

Experience Multiple: 200

Base Chance: 25%

Resist: May not be resisted

Effects: The Adept may feel the emotions and physical sensations currently experienced by the spell's target. In addition, the Adept may absorb wounds from Endurance and Fatigue at the rate of 2 points cured for every 1 that the Adept agrees to subtract from his own Fatigue (never Endurance). Thus, the an Adept could remove 6 Damage Points from a character by inflicting 3 Damage Points on himself.

14. Summon Energy Spell (G-14)

Range: Adept with less than Rank 10 must touch subject. From Rank 10 and above: 10 feet (+1 per Rank above 10)

Duration: Immediate

Experience Multiple: 400

Base Chance: 20%

Resist: May be actively and passively resisted

Effects: The Adept must touch the target of this spell while casting. The touch is automatic, but the spell must be prepared normally. Upon successfully doing so, the Adept may gather from the target 1 point of Fatigue (Endurance when Fatigue is exhausted) +1 point/three Ranks

or fraction. These points are added to the Adept's Fatigue (never Endurance). The Adept's Fatigue may never be raised above its normal maximum level (Fatigue Value) via this spell, although previously lost Fatigue may be regained up to that maximum and additional Fatigue and Endurance may always be drawn from a victim and dissipated into the ether once the Adept's maximum has been reached. The Base Chance of the spell being successful is modified by subtracting the target's Willpower from the Adept's Willpower and adding the result to the Base Chance, unless the target is unconscious or stunned, in which case only the Adept's Willpower is added.

[64.5] General Knowledge Rituals

1. Ritual of Conjuring Lesser Beasts (Q-1)

The Adept may conjure one (+1 per Rank) monster from the following classes: Apes and Prehumans (+20), Felines (+15), Small Land Mammals (+10), Common Avians (+5), Fish (+3), Other Aquatics (+2), Lizards and Kindred (+5), Snakes (+7), Insects and Spiders (+10), and Riding Animals (+10). The Base Chance for this ritual is 35% (+3 per Rank). In addition, the number following each class listed is added to the Base Chance whenever an entity from that class is the subject of the conjuration. Only one type (e.g., House Cats or Leopards, not both) may be conjured per ritual.

The ritual lasts for one full hour. At the end of that time, if the ritual is successful, the desired number and type of entity appears within 50 feet of the Adept in a bound state. If the ritual is unsuccessful, nothing occurs. If the ritual backfires (the dice roll is 30 higher than the Cast Chance), the desired number and type of entities appear in an unbound state within the Circle of Protection and automatically attack the Adept and/or his companions. The Experience Multiple for this ritual is 250.

2. Ritual of Conjuring Lesser Undead (G-2)

The Adept may conjure one (+1 per Rank) Lesser Undead of the one desired type. The Base Chance for this ritual is 20% (+3% per Rank). The ritual takes one hour to perform.

If the ritual is performed successfully, the desired type and number of Lesser Undead appear within 100 feet of the Adept in a bound state. If the Adept rolls 25 or more higher than the success chance for the ritual, the ritual backfires, and the desired number and type of Undead appear within the Circle of Protection, which is broken, and the conjured Undead immediately attack the Adept and/or his companions. The Experience Multiple for this ritual is 400.

[64.6] Special Knowledge Spells

1. Spell of Communication with Fantastical Beasts (S-1)

Range: 200 feet +30 additional per Rank

Duration: 1 hour +1 per Rank

Experience Multiple: 300

Base Chance: 40%

Resist: May not be resisted

Effects: The Adept may communicate telepathically with any Fantastical Avians or Fantastical Monsters within range for the duration of the spell. Communication must be active in nature; that is, the Adept's thoughts will be known to an entity only when he "beams" them directly to that entity, and only those thoughts which the entity wishes known will be imparted to the Adept.

2. Spell of Communication with Greater Sentients (S-2)

Range: 100 feet +20 additional per Rank

Duration: 1 hour +1 per Rank

Experience Multiple: 150

Base Chance: 65%

Resist: May not be resisted

Effects: The Adept may communicate telepathically with all Humans, Shapechangers, Giant Humanoids, Fairy Folk, Earth Dwellers, Merfolk, Summonables, and Greater Undead within range and may understand the speech of Dragons within range. As in the case of S-1, communication must be active in nature.

3. Spell of Summoning Great Land Mammals (S-3)

Range: 40 miles +5 additional per Rank

Duration: Immediate

Experience Multiple: 150

Base Chance: 45%

Resist: May not be resisted

Effects: The Adept may summon one (+1 per Rank) monster of the Great Land Mammal class. Only one type from this class may be summoned per cast. The monster must be native to the area. The summoned monster appears in 15 minutes (-1 per Rank) after the spell is cast in an uncontrolled state. There is a 15% chance that the monster will attack someone or something upon appearance.

4. Spell of Summoning Aquatic Mammals (S-4)

Range: 40 miles +5 additional per Rank

Duration: Immediate

Experience Multiple: 175

Base Chance: 60%

Resist: May not be resisted

Effects: The Adept may summon one (+1 per Rank) entities of the Aquatic Mammals class (except Merfolk). The maximum number summoned cannot, however, exceed the maximum number usually found together. Only one type must be native to the area. The summoned entity appears within 10 minutes (-30 seconds per Rank) after the spell is cast. The entity appears in an uncontrolled state, and there is a 10% chance that it will attack someone or something upon appearance.

5. Spell of Summoning Humanoids (S-5)

Range: 40 miles +5 additional per Rank

Duration: Immediate

Experience Multiple: 300

Base Chance: 20%

Resist: May be passively resisted

Effects: The Adept may summon one (+1 per Rank) entities of the Giant Humanoid and Earth Dweller classes, or one (+1 per Rank) Humans and Shape-changers. The maximum number summoned may not, however, exceed the maximum number usually found together. Only one type from among all those subsumed by these classes may be summoned, and that type of entity must be native to the area. The summoned entity appears within 15 minutes (-30 seconds per Rank) after the spell is cast. The entity appears in an uncontrolled state, and there is a 75% chance that it will attack someone or something upon appearance.

6. Spell of Summoning Fairy Folk (S-6)

Range: 40 miles +5 additional per Rank

Duration: Immediate

Experience Multiple: 400

Base Chance: 10%

Resist: May be passively resisted

Effects: The Adept may summon one (+1 per Rank) entity of the Fairy Folk. The maximum number summoned may not, however, exceed the maximum number usually found together. Only one type of Fairy Folk may be summoned per cast, and that type must be native to the area. The summoned entity appears within 15 minutes (-1 per Rank) after the spell is cast. The entity appears in an uncontrolled state, and there is a 15% chance that it will attack someone or something upon appearance.

7. Spell of Binding Greater Beasts (S-7)

Range: 20 feet +10 additional per Rank

Duration: D10 hours×Rank (×1, if unranked)

Experience Multiple: 300

Base Chance: 35%

Resist: May be actively and passively resisted

Effects: This spell works in the same manner as G-8 of this College to bind Great Land Mammals, Fantastical Avians, Aquatic Mammals, Fantastical Monsters, Creatures of Night and Shadow, Trolls, Ogres, Fairy Folk (other than Elves), Earth Dwellers (other than Halflings, Orcs, Dwarves) and Greater Undead (other than Vampires). This spell does not affect Humans, Giants, Elves, Shape-changers, Dwarves, Orcs, Titans, Halflings, and any other races the GM may allow players to generate characters from.

8. Spell of Controlling Persons (S-8)

Range: 40 feet +10 additional per Rank

Duration: D10 minutes×Rank (×1, if unranked)

Experience Multiple: 550

Base Chance: 35%

Resist: May be actively and passively resisted

Effects: The Adept gains control of the every action of one member of a player character race within range. He may control the physical activities of that person, but may not cause him to cast spells. The subject always has his TMR reduced by 50% for the duration of this spell. The spell continues in effect until the Adept's concentration is broken or he releases the victim. As in the cases of S-7 and G-8 of this College, the Adept gains complete compliance with his wishes, but its controlled entity obeys literally.

Should the Adept order the controlled entity to perform an action which the entity finds highly repugnant (killing a friend) or suicidal (jumping off a cliff), the GM rolls D100. If the result is less than or equal to four times the entity's Willpower, the entity does not perform the act, and the spell is dispelled. Otherwise, the act is performed. With this exception, this spell operates in all ways the same as S-7 and G-8 of this College.

9. Spell of Using Animal Senses (S-9)

Range: Touch

Duration: Concentration; Maximum of 5 minutes +5 per Rank

Experience Multiple: 200

Base Chance: 25%

Resist: May be passively resisted

Effects: The Adept may use this spell to allow himself to see, hear, smell and taste the same things as the target of this spell senses for the duration of the spell. Any entity subsumed under the title Lesser Beasts (see T-1 of this College) may be used for this spell. The target must first have been Bound before the spell is attempted, and the Adept must communicate with the target for the duration of the spell. Thus, the Adept may use the target as his external eyes, ears, etc., as the beast may be sent away to Spy or do any other task with the Adept as its guide, so long as the beast remains within range of the Communication Talent (T-1).

10. Spell of Summoning Entities of Light (S-10)

Range: Works at any range.

Duration: Immediate

Experience Multiple: 125

Base Chance: Variable (see below)

Resist: See below.

Effects: The Adept may summon one (+1 per Rank) entities from the Creatures of Light classes. Any combination of entity types may be summoned so long as the maximum number summonable is not exceeded. The entities summoned must be native to the area. Creatures of Light may be summoned only during the day or on a

night when the moon is between three-quarters and full and is not occluded by clouds, fog, and so on.

A summoned entity will appear within 10 minutes (–30 seconds per Rank) after the spell is cast. The Base Chance and Resistance possibilities of the spell vary according to the relationship between the Adept and the entities being summoned. If the Adept is a known Servant of Light, the Base Chance is 60%, and the spell cannot be resisted. If the Adept is neutral, the Base Chance is 40%, and the spell may be passively resisted. If the Adept is known to be allied with Darkness, the Base Chance is 20%, and the entity may passively resist at a bonus of +20 to their Magic Resistance (–1 per Rank of the Adept casting the spell).

The Creatures of Light are normally intelligent entities (since serving them will involve a choice on their part), and the option to attack upon appearing is up to the GM.

11. Spell of Summoning Entities of Darkness (S-11)

Range: Works at any Range.

Duration: Immediate

Experience Multiple: 125

Base Chance: Variable (see below)

Resist: Variable (see below)

Effects: The Adept may summon one (+1 per Rank) entities from the Creatures of Night and Shadow or Creatures of Darkness classes. Any combination of entity types may be summoned, so long as the maximum number summonable is not exceeded. The entities summoned must be native to the area. Creatures of Night and Shadow may be summoned only at night or in an enclosed area where sun does not directly penetrate. Creatures of Darkness may be summoned only at night.

A summoned entity appears within 10 minutes (–30 seconds per Rank) after the spell is cast. It always appears in an uncontrolled state, and there is an 80% chance it will attack someone or something upon appearance. The Base Chance and Resistance possibilities of the spell vary according to the relationship between the Adept and the entities being summoned. If the Adept is known to be aligned with Darkness, the Base Chance is 70%, and the spell may not be resisted. If the Adept is neutral, the Base Chance is 40% and the spell may be passively resisted. If the Adept is a known Servant of Light, the Base Chance is 10%, and the entities may actively resist at a bonus of +20% to their Magic Resistance (no modifier due to the Adept's Rank).

NOTE: Bats appear in groups and each group equals one entity for purposes of this spell.

12. Spell of Summoning Fantastical Avians (S-12)

Range: Works at any range.

Duration: Immediate

Experience Multiple: 275

Base Chance: 35%

Resist: May not be resisted

Effects: The Adept may summon one (+1/five Ranks or fraction) of any of the Fantastical Avians class. The maximum number summoned may not, however, exceed the maximum number usually found together. Only one type of entity may be summoned per cast, and that type must be native to the area. A summoned entity will appear in 10 minutes (–30 seconds per Rank) after the spell is cast. It will appear in an uncontrolled state, and there is a 55% chance that it will attack someone or something upon appearance.

13. Spell of Summoning Fantastical Monsters (S-13)

Range: Works at any Range.

Duration: Immediate

Experience Multiple: 275

Base Chance: 25%

Resist: May not be resisted

Effects: The Adept may summon one (+1/five Ranks or fraction) Fantastical Monster. The maximum number summoned may not, however, exceed the maximum number usually found together. Only one type of entity may be summoned from this class per cast, and the entity must be native to the area. A summoned entity will appear in 20 minutes (–1 per Rank) after the spell is cast. It will appear in an uncontrolled state, and there is a 90% chance that it will attack someone or something upon appearance.

14. Spell of Summoning Greater Undead (S-14)

Range: Works at any range

Duration: Immediate

Experience Multiple: 400

Base Chance: 15%

Resist: May not be resisted

Effects: The Adept may summon one (+1/three Ranks or fraction) Greater Undead. The maximum number summoned may not, however, exceed the number usually found together. Only one type may be summoned per cast and the type summoned must be native to the area. A summoned entity will appear within 10 minutes (–30 seconds per Rank) after the spell is cast. It will appear in an uncontrolled state, and there is an 85% chance that it will attack someone or something upon appearance.

15. Spell of Summoning Summonables (S-15)

Range: 40 miles +5 additional per Rank

Duration: Immediate

Experience Multiple: 450

Base Chance: 20%

Resist: May not be resisted

Effects: The Adept may summon one (+1/five Ranks or fraction) entity of the Summonables class. Note that only one Djinn, Efreet, or Elemental of any type may be summoned at one time, and only one type of entity may ever be summoned per cast. A summoned entity appears 10 minutes (–30 seconds per Rank) after the spell is cast, in an uncontrolled state. There is a 75% chance that the entity will attack someone or something upon appearance.

16. Spell of Bodily Possession (S-16)

Range: 5 feet +5 additional per Rank

Duration: 1 hour +1 per Rank

Experience Multiple: 550

Base Chance: 10%

Resist: May be actively and passively resisted.

Effects: The Adept may occupy the body of any one entity within range, if that entity fails to resist. While the spell is in effect, the Adept's own body is unoccupied. He has left it and now occupies another body; but his ego is tied to his own body by a blue cord of energy which appears as an aura that may be observed in the same way that an aura may be detected. So long as the Adept's ego is tied to his body, he may return to it in a number of seconds equal to [(20 seconds, –1 per Rank) × number of 100-foot increments separating the body occupied by the Adept and the Adept's own body].

There is no stretching limit to the cord, which may pass through any material. If the Adept's ego is ever separated from his body by cutting the cord that binds the two, the Adept may never return to that body, and his is instantly cast out of the body he occupies. The Adept then becomes a Spectre and is played by the GM. The Adept may never be resurrected or otherwise re-enter the game should this happen. His body remains intact, but he is dead.

An Adept may direct the actions of any entity whose body he occupies as if it were his own body. However, should the Adept attempt to impel the possessed entity to do anything suicidal, the GM rolls D100. If the result is less than or equal to the Willpower of the possessed entity, the Adept is cast out and returns to his own body. He may not attempt to reoccupy an entity from which he is cast until he casts the

spell anew. When checking to see if the Adept is cast out, subtract the Adept's Rank with this spell from the Willpower of the possessed entity.

NOTE: No Willpower check is made if the possessed entity attempts (under the Adept's direction) to do something repugnant to the possessed entity; only suicidal actions elicit a Willpower Check. An Adept may be cast out of a body of another entity only by a Willpower Check or by a Ritual of Dissipation (see 55.5, Q-1) or by having the cord that binds his ego and body cut. A cord may be cut only by someone who detects its aura and strikes it with a silvered or magical weapon.

Unless one of these events occurs, the Adept remains in control or returns to his own body automatically at the end of the spell. The spell is always broken whenever the Adept exits the possessed body for any reason. The Adept may re-enter an entity's body only by casting a new spell.

While the Adept is out of his own body, it remains stationary in a supine position. If the Adept exits his body while standing, the body will fall, and there is usually some chance of resulting damage. The body may be carried along by the Adept (while he possesses another body) or by his companions, or it may be left where it lies. However, the body is inanimate so long as the Adept is not in it, and the body may not move, cast spells, or perform any other action. The Adept will not know the state or location of his body (if it is attacked or moved) until he returns to it.

If the body is killed (Endurance reduced to zero), the Adept will die upon returning to his dead body. If the Adept's body is possessed when he returns to it, the Adept re-enters the body normally, but is not in control unless the ego in control of the body attempts to cause the body to commit a suicidal act, and any subsequent successful Willpower Check or Ritual of Dissipation will lead to the casting out of the alien ego. If a backfire occurs, the backfire table is not consulted. Rather, the Adept's ego will leave his body but will not enter the target's body. Instead, the ego will find itself D10 miles away from the body in a random direction, floating in mid-air. It may then return normally (but may take a great deal of time getting back).

While in possession of another entity's body, the Adept uses his own Willpower and Magical Aptitude, but all other characteristics of the alien body are used in place of the Adept's own characteristics. This includes all Ranks, actual magical knowledge, skills, attributes, and so on. The Adept always knows everything the possessed entity knows, in addition to what the Adept's own mind (attached to the ego) knew. However, since the possessed body is not trained to perform the same skills and magic as the Adept, the Adept may not use his own skills and magic while in control of another body.

If the host body is killed, the Adept may return to his own body immediately or stay with the host. The Adept will die if he is still in the host body D10+Rank hours after the host body's death, however, a host body that is dead and still occupied by an alien ego may not be resurrected.

17. Spell of Summoning Dragons (S-17)

Range: 40 miles +5 additional per Rank

Duration: Immediate

Experience Multiple: 650

Base Chance: 17%

Resist: May be passively resisted

Effects: The Adept may summon one Dragon (GM's choice of what type, if any, appears). The Dragon Appears within 20 minutes (-1 per Rank) after the spell is cast. The Dragon appears in an uncontrolled state, and will immediately attack, despoil, and devour the summoner and his companions, regardless of what he may do to anyone else present.

[64.7] Special Knowledge Rituals

1. Ritual of Conjuring Greater Beasts (R-1)

This ritual works in exactly the same manner as Q-1, except that it may be used only to conjure Great Land Mammals (+10), Fantastical Avians (-5), Aquatic Mammals (-5), Giant Humanoids (-10), Fairy folk (-7), Earth Dwellers (-5), Fantastical Monsters (-15), Creatures of Night and Shadow (+3), and Greater Undead (-20). The Base Chance for this ritual is 25% (+4 per Rank). It lasts for one hour. The Experience Multiple for this ritual is 400. It may backfire on a roll of 25 or more higher than the Base Chance and the results are those listed in Q-1.

2. Ritual of Animation of the Dead (R-2)

The Adept may animate D10+Rank corpses of any type that are within 20 feet (+5 per Rank). The ritual must be performed within a Pentacle and Circle of Protection. The ritual, which takes one hour to perform, has a Base Chance of 30% (+3 per Rank) and an Experience Multiple of 350. If the animated corpses are recently dead, they will be Zombies. Otherwise they will be Skeletons. Dead who are animated in this manner remain permanently animated until destroyed. They arise in an uncontrolled state, but outside the Circle of Protection. The ritual backfires on a roll 30 or more higher than the Base Chance. If it backfires, the Circle is broken, and the Undead may freely enter the Circle and attack the Adept and his companions.

65. The College of Rune Magics

The College of Rune Magics is concerned with the use of special symbols of power to shape mana into desired forms. A Rune is a graphic symbol representing some actual, elemental, or mystical force. In rare cases, additional Runes may be developed or discovered which employ part of existing Runes. However, much of the power of the Runes derives from their constant usage over many centuries, and most useful Runes will be known to all Adepts of this College (or at least be readily available to them with a slight amount of research).

In addition to the power of the Runes themselves, part of the power of this College derives from the use of special materials to construct the Runewands and Runesticks into which the Runes are usually inscribed. The Runewand Table (65.8) and Runestick Chart (65.9) describe the special properties of various types of Runewands and Runesticks.

[65.1] Adepts of the College of Rune Magics may use their non-talent powers only with the aid of either a Runewand or one or more Runesticks, in most cases.

Adepts may use their talent magic without restriction and may use some spells by merely inscribing the appropriate Rune on an item to be enchanted. In most cases, spells and rituals of this College require the Adept to employ Runesticks or his personal Runewand in casting the spell or performing the ritual.

As part of his initiation into the mysteries of this College, the Adept will be required to prepare a Runewand for himself. Usually, one or more teachers will participate in this endeavour as well. If the Runewand being manufactured is of exceptionally costly materials, the Adept will be required to go into debt to pay for those materials, but in most cases the material will be of some cheap, common wood, and the Adept's labour during his apprenticeship will be sufficient to cover the cost.

Runewands are of three basic types: Rods, Staffs, and Scepters. All three operate in basically the same manner. However, in addition to its magical properties, a Staff may be used as a normal weapon, having the exact same characteristics as a Quarterstaff (although it may be lighter in construction). A Scepter may also be used as a weapon, having the characteristics and appearance of a ceremonial Mace. A Rod may never be used as a weapon, since it is usually nothing more than a switch or hollow tube, looking much like a traditional magic wand.

When a character is initiated into the College of Rune Magics, the character's player rolls D100, consulting the Runeward Table to determine the type of Runeward the Adept receives from his teachers. An Adept may later equip himself with a different type of Runeward, or create (or purchase) another Runeward of the same type to replace a previously possessed Runeward that has been damaged, destroyed or stolen.

An Adept may own any number of Runewards, but may use only one at a time. Runewards are created by performing the Ritual of Fashioning Runewards (Q-2). Runewards are, for all purposes and definitions, considered magic weapons.

In order to use a Runeward manufactured by someone else, the Adept must successfully read the Runes inscribed on the Runeward, using Talent T-3. If he fails to do so, he may not use that Runeward. Even if he successfully reads the Runes inscribed on a Runeward that he did not manufacture, the Adept still suffers a penalty when using the Runeward. This penalty takes the form of a decrease of 20 in the Base Chance for any spell or ritual performed with the aid of that Runeward.

Runesticks are small sticks carved of various woods or soft materials (which do not interfere with the flow of mana) and incised with Runes appropriate to the purpose of the Runesticks. Runesticks may be manufactured out of any material listed on the Runestick Chart. Only Runesticks incised with Runes appropriate to a particular spell or ritual may be used for performance of that spell or ritual. Unlike Runewards, Runesticks are not multipurpose tools that can be used for a variety of spells or rituals. At the time they are manufactured, the Adept creating them must state the spell or ritual for which they can be used.

Usually, a Runestick may only be prepared for use in any one spell or ritual. Exception: The Warding Rune is used in a variety of spells and rituals, and Runesticks containing this rune may be used in any of them. Runesticks are fashioned and prepared using the Ritual of Fashioning Runesticks (Q-1).

An Adept may use Runesticks fashioned by someone else, but he must first successfully read the Runes incised on them, and the Base Chance of an Adept attempting to perform a ritual or cast a spell with Runesticks manufactured by someone else is reduced by 10.

In some cases, the Adept may have to draw or carve a Rune into an object to be enchanted instead of using Runesticks or a Runeward to perform the task. The Adept may use any substance that will adhere, dye or otherwise mark the surface to be enchanted in order to write the Rune. Some substances, however, will be more efficacious than others in effecting the desired enchantment (see 65.2). Any tool may be used to carve a Rune into a substance, so long as the tool is hard enough to do the job and is not composed of Cold Iron. Exception: The Adept may use a tool containing Cold Iron if the Cold Iron is neutralized as per 45.1 of the DragonQuest rules.

[65.2] The Base Chance of performing a talent, spell, or ritual of the College of Rune Magics is modified by the addition of the following numbers.

The talent, spell, or ritual requires the use of Runesticks, and the Runesticks used by the Adept are:

| | |
|-------------------------------------------------|------|
| Made of Gilded Metal... | + 20 |
| Made of Silvered Metal... | + 15 |
| Made of Mistletoe... | + 10 |
| Made of Ashwood... | + 8 |
| Made of Oak... | + 8 |
| Made of Cedarwood... | + 5 |
| Made of Aspenwood... | + 3 |
| Made of Chestnut... | + 3 |
| Made of Pinewood... | - 5 |
| Made of Yarrow... | - 5 |
| Manufactured by someone other than the Adept... | -10 |

The talent, spell, or ritual requires the use of a Runeward, and the Runeward used by the Adept is:

| | |
|-------------------------|------|
| A Truesilver Scepter... | + 25 |
|-------------------------|------|

| | |
|-------------------------------------------------|------|
| A Gilded Scepter... | + 22 |
| A Silvered Scepter... | + 18 |
| A Copper Rod... | + 15 |
| An Ebony Rod... | + 14 |
| An Ivory Rod... | + 12 |
| An Ash Staff... | + 10 |
| A Cedar Rod... | + 10 |
| A Blackthorn Staff... | + 8 |
| A Bronze Scepter... | + 8 |
| An Oak Staff... | + 5 |
| A Willow Rod... | + 2 |
| Manufactured by someone other than the Adept... | -20 |

The talent, spell, or ritual requires the drawing of a Rune on an object to be enchanted and the substance used to draw the Rune is:

| | |
|-------------------------------------------------|------|
| Fresh Blood from a Dragon... | + 50 |
| Fresh blood from member of a character race... | + 20 |
| Ink impregnated with particles of platinum *... | + 15 |
| Ink impregnated with particles of gold **... | + 10 |
| Ink impregnated with particles of silver ***... | + 5 |
| Fresh blood from mammalian being... | + 5 |

* Average cost of 90 SP for enough ink to draw one Rune (i.e., to cast one spell).

** Average cost of 60 SP for enough ink to draw one Rune.

*** Average cost of 5 SP for enough ink to draw one Rune.

In all cases, the weight of one vial with sufficient ink to draw one Rune is 5 ounces. Two per vial is subtracted from the Fatigue of any entity from which blood is drawn for this purpose. The blood used must always be fresh (less than 8 hours old). It normally takes one minute to draw a Rune.

Note that, in most cases, these modifiers are not cumulative. As an exception, modifiers for the type of Runeward or Runestick used are added to the modifiers pertaining to materials of a particular type.

In addition, the Cast Chance is affected by all modifiers listed in 43.7 of the DragonQuest game rules, except that the number of hours spent preparing a spell has no effect on the Cast Chance of the spell, as in the case of other Colleges. Rune Magicians may not engage in Ritual Spell Preparation as outlined in 48.1.

The Rank of an Adept in the Ritual of Fashioning Runeward and the Ritual of Fashioning Runestick does not effect the efficacy of a spell cast using the Runesticks or Runeward created via those rituals. It affects only the actual performance of the rituals of fashioning.

[65.3] Talents

1. Read Ancient Languages (T-1)

All Adepts of the College of Rune Magics have a 10% chance (+3 per Rank) of knowing any ancient ("dead") language or dialect encountered at a Rank equal to their Rank with this talent.

There is a 40% chance (+3 per Rank) that the Adept will be able to puzzle out the type of language if he does not know it. If the Adept puzzles out the language (from clues such as root words that are similar to words in known languages), he will have Rank with that language equal to half his Rank with this talent (round up) after spending 20 hours (-30 minutes per Rank with this talent) attempting to master the nuances of the language.

An Adept may increase Rank with an ancient language that he has puzzled out by spending one week per Rank practicing the language until he knows it at the same Rank as his Rank with this talent. If he wishes to gain Rank with an ancient language which is greater than his Rank with this talent, he must follow the normal procedure to gain Rank with a language as described in 49 and 87 of the DragonQuest game rules. Rank with this talent is exactly analogous to Rank with spoken or written languages as described in 92. Thus, a character of Rank 5 with this talent would be able to read and write an ancient language he knew with the proficiency of someone who knew that language at Rank 5 (300 to 5000 word vocabulary, concepts peculiar to the language or alien to the character understood). This talent's Experience Multiple is 250.

2. Decipher Codes and Ciphers (T–2)

Any Adept of this College has a 25% chance (+3 per Rank) of being able to break any code or cipher if he studies it for 12 hours (–1 per Rank, +1 per Rank of the Adept who created the code or cipher with T–4). The Adept’s chances of breaking a cipher or code are decreased by 3 for every Rank the Adept who created the code or cipher had with T–4 (Create Codes and Ciphers) of the College.

The Adept must concentrate on breaking the code or cipher for an unbroken period of time equal to that necessary to break the code or cipher before a D100 can be made (by the GM) to determine his success. This talent’s Experience Multiple is 250.

3. Read Runesticks (T–3)

Any Adept of this College has a 30% chance (+3 per Rank, –3 per Rank of the creator with Q–1) to successfully read the Runesticks of another Adept of the College of Rune Magics without assistance.

If assisted by whoever created the Runesticks, there is a 70% chance (+3 per Rank, –3 per Rank of the creator with Q–1) of detecting misinformation given in the guise of assistance. Only Runesticks which have been successfully read may be employed to cast a spell or perform a ritual of this College. Runesticks which have been “successfully” read, but incorrectly assessed due to false assistance, may be used, but they will automatically backfire.

The GM always rolls to determine success or failure at the moment this talent is applied. An Adept automatically reads the Runes (though not necessarily correctly) when assisted by the creator of the Runes. The composition of the Runesticks being read has no effect on the chance of reading those Runesticks. This talent’s Experience multiple is 100.

4. Create Codes and Ciphers (T–4)

An Adept of the College of Rune Magics can create a code or cipher which a normal character or NPC would have only a 1% chance of breaking, but which another Adept of this College would have a greater chance of breaking. The Rank of the code or cipher’s creator modifies all attempts to break the code or cipher by –3 per Rank. The Experience Multiple for this talent is 150. It takes one hour to create a code or cipher.

5. Summon Wand (T–5)

An Adept can summon to him any Runewand he has created that is within 10 feet (+10 per Rank) of him. The Adept simply wills the wand to come to him (requires a Pass Action in combat) and the Runewand will leap into his hand. The composition of the Runewand has no effect on the Adept’s chance of summoning it.

The Base Chance to successfully use this talent is 40% (+3 per Rank). The talent’s Experience Multiple is 250.

NOTE: This talent can operate only if the path between the Adept and his Runewand is not blocked by anything which the Runewand could not normally pass through (such as a wall or person). Only the Runewand is summoned; nothing surrounding it or attached to it travels with it to the Adept.

[65.4] General Knowledge Spells

1. Detect Aura Spell (G–1)

Range: Unlimited within sight.

Duration: Immediate.

Experience Multiple: 100

Base Chance: 45%

Resist: May only be actively resisted.

Effects: The Adept must point his Runewand at the object of the spell and pronounce the name of the Detect Aura Rune. The spell then operates in the same manner as the Detect Aura talent (T–1) of the College of Naming Incantations (see DragonQuest game book, page 43). This spell may be attempted only once per encounter.

2. Spell of Darkness (G–2)

Range: 15 feet (+15 per Rank)

Duration: 15 minutes per Rank

Experience Multiple: 75

Base Chance: 45%

Resist: May not be resisted

Effects: The Adept creates a volume of darkness (1000 cubic feet) of any shape he desires. At Ranks 1 through 5, the spell creates darkness equal to a cloudy night. At 6 through 10, it creates darkness equal to a sealed room. At Rank 11 or higher, it creates absolute blackness that no non-magical light source (including torches) can penetrate. The volume of darkness created may be increased by 500 cubic feet per Rank. In all cases, the darkness will emanate from the tip of the Adept’s Runewand, but will last for only so long as the Runewand remains unbroken and in the Adept’s possession.

3. Spell of Light (G–3)

Range: 15 feet (+15 per Rank)

Duration: 15 minute per Rank

Experience Multiple: 75

Base Chance: 50%

Resist: May not be resisted

Effects: One 10-foot cube (1000 cubic feet) area may be brightly lit. This lighted area may be of any shape (even pencil-thin), but must emanate from the tip of the Adept’s Runewand and will last only so long as the Runewand remains unbroken in the Adept’s possession.

4. Spell of Pyrogenesis (G–4)

Range: Touch of Runewand.

Duration: Immediate

Experience Multiple: 75

Base Chance: 40%

Resist: May only be passively resisted

Effects: One small flammable object or entity may be caused to burst into flame by the touch of the Adept’s Runewand. Thereafter, the flames are fuelled by the object or entity. They may be extinguished normally.

NOTE: This spell is meant to be used to light matches and cause insects and small furry animals to burst into flames. It is not meant for use against human-sized figures.

5. Curse Spell (G–5)

Range: Touch with Runewand

Duration: Until dispelled.

Experience Multiple: 500

Base Chance: 20%

Resist: May be actively and passively resisted.

Effects: The Adept may curse one target, which he must touch with his Runewand, with any of the possible minor curses listed (following) that he has the necessary Rank to employ (Rank Possible curse). The touch is automatic, but the spell must be prepared normally.

D10

| Result | Curse Spell Result |
|--------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1–5 | The Adept may afflict the target with hallucinations that will reduce the target’s Perception by 5 in addition to any specific effects. The GM and the Adept must work out the exact nature of the hallucination at the time that the curse is made. Hallucinations should however, be of a minor, generalized nature: seeing colored lights in the distance, hearing sounds like the clanking of weaponry, smelling meat cooking from time to time, and so forth. The severity of the hallucination (and the decrease in Perception) will be more pronounced if the spell takes double or triple effect. |
| 6–10 | The Adept may afflict the target with increasing physical |

D10**Result** **Curse Spell Result**

debilitation that will decrease Physical Strength by 1 immediately, and will subtract 1 from Endurance at the end of each day until the curse is finally dispelled.

11–15 The Adept may afflict the target with total loss of any one sense (sight, smell, touch, hearing, taste) for a number weeks equal to the Adept's Rank with this spell. The loss of a sense takes place immediately.

16–20 The Adept may afflict the target with extreme paranoia and nightmares. The target will recover only 1 Fatigue Point per hour for taking a nap, and only 2 per hour from sleeping. In addition, the target will feel hag-ridden and imagine himself pursued by phantasms. He will, unless the curse is first dispelled, eventually become more and more estranged from reality, distrustful of his friends and companions, and obsessed with the idea of destroying his enemies (who he will think are "all around"). If the curse is not dispelled within $D10 \times$ a number of days equal to the Willpower of the target (minus $2 \times$ the Adept's Rank with this spell), the target will completely lose touch with reality. He will then plot to destroy his friends in the belief that they are "out to get him" and will exhibit other bizarre behaviour. He will be cured of the advanced stage of this affliction only by having the curse dispelled and then spending a number of days equal to the Adept's Rank \times D10 in rest and recuperation.

6. Spell of Illusion (G–6)

Range: Unlimited within sight.

Duration: Until dispelled.

Experience Multiple: 250

Base Chance: 30%

Resist: Must be disbelieved instead of resisted.

Effects: The Adept places a single Runestick carved with the Rune for the spell and a Rune representing an object or entity of his choice on the ground, afloat in the water, etc. The stick will then appear to all, except the Adept, to be the same object or entity as the Rune incised on the Runestick. The image will be inanimate and will remain even when touched. However, the illusion can be disbelieved and can be assigned a difficulty factor, as outlined in 54., based on the Adept's Rank with this spell.

NOTE: The illusion will appear to be full-sized even though the small stick represents the object or entity, and will have tactile, auditory, olfactory, and visual elements (all though it will lack the mobility of the object it represents).

7. Control Entity Spell (G–7)

Range: Touch.

Duration: So long as worn.

Experience Multiple: 550

Base Chance: 10%

Resist: May be actively and passively resisted.

Effects: The Adept must successfully bind three Runesticks containing the Binding Rune onto the entity being controlled. This may mean that the Adept or one or more of his companions will have to enter Close Combat with the entity in order to bind the sticks to it. (50% Base Chance, plus 5 per character helping to subdue the object of the spell. Decrease by 1 for each point by which the Physical Strength of the spell's object exceeds the strength of the strongest character attempting to subdue it. Increase the chance by 1 for each point by which the Physical Strength of the object is less than that of the strongest character trying to subdue it.) In other methods, the Adept may be able to induce the entity to put the sticks on itself voluntarily (via trickery, for example). Once the sticks are in place, a Cast Check is immediately made to determine whether or not the sticks function. The spell need not be prepared, and no Fatigue is expended to cause it to take effect.

NOTE: This is an exception to the normal casting of a spell which is mandated by the unusual nature of the Runesticks. Once cast, this spell remains in effect until the Runesticks are no longer bound to the target (who may not remove them himself). Until that time, the target will freely do the bidding of the Adept, acting in all ways as his loyal servants (even to the extent of fighting with anyone trying to remove the Runesticks from him).

8. Spell of Purification (G–8)

Range: Contact with Runestick.

Duration: Immediate

Experience Multiple: 200

Base Chance: 30%

Resist: May not be resisted

Effects: The Adept may turn any aqueous substance into potable water by touching the substance with a Runestick that has the Purification Rune incised into it. The Adept may purify 1 quart (+1 per Rank) by volume with this spell.

NOTE: This spell may be used to neutralize poison in solution.

9. Runelock Spell (G–9)

Range: Painted on target.

Duration: Until dispelled/broken

Experience Multiple: 200

Base Chance: 30%

Resist: May not be resisted

Effects: This spell may be cast over any portal (door or window) that can normally be opened or closed. It effectively locks the portal with an unpickable lock. The portal may still be forced open by brute strength. In this case, the Physical Strength of all the figures attempting to force the portal are totaled and multiplied by the Difficulty Factor of the task. The Difficulty Factor is always a function of the Rank of the spell: if the Rank of the spell is 1 through 5, the Difficulty is 2.0; if Rank 6 through 10, the Difficulty Factor is 1.5; if Rank 11 through 20, the Difficulty Factor is 1.0. In order to place a Runelock on a portal, the Adept must draw or paint the Runelock Rune on the portal. Only then may he cast the spell.

NOTE: Portals which could not normally be opened with ease by brute strength (e.g., a 16-ton bronze gate with frozen hinges) would still fail to open easily to brute strength if Runelocked. The difficulty of opening the portal must be checked separately from the difficulty of breaking the Runelock.

[65.4] General Knowledge Rituals**1. Ritual of Fashioning Runesticks (Q–1)**

The Adept must use this ritual to actually carve the appropriate Rune(s) in a stick fashioned of any material listed in 65.9 (The Runestick Chart). At the time the Adept fashions the Runestick, the Adept's player must announce what Runes are being cut into the stick (i.e., what spell or ritual the Runestick can be used to perform). Careful records must be kept of the number and type of Runesticks carried by a character. Whenever an Adept wishes to cast a spell or perform a ritual using the Runesticks in his possession, he prepares the spell or performs the ritual normally, using the Runestick(s) to cast a spell only once it is prepared. Until a spell is cast, the Runestick is unaffected by the preparation. However, once a Cast Check is made, whether successful or not, the Runesticks used in that spell or ritual are used up. They retain the power necessary to keep the spell or ritual in effect for its normal duration, but are otherwise of no magical value. They can never be "recharged" or reused. The materials of which they are composed lose all magical properties after having been used in Runesticks. Thus, gold used in Runesticks could not be melted down and used in new Runesticks (or used to neutralize Cold Iron in a weapon). Once they have been fashioned as part of this ritual, Runesticks are permanently imbued with the power of the spell or ritual represented by the Rune(s) cut into them. Only one spell or ritual may be imbued in each stick. It takes a length of time equal to

that listed in the “Time” column of the Runestick Chart (–1 minute per Rank, but with a minimum of 1 minute). Only one stick may be produced per ritual. It costs 10 Fatigue (–1/three Ranks or fraction) to perform the ritual, the Base Chance of successfully performing it is 55% (+3 per Rank), and there is no backfire. This ritual’s Experience Multiple is 100.

2. Ritual of Fashioning Runeward (Q–2)

The Adept may employ this ritual to create a Runeward out of any of the materials listed on the Runeward Table (65.8). The implement is fashioned by inscribing Runes into the material’s surface, which describe its use, name, and history. Once the Runeward has been fashioned and consecrated in this ritual, it remains fully effective unless and until it is broken or otherwise destroyed. It takes 1 to 4 week to perform this ritual, depending on the type of material used to fashion the Runeward. The total time necessary to fashion a Runeward is decreased by 1 day for each Rank the Adept has with this ritual (minimum of 1 day to perform this ritual), and the ritual costs 10 Endurance (–1/two Ranks with this ritual). The Endurance loss will heal normally. The Adept may interrupt the ritual to eat and attend to housekeeping (maximum of 2 hours per day) and to sleep (maximum 8 hours per day), but any break longer than 10 hours results in the ritual failing and the materials used being ruined. Any Endurance expended on this ritual is expended on the completion of the ritual, not during its course. Once the ritual is completed, the Adept determines whether or not it has been successful. The Base Chance for this ritual is 30% (+3 per Rank). All materials used in an unsuccessful ritual are destroyed or ruined. If the ritual is successful, the Adept may use the Runeward thereafter to cast spells and perform rituals that require the use of a Runeward. In addition, he may store a maximum of 1 Fatigue Point in the Runeward at Rank 0, and 1 additional Fatigue Point for every 2 or fraction Ranks he has with the Ritual of Fashioning Runeward at the time the Runeward is fashioned. Fatigue is stored in a Runeward simply by touching the Runeward and willing one or more Fatigue Points to enter the Runeward. Fatigue Points stored in the Runeward are subtracted from the Fatigue of the Adept. Once stored in the Runeward, Fatigue Points remain there indefinitely and can be used by the Adept to cast spells at any time that he is holding the Runeward while making a Cast Check. A character may add Fatigue to a Runeward any number of times, so long as the Runeward has the capacity remaining to store the Fatigue each time the wand is “recharged.” This ritual’s Experience Multiple is 300. A backfire results in the destruction of the materials used in the Runeward.

3. Ritual of Warding with Runesticks (Q–3)

The Adept sets up a pattern of Runesticks inscribed with the Ward Rune (as fashioned by Q–1). This pattern may consist of 3, 5, or 7 sticks composed of any material listed in 65.4. If 3 Runesticks are used, the Base Chance is 20%. If 5 Runesticks are used, the Base Chance is 30%. If 7 sticks are used, the Base Chance is 40%. All Base Chances are increased by 4 per Rank. This ritual takes 2 hours (–5 minutes per Rank) to complete. During the ritual, the Adept must place the Runesticks containing the Runeward symbol in a roughly circular configuration around the area to be warded (presumably remaining inside that area). At the end of the ritual, if it is successful, a Runeward exists that will help to protect those inside it from magic. No magic item (amulet, talisman, weapon, etc.) can be brought into the warded area, though items already inside the warded area can be taken out. The area to be warded is a sphere with a diameter, in feet, of (10x) the number of sticks used. Any magical creature or magic–user attempting to enter the warded area must make a Resistance Check, or it will be unable to enter the area. The entity’s Magic Resistance is decreased by a number equal to the Rank of the Adept with this ritual for a 3–Runestick ward, twice the Rank for a 5–Runestick ward, and three times the Adept’s Rank for a 7–Runestick ward. In addition, if the Runesticks used are all of Rowan, no entity which is wholly or partially form another plane (such as demons, devils, imps, hell–hounds) will ever be able to cross the Runeward to enter the warded

area. The Runeward is automatically and permanently broken if any magical entity or magic–user succeeds in passing it. However, so long as it is in effect, all spells cast into the warded area from outside will have their Base Chance reduced by 20 if it is a 3–Runestick ward, by 30 if it is a 5–Runestick ward, and by 40 if it is a 7–Runestick ward. Backfire from this ritual results not only in the destruction of the Runesticks, but in D10 damage to the Adept’s Endurance as well.

NOTE: The same Runesticks which are used for this ritual may be used in the Ritual of Healing (Q–4) and may also be used in conjunction with the Runestick(s) necessarily to the casting of some other spell of this College to create a Ward as described in 48.4. The Experience Point Multiple for this ritual is 200.

4. Ritual of Healing (Q–4)

The Adept creates a warded area by setting up a Runeward as described in Q–3. However, only the 7–Runestick Runeward may be used. The Runeward is set up around the entity to be healed. The Runeward used for healing in this manner also confers on those within the warded area the same protection as does Q–3, but the Runeward is broken if anyone inside exits it during the ritual, and the ritual must be abandoned or started over from scratch. The Runesticks used are consumed as though the ritual had been performed to its conclusion. The Base Chance for this ritual is 50% (+4 per Rank). It lasts 7 hours at the end of which any one living entity within the Runeward (Adept’s choice as to who) is cured of all Fatigue and Endurance losses, plus any non–magical diseases, fevers, or infections which the entity may suffer. The ritual does not reconnect severed limbs or resurrect the dead. It is possible for the ritual to backfire. If it does so, the entity being healed dies immediately (in addition to whatever other backfire results are rolled). The Adept must expend 10 Fatigue to employ this ritual. It has an Experience Multiple of 300.

NOTE: Only types of material listed in the Runestick Chart may be used to make Runesticks used in this ritual except for Elder and Yew. In addition, if the Runesticks used in this ritual are made of Walnut or Elm, the number of hours the ritual requires is reduced to 5.

5. Runes of Sight (Q–5)

The Adept may gain insight into the future by casting the Runes of Sight (Runesticks which have Runes cut into them representing the cosmic balance). It takes one hour to cast these Runes and the Adept may perform no other action during that time. The performance of this ritual allows the Adept to exercise any of the following functions during its course:

Limited Precognition: This action is executed as a talent, but with the same results as for the Spell of Limited Precognition (G–2) of the College of Sorceries of the Mind. It has a Base Chance of 30% (+2 per Rank).

Divining Enchantment: This action is executed as a ritual in the same manner as the Ritual of Divination (R–1) of the College of Naming Incantations. It has a Base Chance of 55% (+4 per Rank).

Only one of these two functions may be performed for each casting of the Runes of Sight. The Experience Multiple for this ritual is 250. It requires 3 Runesticks incised with the appropriate Runes to perform this ritual.

6. Ritual of Sending (Q–6)

The Adept must paint his forehead with a Sending Rune before retiring to sleep at night. He then will spend an entire 8–hour period (or until awakened) in communication with any entity of his choice who is also sleeping during that time. The entity may resist the communication through successful Passive Resistance. Otherwise, the entity will answer all questions in a yes/no fashion. The Base Chance for this ritual is 30% (+4 per Rank) and it has a range of 40 miles+20 additional miles per Rank. The Experience Multiple for this ritual is 350.

NOTE: This ritual does not allow communication with entities at other planes of existence.

[65.6] Special Knowledge Spells

1. Runewall Spell (S-1)

Experience Multiple: 300

Base Chance: 30%

Range: 15 feet (+15 per Rank)

Duration: Until dispelled.

Resist: May only be passively resisted

Effects: The Adept places a single Runestick incised with the Warding Rune on the Ground and performs the Spell. The stick will, if the spell is successful, metamorphose into a translucent wall of force 1 inch thick, 10 feet high and 20 feet long that may be manually shaped by the Adept (and by no one else) into any shape of his devising (e.g., pillar, circle, dome). The Adept may alter the height or length of the wall by 1 foot per Rank. Anyone coming in contact with the wall will rebound from it unless they successfully resist. Even if they do successfully resist, they will be unable to penetrate the wall. In addition, if the Runestick used to create the wall was made of Elder, anyone who fails to resist will be thrown to the ground and suffer D-2 (+1 per Rank with this spell) damage.

2. Spell of Summoning Totem Spirits (S-2)

Range: Adept touches Runestick.

Duration: Immediate.

Experience Multiple: 100

Base Chance: See following text.

Resist: May not be resisted

Effects: There are three great Totem Spirits; Athotarho, Tseghi, and Argotac. Each is represented by a Rune that corresponds to his name. In order to summon one of these three spirits, the Adept must hold in his hand a Runestick incised with the Rune corresponding to the spirit he desires to summon. Only one such evil spirit can be summoned per spell. As part of the spell cast, the Adept must cast the Runestick to the ground at his feet. The Runestick will then explode harmlessly and, in its place, the desired spirit will appear. The Totem Spirits have the following characteristics:

ATHOTARHO

Description: Athotarho is a small (four feet tall) masked hunter with a spear. He habitually dresses in animal skins and his buttons, fastenings, weapons, etc., will be finely-carved bone.

Talents, Skills, and Magic: He has no talents or magic to speak of, but he is a Rank 10 Ranger specializing in Woods, a Rank 8 Beast Master specializing in Common Land Mammals, a Rank 4 Thief, a Rank 5 Assassin, and a Rank 3 Military Scientist.

Movement Rates: Running: 250

PS: 18 **MD:** 20 **AG:** 19 **MA:** 10

EN: 18 **FT:** 20 **WP:** 21 **PC:** 23

PB: 7 **TMR:** 6 **NA:** Skin absorbs 6 DP

Weapons: Athotarho has no special weapons, but will carry a bone shortsword, spear, dagger, and short bow (with 20 arrows in a quiver) upon appearing. He will have maximum Rank with all these Weapons. He will refrain from using metal weapons if possible, though he suffers no special damage from Cold Iron per se.

Comments: Athotarho will gladly accompany anyone who promises good hunting and fighting, but will demand many petty honors and first pick of all food (especially freshly-killed animals) and prisoners (if any). He will enslave any prisoners and shabbily use them until he parts company with the Adept. Then he will kill his slaves rather than allow them to be freed or used by others. If denied first pick of either food or captives, Athotarho will become restive and unhappy, and will seek to betray whoever he considers primarily to blame for denying him his due. At the end of each day there is a 20% chance that Athotarho will depart to answer the call of some other Adept. This Base Chance is decreased by 1 per Rank the Adept currently accompanied by Athotarho has with this spell. Athotarho will immediately disappear upon answering another summons and will not reappear unless summoned again.

ARGOTAC

Description: Argotac appears as an aged priest in rough brown robes. He always carries an obsidian dagger with which he will kill any prisoners given to his care. His eyes are dark and frightening, and his skin is pale and clay-like.

Talents, Skills, and Magic: Argotac possesses no magic per se. However, he has the talent of forcing any character who looks into his eyes (except the Adept) to roll on the Fright Table (see 60.8). Argotac is a Rank 3 Ranger specializing in Waste, a Rank 8 Beast Master, specializing in humans, a Rank 5 Assassin and a Rank 7 Spy.

Movement Rates: Running: 300

PS: 16 **MD:** 15 **AG:** 15 **MA:** 10

EN: 16 **FT:** 20 **WP:** 30 **PC:** 22

PB: 7 **TMR:** 5 **NA:** Skin absorbs 3 DP

Weapons: Argotac is not a warrior in the normal sense, but he will use his dagger in combat (Rank 3) and he has Rank 7 in Unarmed Combat. He will use non-metal weapons if required and will pick up and use metal weapons in a dire emergency, but he normally avoids Cold Iron which makes him uncomfortable (though it does no special damage).

Comments: Argotac will accompany and assist the Adept in exchange for a promise of a life each day. At the end of any day that Argotac has not been provided with a prisoner to kill, there is a 70% chance that he will depart and not return unless summoned by a new spell. The Base Chance of Argotac departing is decreased by 1 per Rank of the Adept and is increased by 10 for each day that Argotac has accompanied the Adept since he was last given a life by that Adept. There is a 10% chance that Argotac will attempt to kill the Adept or one of his companions prior to departing the group.

TSEGHI

Description: Tseghi is a great grey hawk with a 7-foot wingspan.

Talents, Skills, and Magic: He possesses no special skills, talents, or magic.

Movement Rates: Flying: 1200

PS: 22 **MD:** 24 **AG:** 24 **MA:** 12

EN: 24 **FT:** 30 **WP:** 15 **PC:** 24

PB: 8 **TMR:** 24 **NA:** Feathers absorb 4 DP

Weapons: Tseghi can attack in Melee or Close Combat with either beak (Base Chance of 55% doing D10+1 Damage) or 2 talons (Base Chance of 70% doing D10+4 Damage) without penalty in the same Pulse. His beak is Rank 5 and his talons are Rank 6.

Comments: Tseghi will gladly accompany the Adept and assist him under the same terms as Athotarho (except that he will see any captives as merely another form of food). There is a Base Chance of 10% that Tseghi will depart at the end of each day. Once departed, he will not return unless again successfully summoned by the Adept. The Base Chance that Tseghi will depart is decreased by 1 per Rank of the Adept whom Tseghi is accompanying. Tseghi will never voluntarily go underground or indoors.

All three Totem Spirits are manifestations of the greater spirit they represent. Thus, for example, the Argotac Totem Spirit is only a manifestation of the greater spirit that is Argotac, an ancient evil that has always existed on this plane. Accordingly, when "Argotac" is summoned, a small part of the consciousness that is the greater Argotac becomes physically manifested in the Runestick used to summon him. The implication here is that there may be a large number of Totem Spirits that are but small parts of the total Argotac consciousnesses. However, no portion of any of the three consciousnesses will ever meet another portion of the same consciousness. If there is ever a danger of this happening, all portions of the same consciousness coming into physical proximity (sight, sound, or smell) of each other automatically rejoin the superconsciousness.

The Base Chance of performing this spell successfully depends on the being that is summoned:

If the Adept is attempting to summon Tseghi... 35
 If the Adept is attempting to summon Athotarho... 30
 If the Adept is attempting to summon Argotac... 20

Should this spell backfire, the Backfire Table is not consulted. Instead, the summoned Totem Spirit will attack and attempt to destroy the summoner. In addition, the Base Chance for this spell is reduced by 5 when attempting to summon a Totem Spirit which, upon its previous summoning, attacked as a result of backfire.

3. Spell of Creating Rune Portal (S-3)

Range: Touch Runestick
Duration: Immediate
Experience Multiple: 300
Base Chance: 50%
Resist: May not be resisted

Effects: The Adept must place a Runestick with the Portal Rune on it in the ground and touch it while casting the spell. Once the spell is successfully cast, the Runestick is immovable. It becomes the terminus for a future attempt at teleportation. Once the terminus has been established, the Adept may, at any future time, use another Runestick which was carved at the same time and is a mate of the Runestick which was used as a terminus to travel back to the original terminus. There can be only one "mate" for the terminus, and it too must contain the Portal Rune and must be of the material as the terminus Runestick. In order to teleport to the terminus, the Adept simply places the mate in or on the ground and casts this spell. If unsuccessful, both Runesticks are destroyed. If successful, the mate of the terminus is activated and becomes a terminus too. Thereafter, anyone who touches one terminus will be teleported to the other terminus and will appear standing within five feet of that terminus (travel time is one Pulse). A terminus may be used any number of times until destroyed (by being broken, dissolved, melted or burned), but may never be moved. A terminus is destroyed by casting a Special Knowledge Counterspell of the College of Rune Magics over it. Once a terminus is destroyed, the mate of the Runestick used to form that terminus will no longer function (though this will not necessarily be known until someone tries to use the mate). If a terminus is destroyed during the Pulse while a being is in transit between the two, he is destroyed and his molecules are dispersed over known space.

NOTE: The Base Chance for this spell is decreased by 1 for every 5 miles separating the two Runesticks and is increased by 15 if the Runesticks are shaped from Willow.

4. Spell of Visitation (S-4)

Range: 2 miles (+2 per Rank)
Duration: 5 minutes (+5 per Rank)
Experience Multiple: 250
Base Chance: 30%
Resist: May not be resisted

Effects: The Adept must cast the Runes of Far-seeing (three matched Runesticks) on the ground before him while performing the spell. If successful, the Adept will be able to send a ghost-like image of himself instantly to any location within range that the Adept has physically occupied at least once in the past. He will be present at that location in all ways except bodily (i.e., he may communicate and use all his senses while his image is there, but may not be harmed by any attack). The image "mimics" the actual actions of the Adept, and may move no more than 10 feet (+10 per Rank) from the spot where he materialized, which may be anywhere at the location the Adept wishes. Thus, if the Adept desired his image to talk, he must actually speak the words wherever he is physically located. The image cannot use magic spells, talents, or rituals. Also, if the Adept is in a location that would prevent him from moving, the image may not move either. Then the visitation time has expired (or anytime prior that the Adept wishes), the image will quickly fade and immediately travel back to the Adept. The image will leave an "aura" trail, which, if detected by a Detect Aura talent or spell, gives the compass direction at which the Adept would be located, but not the distance.

5. Spell of Truth (S-5)

Range: 15 feet (+15 per Rank)
Duration: 1 hour (+1 per Rank)
Experience Multiple: 300
Base Chance: 30%
Resist: May only be passively resisted

Effects: Prior to casting this spell the Adept must first draw a Truth Rune on the forehead (or over the brainpan) of the spell's target. The spell may only be cast over one target entity of the Adept's choosing and the Adept must touch the target to cast it. If unsuccessful, a new Truth Rune must be drawn on the target before the spell can be attempted again. A successful spell that is not successfully resisted causes the target to be unable to speak falsehood for the duration of the spell and will answer any question put to him. In addition, the target will see through any illusion, magical trap or other object, entity or apparition which is magical in nature and which is within range. The target automatically disbelieves any illusions within range and sees true nature of all things, it does not gain knowledge of True Names or see through solid walls, but merely penetrates altered appearances.

6. Spell of Banishment (S-6)

Range: Touch with Runeward.
Duration: Immediate.
Experience Multiple: 300
Base Chance: 30%
Resist: May be actively and passively resisted.

Effects: The Adept may banish any one entity from another dimension to its own plane of existence. In order to do so, the Adept must touch the target entity with his Runeward at the moment he completes the spell. If successful, the spell results in the entity immediately returning to its own dimension unless the entity successfully resists. Otherwise, the entity remains on this plane. If the entity's reaction is to attack the Adept, the Base Chance of the entity's attack being successful is increased by 20, and 2 is added to any Damage Check resulting from the attack (in addition to any other modifiers to that check). The touch is automatic, but the spell must be prepared normally.

7. Smite Spell (S-7)

Range: Touch with Runeward.
Duration: Immediate.
Experience Multiple: 300
Base Chance: 15%
Resist: May only be possibly resisted.

Effects: The Adept must, at the moment he the spell, touch the target he intends to smite with the Runeward. The target may passively resist if the spell is successful. If the target fails to successfully resist, he suffers D-3 (+3 per Rank) damage. The touch is automatic, but the spell must be prepared normally.

8. Spell of Creating Runeweapon (S-8)

Range: Adept must touch Runestick
Duration: 1 hour (+1 per Rank) used, and it must remain in sight.
Experience Multiple: 400
Base Chance: 20%
Resist: May not be resisted

Effects: The Adept must use a Runestick incised with a Deathrune and with a Rune representing the type of Runeweapon he wishes to create. The Adept holds the Runestick while casting the spell. Upon successfully completing the cast, the Runestick will have become transformed into a magical weapon of whatever type the Rune incised on the Runestick indicated (short sword, dagger, glaive, etc.). Since the substance of the weapon is magical, the Adept will be able to wield the weapon without suffering the penalties associated with Cold Iron. Further, the weapon will be useable against those entities normally affected only by magical weapons, but will otherwise have the same properties as a normal weapon of the same type. An entity using a Runeweapon will never drop the weapon and there is never

any chance of the weapon breaking. Additionally, the entity cannot be disarmed. The Base Chance of casting this spell is increased by 10 if the Runestick is Elder or Yew and is decreased by 20 if the Runestick is Walnut or Elm. In addition, if Runesticks of Yew are used, and at least one point of damage effective is inflicted on a target, the wound will be poisoned, causing D-6 (+1 per Rank) damage per Pulse for D10 Pulses due to poison. Any entity may use a Runeweapon once it is created.

9. Binding Spell (S-9)

Range: Touch element with stick.

Duration: 30 minutes (+5 per Rank)

Experience Multiple: 600

Base Chance: 20%

Resist: May not be resisted

Effects: The Adept may gain control of any element by using this spell. He must possess a Runestick containing the Binding Rune and the Rune representing the element to be bound, and he must touch the element with the Runestick at the moment he casts the spell. An Adept may bind 500 pounds of earth (+500 per Rank), 500 gallons of water (+500 per Rank), 1000 Cubic feet of air (+500 per Rank), or all fire within a 10-foot radius (+15 per Rank). He may do anything with the element except form an elemental. This spell may not be cast over an area occupied by an elemental and cannot be used in any way to control an elemental.

[65.7] Special Knowledge Rituals

1. Ritual of casting Runes (R-1)

The Adept must prepare a piece of paper or vellum on which are written the Runes of Doom. The entire ritual of preparation takes an hour. At the end of the hour, the Adept chooses which of the demons from the College of Greater Summonings will be the executor of the doom and writes this name on the paper as well. The Adept's player must actually write this information down since it will only come into play in the future. Once the ritual is prepared, the Adept then passes the sheet of paper on to the victim whom he has chosen. The victim must voluntarily accept the paper (though he need not know what is on it and it may be foisted on him by trickery). Once he accepts it, the demon named on the paper will hunt him down and kill him. Even if the demon is destroyed, it will return as soon as it is able and continue the hunt (see the College of Greater Summonings for how demons recover from injury and "death" in their own dimension). Only by passing the paper on to another entity who voluntarily accepts it can the doom be transferred. The Experience Multiple for this ritual is 500. The Base Chance of its success is 15% (+5 per Rank). If the ritual backfires, the Adept loses D10+2 Endurance.

2. Ritual of Creeping Doom (R-2)

The Adept creates 13 Runesticks by carving the appropriate maledictions into human bones. He then performs a ritual over them (duration 1 hour) and buries the sticks beneath the dwelling of someone he wishes to curse. It is best if the victim's name is carved on the bones as well, otherwise others in the house may become ill instead. For each month that the bones remain in or under the victim's dwelling, he must make a Resistance Check, the Base Chance for which is composed of the victim's Endurance multiplied by the Difficulty Rating of the resistance. At Rank 0 through 5, the Difficulty Rating is 4; Rank 6 through 10, the Difficulty Rating is 3; Rank 11 through 15, the Difficulty Rating is 2.5; Rank 16 through 18, the Difficulty Rating is 2; Rank 19 through 20, the Difficulty Rating is 1.5. If the victim fails to resist, he suffers a wasting disease and loses D-3 Endurance for purposes of future resistance (only). If he fails to resist for three straight months, he dies. The Experience Multiple for this ritual is 300. The Base Chance of the ritual working is 20% (+4 per Rank).

NOTE: Generally, the victim of these maledictions will not know exactly what is wrong with him. Should he discover the bones, he may remove the curse by removing the bones from the house. Other means

of destroying the curse will not normally suffice, although the sufferer would show immediate improvement upon leaving the house and sleeping elsewhere for a few weeks. There is no chance of this ritual backfiring.

3. Ritual of Rune Sacrifice (R-3)

The Adept performs this ritual within a warded area as described in Q-3. Once the area has been warded and all participants are positioned within the wards, the Adept takes an hour to perform this ritual. During this time, the Adept must prepare a sentient being (preferably human or humanoid) for sacrifice by painting the victim's body with Death Runes. The Adept then, at the end of the ritual, strikes the conscious victim once with his Runeward. If the ritual succeeds, the victim dies immediately and the Adept advances two Ranks in one spell (not ritual) of his choice. The victim does not die, and the Adept suffers D10+4 damage and does not advance if the ritual fails. It may be actively, but not passively resisted by the victim. The Base Chance for this ritual is 50% (+3 per Rank), and the Experience Multiple is 700. If the ritual backfires, the Adept's Runeward is immediately shattered and the Adept suffers D10+8 damage to Endurance in the explosion. No one else is harmed.

4. Ritual of Dimension Portal (R-4)

The Adept must have learned the True Name of another dimension from a Namer in order to perform this ritual. He prepares a Runestick containing the Portal Rune and the Rune representing the True Name of that other dimension. He then takes one hour to prepare the portal, laying the Runestick on the ground where he wants the portal to appear. At the end of an hour, a check is made to determine if the ritual has been successful. The Base Chance of Success is 20% (+3 per Rank). If the ritual succeeds, a portal immediately appears leading into the dimension represented on the Runestick. Anyone entering that portal will be in the other dimension (after a travel time of one minute). The portal will be a two-way terminus, and those in the other dimension will be able to cross into this dimension through the portal. The portal remains for a number of hours equal to 3 plus the Rank of the Adept with this ritual, plus the results of a D10 die roll (made by the GM). It is destroyed permanently at the end of that time or whenever a Special Knowledge Counterspell of the College of Rune Magics is cast over the area it occupies. The Experience Multiple for this ritual is 600. If the ritual backfires, an entity native to that dimension (GM's choice) enters the Adept's dimension and will immediately attack the Adept and his companions.

[65.8] Runeward Table

| Dice | Runestaff | Wgt | Value | Cost | Time |
|-------|--------------------|-----|-------|------|------|
| 01-15 | Oak Staff | 5 | 500 | 55 | 2 |
| 16-30 | Blackthorn Staff | 4 | 600 | 60 | 2 |
| 31-45 | Ash Staff | 5 | 800 | 60 | 3 |
| 46-55 | Willow Rod | 1 | 400 | 55 | 1 |
| 56-65 | Cedar Rod | 1 | 700 | 75 | 2 |
| 66-73 | Ivory Rod | 1 | 900 | 80 | 2 |
| 74-81 | Ebony Rod | 1 | 1200 | 90 | 3 |
| 82-89 | Copper Rod | 1 | 1500 | 55 | 3 |
| 90-97 | Bronze Scepter | 7 | 1000 | 90 | 3 |
| 98* | Silvered Scepter | 6 | 1800 | 200 | 4 |
| 99* | Gilded Scepter | 6 | 2400 | 500 | 4 |
| 100* | Truesilver Scepter | 6 | 3000 | 900 | 4 |

* This type of Runeward must be paid for by the Adept out of the proceeds of his first 6 months adventuring or the money lenders from whom he gained the wherewithal to have the item made will send one or more assassins to "collect."

Runeward: The type of Runeward.

Wgt: The average weight in pounds of a Runeward made from this material.

Value: The value in silver pennies of the Runeward in the open market as a magic item or object d'art. If sold as merely a piece of

wood or lump of metal, one third the value given in the Cost column of this table should be used instead.

Cost: The cost in silver pennies of the materials (including incense, oils, etc.) which will go into the preparation of the Runewand if manufactured by the Adept instead of purchased by him.

Time: The amount of time in weeks required to create a Runewand of this type, given the necessary materials and tools.

[65.9] **Runestick Table**

| Material | Weight | Value | Cost | Time |
|----------------|--------|-------|------|------|
| Ashwood | 1 | 5 | 1 | 15 |
| Aspenwood | 1 | 3 | 2 | 15 |
| Cedarwood | 1 | 6 | 2 | 10 |
| Chestnut | 1 | 3 | 1 | 10 |
| Elder Wood | 1 | 7 | 2 | 10 |
| Elmwood | 1 | 6 | 2 | 10 |
| Gilded Metal | 2 | 150 | 80 | 240 |
| Oak | 2 | 10 | 2 | 20 |
| Mistletoe | ½ | 3 | 1 | 10 |
| Pinewood | ½ | 2 | 1 | 5 |
| Rowan | 1 | 8 | 4 | 15 |
| Silvered Metal | 2 | 20 | 10 | 240 |
| Walnut | 1 | 4 | 1 | 15 |
| Willow Wood | ½ | 2 | 1 | 15 |
| Yew | 1 | 3 | 2 | 10 |
| Yarrow | 1 | 2 | 1 | 10 |

Material: The type of material of which the stick is composed.

Weight: The weight in ounces of one Runestick made of this material.

Value: The value in silver pennies of one Runestick made of this material.

Cost: The cost of the materials necessary to make one Runestick in silver pennies, not counting the cost of tools.

Time: The amount of time in minutes (not hours) necessary to manufacture one Runestick of this type. Some spells and rituals require the use of Runesticks made of certain materials only. In other cases, any type of Runestick on this chart will do, but the modifiers in 65.2 apply.

66. The College of Shaping Magics

The College of Shaping Magics is concerned with the fashioning and animation of non-living matter, with the conjuration of enchantments of an enduring nature and, most importantly, with the creation of potent magical items.

[66.1] **The arts of the College of Shaping Magics may require special knowledge, special equipment, the expenditure of money, time, and endurance, and the presence of companions.**

Most of the ritual magic of this College may only be practiced within a Shaper's Workshop, a composite of the shops of artisans of many different types. Tools used in metallurgy, alchemy, blacksmithing, weaving, carpentry, the fashioning of gems, and dozens of other trades will all be found in the shop of a powerful Shaper. A Shaper will have some knowledge of each of these trades, but will often hire others to perform menial tasks, or those beyond his expertise. The cost of hiring artisans is accounted for in the costs of the materials need to perform each ritual.

The cost to establish a Shaper's shop is equal to 5000 silver pennies+(8000×the Shaper's highest Rank with any Ritual requiring a workshop). A shaper may pay up to 20% less than the standard cost, in which case his shop is "poorly-stocked" and he suffers the penalty noted in 66.2. Conversely, a shop is "well-stocked" if a Shaper pays at least 1.5 times the standard amount. 10% of a shop's cost must be expended yearly to pay for maintenance. If this amount is not paid, the value of the shop is degraded by 20% (possibly altering its status as well- or poorly-stocked). A Shaper's shop is ranked. The Rank of the

shop must equal or exceed the highest Rank of any of his rituals requiring a shop. A Shaper may upgrade his shop at any time that it is not "poorly-stocked" by expending 10,000 silver pennies for each Rank he wishes to raise the shop.

Example: A Shaper's highest Rank with any ritual is 7. He expends [5000+(8000×7)]×1.5=91,500 silver pennies to buy a well stocked shop. Each year he must pay 9,100 silver pennies, or the shop's value will degrade to 73,200 silver pennies (and the Shaper will lose the benefits associated with a well-stocked shop). A poorly-stocked shop which suffers a degradation of 20% in value may not be used to aid in the performance of Shaping magics.

The materials required for many of the rituals of this College will often be quite expensive or rare. Nevertheless, any materials needed for a ritual must be available or the ritual may not be performed. Most of the rituals of the College of Shaping Magics require a far greater investment of time than the rituals of other Colleges. Some rituals will require only a few hours, but most will require weeks and even years. It should be noted that rituals extending for periods of 24 hours or more do not require the intensive concentration of the rituals of other Colleges. The Adept is working and supervising the work of others, but is not involved in constant concentration. He may eat, sleep (8 hours a day), and perform other activities requiring less than 2 hours a day while he is in the ritual itself. Note that these restrictions will often mean that a Shaper will lose practice in his skills or weapons while performing an extended ritual.

In order to perform certain powerful rituals, a Shaper must permanently reduce his Endurance. Whenever Endurance is reduced in this way, Fatigue is reduced as well (according to the scale given in 5.3). In rare situations, a Shaper will be required to permanently sacrifice his bodily form and become a Spectre in order to perform a difficult ritual. The Shaper may not "heal" his Endurance loss. Several rituals will require the presence of other Adepts or of persons with knowledge of particular skills or languages. Such persons must be coerced, bribed, or otherwise convinced to help by the Shaper. The usual rate of payment for participation in a Shaper's project is 400 silver pennies multiplied by the number of weeks the ritual takes. Naturally, the longer the ritual, the more difficult it will be for a Shaper to find a person who will be interested in the first place. Assisting people must be present for at least half of each week of the ritual.

[66.2] **The following numbers are added to the Base Chance of performing any ritual of the College of Shaping Magics:**

| | |
|-------------------------------------------------------------------------------------|------|
| Ritual is performed in high-mana area... | + 25 |
| Adept spends at least 50% extra on materials (if any)... | + 5 |
| Adept performs ritual in well-stocked workshop... | + 5 |
| Adept performs ritual in poorly-stocked workshop... | -15 |
| Ritual is attempted outside workshop (possible only for... Q-1, Q-2, Q-3, Q-4, R-1) | -20 |
| Ritual is performed in low-mana area... | -40 |

[66.3] Talents

1. Detect Enchantment (T-1)

Adepts of this College have the ability to determine whether an item, person, or area within 50 feet (+10 per Rank) is currently under an enchantment. This enchantment may be an operating spell, a ward, an invested spell, or any other magical charm. Magical beings (conjured or summoned) may also be detected by this Talent. It does not tell what type of enchantment, only whether or not there is an enchantment. The Talent operates automatically with a Base Chance of 3×Magic Aptitude (+3 per Rank), but the Base Chance rises to 4×MA (+3 per Rank) if an Adept physically examines (touches) a particular item or place for enchantment. The Experience Multiple for this talent is 100.

[66.4] General Knowledge Spells

1. Spell of Mending (G–1)

Range: Touch

Duration: Permanent

Experience Multiple: 200

Base Chance: 50%

Resist: May not be resisted

Effects: Any single broken item weighing up to 10 pounds (+10 per Rank) may be mended. Note that a fractured item can be made whole if all pieces are present when the spell is enacted (if any are missing, the repaired object will have a hole where the missing piece would be). A mended object becomes exactly as it was before it was broken, so if it was deformed in some way (i.e., a sword was bent) it would retain that deformity.

2. Spell of Enchanting Weapons (G–2)

Range: 10 feet (+3 per Rank)

Duration: 30 sec×(D–2)×Rank (×1 if unranked)

Experience Multiple: 200

Base Chance: 35%

Resist: May not be resisted

Effects: Increases the Base Chance to hit with the weapon over which it is cast by 1 (+1 per Rank), and increases the damage done by the weapon by 1 for every 3 or fraction of 3 Ranks.

3. Spell of Enchanting Armor (G–3)

Experience Multiple: 200

Base Chance: 30%

Range: 10 feet (+10 per Rank)

Duration: 30 minutes (+30 per Rank)

Resist: May not be resisted

Effects: 2 per Rank is subtracted from the Strike Chance of any character using a physical weapon to attempt to hit a target wearing armor enchanted by this spell. Enchanted armor also absorbs 1 additional point of damage for every 4 or fraction of 4 Ranks attained. Note that the spell must be cast on armor (never on an un-armored individual).

4. Congeal Air Spell (G–4)

Range: 20 feet (+10 per Rank)

Duration: 20 sec (+10 per Rank)

Experience Multiple: 300

Base Chance: 30%

Resist: May be actively resisted.

Effects: This spell thickens the air around any one entity, reducing movement and inhibiting its combat abilities. An affected entity loses one third of its TMR, and its Base Chance in any form of attack is reduced by 10. The spell also diverts and blows directed at the affected entity, however, so 2 is subtracted from any damage inflicted against it. Congealed air may be breathed without harm.

5. Congeal Water Spell (G–5)

Range: 25 feet (+15 per Rank)

Duration: 1 minutes (+30 sec per Rank)

Experience Multiple: 400

Base Chance: 30%

Resist: May be actively resisted.

Effects: This spell gives a volume of 50 (+10 per Rank) cubic feet of water a gelatinous consistency, keeping any entities within that volume from sinking, and making swimming and combat impossible. The spell cannot be cast at living beings. Water-breathing creatures may breathe congealed water.

[66.5] General Knowledge Rituals

1. Ritual of Shaping Rag and String Golem

This ritual allows a Shaper to form a small golem out of bits of rag and string (which must be available to perform the ritual). Rag and string golems have the following characteristics:

RAG AND STRING GOLEM

Description: Rag and string golems are 1 to 2 feet tall and are humanoid in form. Their skin will have the color and texture of the rags from which they are formed.

Talents, Skills, and Magic: When a rag and string golem is created, its Shaper and any other characters present may imbue the golem with a number of abilities. Up to 5 times the Shaper's Rank with this ritual of Ranks of any spells, talents, skills, weapon ability, or linguistic knowledge may be imbued in the golem. Two, however, is subtracted from this maximum for each individual ability bestowed.

Example: A golem is formed by Shaper with Rank 6 (in Q–1). Up to 30 (6×5) Ranks each of abilities could be put into the golem (–2 for each separate ability). Thus the golem could be a Rank 6 Healer, Rank 0 Spy, have Rank 4 with dagger, have Rank 2 in a language, have Rank 3 in the Spell of Mending, and have Rank 3 with the sling, totaling 18 ranks. The maximum possible since the golem has 6 different abilities or (6×2)=12.

No ability may be imbued in a golem unless the Adept or a some other character participating in the ritual has Rank in the ability at least equal to the Rank imbued. A rag and string golem may never learn rituals, nor may it ever know spells or talents from more than one College. A rag and string golem does automatically know the Shaper's Language at whatever Rank the Shaper himself knows it, and this ability does not count against the total that may be imbued in the golem.

Movement Rates: Running: 100

PS: 7 **MD:** 18 **AG:** 19 **MA:** 18

EN: 3 **FT:** 3 **WP:** 16 **PC:** 15

PB: 10-18* **TMR:** 8 **NA:** None

* Depends on rags used.

Weapons: Rag and string golems may use any weapons allowed by their strength. Rag and string golems may never use armor or shields, however, and the spell-casting ability is affected by the presence of cold iron exactly as the ability of a normal Adept.

Comments: Rag and string golems are by far the most intelligent of golems. They may receive and carry out very complicated instructions without flaw. They can also converse with their masters and any other being with whom they share a language. These golems can act freely and modify the letter of their orders to follow the intent behind them. Commands can also be given in general terms, and the golems will improvise as they go along. Rag and string golems will always serve their creator faithfully. They will never serve anyone other than their creator except during extremely limited periods (less than a day) and at the creator's request.

The ritual by which rag and string golems are formed may be enacted outside a Shaper's workshop, although it has a lower Base Chance when performed outside a shop. The ritual requires a minimum of two hours, regardless of where it is performed, however. The Spell of Animating Golems (S–5) must be cast over the rag and string immediately following the ritual by which it is created, or the golem will fall apart. Once animated, a rag and string golem lasts until it is killed (loses all its Endurance), or until the Special Knowledge Counterspell of Shaping Magics is cast over it.

The Base Chance for this ritual is 40% (+2 per Rank), and the Experience Multiple is 250. There is no backfire.

2. Ritual of Shaping Clay Golem (Q–2)

A Shaper may use this spell to shape clay into the form of a golem. Clay must be available for the ritual to be performed. Clay golems have the following characteristics:

CLAY GOLEM

Description: Clay golem is a humanoid, and is between 4 and 8 feet in height. The golem is the type of the clay from which it is formed.

Talents, Skills, and Magic: Clay golems have no talents, skills or magical abilities.

Movement Rates: Running: 100

PS: 5-15* **MD:** 6-10 **AG:** 4-8 **MA:** 0

EN: 14-20** **FT:** 25-30** **WP:** 19PC: 10

PB: 8 **TMR:** 2 **NA:** None

* Plus 2×Rank

** Plus Rank

The larger the golem, the greater the Physical Strength, Endurance, and Fatigue, but the lower the Manual Dexterity and Agility, within the ranges provided.

Weapons: Clay golems may use any weapon they are physically capable of using (see PS and MD requirements on Weapon Tables), although they may never take Rank with a weapon. They may attack with their hands in Close or Melee Combat with a Base Chance of 40% and doing +7 damage.

Comments: Clay golems are mindless. They can follow simple commands (e.g., “Attack him”, “Carry these boulders to the top of that hill”), but can do nothing complex. They will follow only the commands of their Shaper.

A minimum of one hour must be spent shaping a clay golem. This ritual can be performed anywhere, although its Base Chance suffers an unfavorable modification if it is performed outside of a Shaper’s workshop. Once shaped, a clay golem must be animated via S–5 before its clay dries out or it will be unable to be animated, a clay golem remains active for 5+Rank (with Q–2) hours. Clay golems may never be re–animated. The clay of which they are composed may be reshaped, however.

The Base Chance for this ritual is 25% (+3 per Rank), and the Experience Multiple is 300. There is no backfire.

3. Ritual of Magic Divination (Q–3)

This ritual is identical to the ritual of the same name of the College of Naming Incantations.

4. Ritual of Investment (Q–4)

This ritual is identical to the Investment Ritual described in DragonQuest (48.3), except that its Base Chance is 2×MA (instead of 1×MA), and its Experience Multiple is 250, not 300.

Preparation Rituals

Rituals Q–5, Q–6, Q–7, Q–8, Q–9, Q–10 and Q–11 are all Preparation Rituals. These rituals can be used to prepare specific types of objects with enchantments of various sorts. Once a preparation ritual has been successfully completed, the Shaper must then perform the appropriate Binding Rituals (R–9 to R–22) to complete item’s enchantment. When an item is prepared by one of the following rituals, it is imbued with specific spells, talents, skills, weapon abilities, or language knowledge. Any number and combination of these may be imbued by one ritual.

Example: A ring might be imbued with the spells “Armor of Earth,” “Navigation,” and “Shadow Form,” plus the talent “Detect Aura,” Rank 4 in the Mechanician Skill, Rank 3 with the broad–sword, and Rank 7 in spoken Elvish.

Ritual knowledge may never be bestowed on an item, however. Once a Shaper has decided what abilities will be implanted on a given item, that item’s Shaping Index can be found, and the Shaper can determine from that Index several important parameters relating to the item’s construction: how long it will take to prepare the item; how much its production will cost; whether the Shaper must lose any Endurance to produce the item.

An item’s Shaping Index is determined by adding one value for each ability with which an item is to be bestowed. The value for each type of ability is determined differently, as described in the following:

Spells, and Talents with Experience Multiples: The ability’s Experience Multiple.

Talents without Experience Multiples: 50

Skills: Add 100 to (the amount of experience needed to rise to the Rank in the skill which is going to be bestowed on the item divided by 10). For example, Rank 7 in the Healer Skill would add 1570 to an item’s Shaping Index: 100+(14700/10). Note that 14700 (the amount needed to rise from Rank 6 to 7) was used as opposed to the cumulative amount that would be required to rise to Rank 7 from scratch.

Languages: Divide the experience needed to rise to the level of ability in question by 10; e.g., the ability to speak a language at Rank 8 would add 225 to an item’s Shaping Index (2250/10). Note again that the experience cost to rise from Rank 7 to 8 is used in the calculation.

Weapon Ability: total the amount of experience needed to attain the Rank with the weapon, and divide by 5. Thus, if an item were to be imbued with Rank 10 rapier, its Shaping Index would be increased by 3000. [(200 +200 +200 +200 +200 +500 +500 +2000 +4000 +4000 +3000)/5]. Note that this procedure differs from those preceding in that the total experience needed to rise to a Rank is used, as opposed to the experience needed to rise only one Rank.

Characteristics: Total the amount of experience needed to attain the amount of point gain, assigning every first point raised as indicated and every second follows appropriately, and divide by 10.

Example: If an item were to be imbued with a Perception increase of 3 and an Endurance increase of 2, its Shaping index would be 1000, or [(1000 +750 +750)+(5000 +2500)]/10.

The time required to prepare an item is found as follows; The row on the Magic Item Creation Chart (66.8) corresponding to the item’s Shaping Index is found. This row is cross–referenced with the “Time” column of the Chart to find the time needed for the preparation rites.

The cost (in silver pennies) to prepare an item is found by multiplying the item’s normal cost (its price if it were not enchanted) by the number in the “Cost” column of the Magic Item Shaping Index. This number is then multiplied by the “Cost Factor” listed in the preparation ritual used to find the total cost of that ritual.

The row of the Magic Item Creation Chart corresponding to the item’s Shaping Index is also used to determine if the Shaper must lose any Endurance loss indicated on the Chart must be permanently expended to perform the preparation ritual. The Endurance loss is divided evenly through the length of time spent on the ritual. Thus, if an item takes one year to produce, and 7 points of Endurance must be lost in its production, one point would be lost on the 52nd, 104th, 156th, 208th, 260th, 312th, and 364th days. Any Endurance expended is permanently lost, regardless of whether the ritual is eventually successful. Note that, in rituals extending to five years or more, a Shaper must expend a minimum of 20 Endurance Points, and becomes a Spectre at the conclusion of the ritual. The character becomes a Spectre regardless of the success of the binding rituals completing the item’s enchantment. Only the Shaper who prepares an item may perform a binding over that item.

An Adept capable of casting each of the spells and possessing each of the talents to go into an item must be present for at least half the time spent on the item’s preparation ritual. Thus, at least three Adepts would have to participate in the preparation ritual of an item endowed with spells from the College of Fire Magics and Naming Magics, a Fire Mage, a Namer, and the Shaper himself. In the same way, any skill, weapon knowledge, or language ability must be known by one character participating in an item’s preparation ritual for the abilities to be bestowed on that object. Any number of characters can contribute knowledge to the specific item. An ability can never be bestowed on an item with a higher Rank than that of the contributing character (e.g., if an item were to be bestowed with Rank 4 ability in the Healer

Skill, some character participating in the ritual would have to have at least Rank 4 in that skill.

An item may be imbued with a number of attributes equal to or less than the Rank with the applicable ritual of the Shaper creating the item. A character need not be an Adept to contribute non-magical abilities to an item. Each character contributing to an item must be present for at least 50% of the item's preparation ritual, regardless of the number of abilities he contributes to the item.

The effect of having an item bestowed with a particular ability is to allow the item's wielder to use any ability as a talent, without the necessity of any extraordinary effort or expenditure of fatigue. An item enchanted with any spell or talent allows the wielder of the item to use that item as if it was permanently invested (see 48.2) with the spell(s) or talent(s). Enchanted weapon Rank given an item's wielder the ability to use a weapon at a Rank equivalent to that to which the item was enchanted, plus any Rank he might have himself. Thus, a character who himself has Rank 5 with the rapier would be considered to have Rank 13 if he was wearing a ring bestowed with Rank 8 with the rapier.

The ability in a skill or language of the wielder of an item is not cumulative with any ability bestowed on that item. Rather, the higher of the two Ranks in an ability is available to the wielder. For example, if a character has Rank 7 in the Spy Skill, and he wears a ring with Rank 9 in that skill, the character would be treated as if he had Rank 9, not Rank 16.

Only those spells designed to affect only the wielder or some facet of his own person may be imbued into an object by preparation and binding rituals. Investment rituals may be performed on already enchanted items. This is designed to prevent "kill" spells, such as the Bolt of Fire from the College of Fire Magics, from freely being placed into items.

New enchantments may be added to already enchanted items. A new preparation ritual is undergone (with already bound abilities not being factored into the Shaping Index). However, one roll on the Shaping Accidents Table must be made for each new enchantment added to an already enchanted item, in addition to the normal checks for shaping accidents (see following). Note, however, that invested spells are considered a different form of enchantment altogether, and do not require a roll for shaping accidents even when added to an already enchanted item. All spell and talents imbued in an item function at the Rank of the Adept who provided the spell during the preparation ritual; e.g., if an Adept with Rank 6 Witchsight provided that spell during an item's enchantment, the Witchsight provided by that item to its wielder would have a range of 105 feet $-15 + (15 \times 6)$ –per that spell at Rank 6.

Preparation rituals all have a Base Chance of 90 (+1 per Rank). This Base Chance may be modified per 66.2 but modified Base Chances in excess of 100 are treated as 99. Cast Checks for preparation rituals are not made at the end of the ritual, however, but at the end of each week during the course of an item's preparation. If the Cast Chance is missed at any point, the ritual does not necessarily fail entirely. Instead, the GM rolls on the Shaping Accidents Table (66.10) to find the results of the failed Cast Check.

5. Ritual of Amulet of Preparation (Q–5)

This ritual allows the Shaper to use amulets as receptacles to various abilities. The wearer of the amulet is considered the wielder of the item. Amulets are primarily used for defensive oriented spells, and may not be imbued with abilities that are offensive. The Experience Multiple for this ritual is 100, and the Cost Factor is 25.

6. Ritual of Preparing Arms and Armor (Q–6)

This Ritual allows the Shaper to prepare arms and armor as magical receptacles. The person carrying or wearing the item receives the benefits of its enchantment. Weapons enchanted in this method break only when the wielder rolls above $5 \times MD$, and drop only when the wielder rolls above $4 \times MD$. The Experience Multiple for this ritual is 200, and the Cost Factor is 30.

7. Ritual of Preparing Enchanted Clothing (Q–7)

The Shaper may use this ritual to prepare clothing with enchantments. The wearer of the clothing is considered its wielder. The Experience Multiple for this ritual is 175, and the Cost Factor is 20.

8. Ritual of Preparing Enchanted Furniture (Q–8)

Any type of furniture may be magically endowed by this ritual. The GM will have to decide who is considered the wielder of enchanted furniture. A magical chair, for example, would endow its benefits to one who sits in it, but the wielder of a bookcase or desk is more difficult to determine. The Experience Multiple for this ritual is 100, and the cost factor is 10.

9. Ritual of Preparing Talismans and Minor Artifacts (Q–9)

This ritual works on small items, such as statuettes, lockets, pens, and paperweights. The GM will have to decide exactly how these items are used. The Experience Multiple for this ritual is 200 and the Cost Factor is 30.

10. Ritual of Preparing Staves and Wands (Q–10)

Wizard's staves and magic wands (other than Runewands) may be enchanted by this ritual. A person must actually hold a staff or wand to receive the benefits of its enchantment. The Experience Multiple for this ritual is 150, and the Cost Factor is 50.

11. Ritual of Preparing Greater Artifacts (Q–11)

Large objects (such as towers, rooms, or arches) may be enchanted by this ritual. Enchantments bestowed upon such artifacts will usually affect large areas (for example, the interior of a room), bestowing their effects on all in the area. Thus, only abilities that could affect an area and more than one entity can be enchanted into a greater artifact. The Experience Multiple for the ritual is 100, and the Cost Factor is 50.

[66.6] Special Knowledge Spells

1. Spell of Creating Mudslick (S–1)

Range: 30 feet (+15 per Rank)

Duration: 30 sec (+10 per Rank)

Experience Multiple: 300

Base Chance: 30%

Resist: May not be resisted

Effects: An area 20 (+10 per Rank) feet square becomes slick with a ¼-inch film of mud. Every entity within the affected area must roll less than or equal to twice its Agility on D100, or it will fall. If an entity does fall, a roll of less than its Agility must be made before it can rise.

2. Spell of Shaping Elementals (S–2)

Range: 30 feet (+10 per Rank)

Duration: 5 minutes (+1Rank)

Experience Multiple: 400

Base Chance: 10%

Resist: May not be resisted

Effects: A volume equal to two cubic feet \times Rank containing one of the four elements may be shaped by the Adept into any form desired, and will retain that form for the duration of the spell. Thus, a sail of air could be created that could propel a boat, or a spear of fire which could actually be thrown (although it would burn the hand of the thrower). Note that the spell cannot be cast over any living entity or over an Elemental.

3. Spell of Neutralizing Golems (S–3)

Range: 10 feet (+5 per Rank)

Duration: Immediate

Experience Multiple: 350

Base Chance: 20%

Resist: May be actively and passively resisted.

Effects: If this spell is successful, any one magically animated golem will be deactivated (i.e., will become a lifeless statue). Deactivated golems can, in most cases, be reanimated via the Spell of Activating Golems.

4. Spell of Binding Golems (S-4)

Range: 15 feet (+5 per Rank)

Duration: 10 minutes (+5 per Rank)

Experience Multiple: 400

Base Chance: 15%

Resist: May be actively and passively resisted.

Effects: Any uncontrolled golem may be controlled by the casting Adept if the spell is successful. See the descriptions of golems to determine the nature of the commands that may be given golems.

5. Spell of Activating Golems (S-5)

Range: 10 feet

Duration: Depends on type of golem.

Experience Multiple: 450

Base Chance: 15%

Resist: May not be resisted

Effects: This spell will animate golems that have been prepared via Q-1, R-2, R-3 or R-4 but are not already animated. Once a golem has been activated, the caster must immediately roll less than $2 \times (\text{Willpower} + \text{Rank})$ to gain control of the golem. If the roll is not made, the golem is uncontrolled, and its actions must be determined by the GM (it will probably attack everything around it). If this spell backfires, there is a 40% chance that the golem being activated is destroyed, in addition to any other backfire results.

[66.7] Special Knowledge Rituals

1. Ritual of Turning Stone to Flesh (R-1)

This ritual allows the Adept to turn one entity that has been turned to stone by enchanted creatures or magical means back into flesh. Only entities that are naturally living but have been turned to stone are affected by this ritual. Any clothing or other items that were turned to stone with a figure are restored to their normal state with that figure. The Base Chance of this ritual is 55% (+3 per Rank), and the Experience Multiple is 200.

2. Ritual of Shaping Stone Golems (R-2)

A shaper may use this ritual to craft a golem of stone. The crafting requires a minimum of three months, and the use of a shop worth at least 40,000 silver pennies. The materials needed for this ritual cost 15,000 silver pennies. The golem is carved from a solid block of stone. Stone golems have the following characteristics:

Stone Golem

Stone golems are humanoid figures about 12 feet tall. Their bodies are the color and texture of the stone from which they were carved.

Talents, Skills, and Magic: A Stone golem has no talents, skills, or magical abilities.

Movement Rates: Running: 100

| | | | |
|-----------------|-----------------|-----------------------------------------|--------------|
| PS: 20** | MD: 5-13 | AG: 3-9 | MA: 0 |
| EN: 20** | FT: 27* | WP: 30PC: | 7-12 |
| PB: 6-10 | TMR: 2 | NA: Stone skin absorbs 5-7 DP*** | |

* Plus Rank×1.5

** Plus Rank

*** Depends on hardness of stone used

The larger the golem, the lower the Manual Dexterity and Agility within the ranges given. Only magic weapons can harm stone golems, and any weapon that strikes a stone golem must be checked for breakage per the normal breakage chance. Only magic that affects stone can have any effect on stone golems.

Weapons: Stone golems may use any weapons, but they never have any Rank. They may attack with their hands in Melee Combat with a Base Chance equal to their (Shaper's Rank×4)%, or in Close Combat

with a Base Chance of (50+Rank)%, doing (D-3)+Rank damage either way.

Comments: Stone golems are basically mindless automatons, and can perform only simple tasks. Stone golems remain inanimate after their formation until the Spell of Animating Golems (S-5) is cast over them. They may remain inanimate following their creation for any length of time without harmful effect. Once animated, a stone golem remains active for 3 hours (+30 minutes per Rank in R-2). At the end of this time, the golem becomes a stone statue. It may be re-animated by S-5 any number of times, until it is destroyed (i.e., until the Special Knowledge Counterspell of Shaping Magics is cast over it, or until its Endurance is exhausted).

This ritual is automatic, but each week during the golem's construction there is a 1% chance of a shaping accident. If such an accident does occur, the GM should roll on the Shaping Accidents Table (66.10) to determine the effect.

3. Ritual of Shaping Iron Golems (R-3)

A Shaper may use this ritual to cast a golem from iron. The casting requires a period of at least four months and the use of a Shaper's workshop costing at least 50,000 silver pennies. The materials and labourers needed in the construction of a golem of this type cost 20,000 silver pennies. Iron golems have the following characteristics:

IRON GOLEM

Description: Iron golems are humanoid figures of iron, standing between 6 and 10 feet tall. Gemstones are often used for the eyes. Weapons will often be built into the arms of these golems as living parts of their bodies.

Talents, Skills, and Magic: Iron golems have Rank 5 with any weapon built into them. Only magical weapons and spells affecting iron can harm iron golems, and any weapons that strike them must be checked for breakage.

Movement Rates: Running: 150

| | | |
|------------------------|-----------------|-----------------------------------|
| PS: 40*MD: 7-12 | AG: 5-10 | MA: 0 |
| EN: 35* | FT: 40* | WP: 40PC: 7-12 |
| PB: 8 | TMR: 8 | NA: Iron skin absorbs 8 DP |

* Plus 2×Rank

The larger the golem, the lower the Manual Dexterity and Agility (within the ranges given).

Weapons: An iron golem may carry any weapon, although it only gains the bonus of Rank 5 with weapons with which it is cast. Such weapons can break, though they may never be dropped. Iron golems can carry shields, but may never wear armor. Iron golems may attack with their hands in Melee Combat with a Base Chance of (40+Shaper's Rank)% of doing (D+Shaper's Rank) damage. In Close Combat, their Base Chance rises to (55+Shaper's Rank)%%, although damage remains the same as in Melee.

Comments: Iron golems are mindless, killing automatons. They can perform only very simple commands, but become deadly fighters once in combat. Iron golems can never be stunned.

Once shaped, an iron golem is inanimate until the Spell of Animating Golems (S-5) is cast over it. There is no detrimental effect to leaving an iron golem unanimated for a period of time before the spell is cast. Once animated, an iron golem remains active for one hour (+15 minutes per Rank with R-3). After the time, it reverts to an iron statue, but may be re-animated by S-5.

This ritual is automatic, but there is a 1% chance of a shaping accident each week during an iron golem's casting.

If there is an accident, check the Shaping Accidents Table (66.10) to determine the exact result.

4. Ritual of Shaping Flesh Golems (R-4)

This ritual may be used to fashion a golem from parts of different corpses. The crafting requires at least six months, and all the pieces that are to go into the golem must be found before the ritual can begin. A workshop costing at least 80,000 silver pennies must be available in

order to fashion this creature. In addition to pieces of corpses, materials costing 20,000 silver pennies are needed for this ritual. An Alchemist of at least Rank 8 must also be present throughout the ritual, the cost of whose hiring has not been included in the cost of materials. Flesh golems have the following characteristics:

Flesh Golem

A flesh golem may be put together from different creatures within a species, or from any number of different species. For example, a troll could be fashioned with the brain of a human and the wings of a gargoyle; or an ogre could be made with the strength of one ogre (presumably a powerful one), the endurance of another hardy one, and the brains of a bright ogre. Seams will show wherever parts are sewn together, and all flesh golems will exude a horrible rotting odor.

Talents, Skills, and Magic: Flesh golems never retain any of the skills or spell-casting ability of the creatures from which they are made, but do retain any talents appropriate to the parts of a creature used. Thus, a golem made with the eyes of a basilisk would be able to turn creatures to stone in the same manner as a normal basilisk.

Movement Rates: Variable, according to the golem's size and method(s) of locomotion.

PS: Average the Physical Strength of the creatures from which the golem's muscle tissues were taken.

MD: Average the Manual Dexterity of the creatures from which the golem's muscles and brain were taken.

AG: Average the Agility of the creatures from which the golem's muscles and brain were taken.

MA: None.

EN: Average the endurance of the creatures from which the golem's muscles and internal organs were taken.

FT: As for Endurance, but the creature from which the golem's lungs were taken counts twice within the average.

WP: Add 10 to the Willpower of the creature from which the golem's brain was taken.

PC: Variable, depending on the quality of the eyes, ears, and mental abilities of the creatures that were used.

PB: Variable, but never more than 6.

TMR: Variable (depends on Agility, per 5.6, and on the GM's discretion).

NA: Depends on the creatures from which the golem's skin was taken.

Weapons: A flesh golem may use any natural weapons (such as claws or fangs) built into it, as well as any weapons that it can carry. Flesh golems will have Rank in weapons equal to the Rank in weapon of the creature whose primary arm was used to construct the golem. If the flesh golem has no primary arm, it may have no Rank in weapons.

Comments: The GM will have to use his discretion in allowing combinations of creatures. It would be absurd to allow a golem to be built with a dragon's head on the body of a wolf, or even on the body of a human – due to discrepancies in size, for instance.

Flesh golems can be harmed by any sort of weapon or magic. Flesh golems need not be animated immediately following the creation, but each day that goes by before they are animated lowers the Base Chance of the Spell of Animating Golems (S-5) by 3%. Once animated, a flesh golem will remain active until it is killed or dispelled (by the Special Knowledge Counterspell of Shaping Magics cast as a ritual). A flesh golem will almost always (99%) obey its creator, but the GM must determine the complexity of commands it is capable of executing based on the intelligence of the brain used to fashion the golem.

The Experience Multiple for this ritual is 500. The ritual is automatic, but there is a 1% chance that an accident will occur each week during a flesh golem's creation. Roll on the Shaping Accidents Table (66.10) to determine the effects of an accident.

5. Ritual of Warding Demons (R-5)

A Shaper may use this ritual to produce the shields described in Section 47 (the College of Greater Summoning) of DragonQuest.

The Shaper's cost in silver pennies for materials, the amount of time needed, and the Rank needed with this ritual before a particular type of shield can be produced are as follows:

| Shield vs. | Cost | Months | Minimum Rank |
|------------|-------|--------|--------------|
| Dukes | 3000 | 3 | 0 |
| Princes | 3000 | 3 | 3 |
| Presidents | 4000 | 4 | 5 |
| Earls | 5000 | 4 | 7 |
| Marquis | 7000 | 5 | 9 |
| Kings | 15000 | 6 | 12 |

A Shaper must be assisted for one week out of each month by the Adept of the College of Greater Summonings who knows the ritual of summoning demons of the type the shield being manufactured wards against.

Any Adept may construct as many as Rank/3 (round up) shields of any one type simultaneously, so long as the material for each are paid for at the rates described above.

The Experience Multiple for this ritual is 400. The ritual is automatic, but there is a 1% chance an accident will occur each week during the shield's creation. An accident results in a random demon (GM's discretion) being summoned to the Shaper's shop, the results of which are to be determined by the GM.

6. Ritual of Binding Investments (R-6)

This ritual allows a Shaper to greatly increase the potency of the investment ritual, allowing an invested spell to be used an unlimited number of times. Thus, if the Spell of Malignant Flames was invested in an object by the normal investment ritual and R-6 was successfully cast over the object, the Spell Malignant Flames could be cast from the item an unlimited number of times. Anyone using the item would still have to check to see if the spell goes off successfully each time the item is used.

The Base Chance for this ritual is 5% (+3 per Rank), and the Experience Multiple is 500. A Backfire results in the spell affecting the Shaper and any other Adepts who may be present.

7. Contain Monster (R-7)

This ritual allows an Adept to contain within a receptacle, any being except those listed in the College Greater Summoning. The receptacle must first be prepared via Q-5, Q-6, Q-7, Q-8, Q-9, Q-10, or Q-11. Shaping Index for a containment is 120.

Containment may be performed in conjunction with the bestowal of other abilities in an item without penalty. After an item has been prepared, the ritual is performed over it. The being to be contained must be present throughout the ritual, which it may both actively and passively resist. If the ritual is successful, the entity is contained within the item. If the ritual is unsuccessful, there is a 20% chance the prepared receptacle has been ruined and may not be used for the containment, otherwise, the ritual may be repeated. Essentially, the contained entity disappears from this plane. It may be released upon the command of the wielder of the containing object, and will reappear within 5 feet of the object, and serve the object's wielder without question or regard for its own safety. The item's wielder may return a creature to the item by touching the item to the creature. An Adept of the College of Lesser Summoning must be present for 50% of the time of the preparation of the containing object.

The Base Chance for this ritual is 35% (+3 per Rank), and the Experience Multiple is 350.

8. Contain Greater Summoning (R-8)

This is a much more subtle version of R-7. It is performed in the same way, and has exactly the same effects, save that it operates on the creatures listed in the College of Greater Summoning (see 63.). A

member of the College of Greater Summoning must be present throughout half of the ritual of preparing the containing item. The shaping Index for this form of containment is 1800.

A demon must be bound before it can be contained within an item, and even then it may both actively and passively resist.

Other creatures (such as devils and incubi) need not be bound, but they also have a chance to resist. Even once contained in an item, Greater Creatures will often influence the item's wielder, making the item seem to have a will of its own. The item will sometimes resist movement or become heavy, or make the wielder attack his friends, or cause the item to cast a wrong spell as if it has some enchantment in addition to the containment. In cases where the being contained in an item continues to resist in this manner, the resistance will only be effective if the Willpower of the individual wielding the item is less than or equal to the Willpower of the entity contained in the item.

The Base Chance for this ritual is 35% (+2 per Rank), and the Experience Multiple is 500.

[66.8] Enchantment Binding Rituals

Following the completion of one of the Preparation Rituals (Q-5, Q-6, Q-7, Q-8, Q-9, Q-10, or Q-11), an item will have been prepared with certain abilities. Each ability with which an item was imbued must be bound to the item before that ability can be used. Only the Adept who performed the Preparation Ritual for an item may perform a Binding Ritual upon that item. An ability need not be bound to an item immediately following a Preparation Ritual, but the item cannot be used until the abilities contained within are bound.

Spells and magical talents may only be bound by the Binding Ritual pertaining to their College, while any other abilities may be bound by R-29. Each ability of any sort must be bound individually, however, even if more than one ability bestowed on an item is from the same College. If a particular Binding Ritual does not succeed, there is a 20% chance that the ability to be bound is not lost, the Shaper may repeat the ritual and attempt to bind it again immediately after or at a later one. A Shaper may thus repeat the various Binding Rituals until all abilities capable of bound within a prepared item have either been bound into it or lost.

Each of the following Binding Rituals has a Base Chance of 50% (+2 per Rank) and an Experience Multiple of 250.

- R-9 Ritual of Binding Shaping Magics
- R-10 Ritual of Binding Ensorcelments and Enchantments
- R-11 Ritual of Binding Illusionary Magics
- R-12 Ritual of Binding Naming Magics
- R-13 Ritual of Binding Air Magics
- R-14 Ritual of Binding Water Magics
- R-15 Ritual of Binding Fire Magics
- R-16 Ritual of Binding Earth Magics
- R-17 Ritual of Binding Celestial Magics
- R-18 Ritual of Binding Black Magics
- R-19 Ritual of Binding Necromantic Conjurations
- R-20 Ritual of Binding Spells of Lesser Summoning
- R-21 Ritual of Binding Rune Magics
- R-22 Ritual of Binding Non-Magical Abilities.

23. Ritual of Naming Artifacts (R-23)

This allows a Shaper, working with a Namer (who must be present during the entire ritual), to imbue an enchanted with an Individual True Name. This works as a Ward preventing usage of the item unless the wielder utters the True Name before each and every activation. Activation is defined as the use of the item in such a manner that its magical properties are called into play. Unlike a Ward, even a Namer cannot dispel this magic.

The only way in which the Name may be taken away or changed is for the individual Shaper and Namer to perform this ritual successfully again over the item (and at the same phase of the moon as the original ritual) and they may rename or un-name the item as they wish. This Individual True Name becomes known to the Naming Demons, as do

all Individual True Names. The Shaper or Namer cannot be forced to reveal the Name by any means. The ritual takes one hour to perform, and a diamond worth 5000 silver pennies must be crushed during the ritual.

The Base Chance is 50% (+5 per Rank), and the Experience Multiple of the ritual is 100.

24. Ritual of Warding Artifacts by Magical Aptitude (R-24)

This works as Ward R-23, except that Magic Aptitude is imbued into the item to prevent unwanted use. An Adept must be present with a Magical Aptitude at least equal to or greater than the Magical Aptitude desired. This may be the Shaper himself. As the ritual is performed, a Ward is imbued such that any entity attempting to activate the item whose Magical Aptitude is less than that imbued will not be able to use the item, and will in fact take [(D10-4)+Shaper's Rank] points of damage directly to Endurance if the entity tries. The ritual takes three hours to perform, and a rubellite tourmaline worth 500 silver pennies must be crushed during the ritual.

The Base Chance is 2xShaper's MA (+3 per Rank), and the Experience Multiple is 150.

25. Ritual of Ancient Divination (R-25)

Through this ritual, an Adept may discover what magic has been placed on an object which, because of the amount of time since enchantment, is beyond the capabilities of Q-3. The ritual requires a stocked workshop worth at least 30,000 silver pennies and a Crystal of Vision from the College of Ensorcelments and Enchantments worth 4000 silver pennies (this crystal is reusable). The Base Chance to determine the exact nature of each separate enchantment is the Adept's Magic Aptitude plus (+5 per Rank). Five is subtracted for each decade since the item was enchanted. Each enchantment is revealed individually, and therefore an item which had six different enchantments placed on it would need at least six distinct rituals, which may have different Cast Chances (due to the possibly differing ages of each enchantment). The ritual takes six hours, and if the ritual backfires, the Crystal of Vision is destroyed, and the Shaper suffers Endurance damage equal to the Endurance cost required to shape the item. The Experience Multiple is 450.

[66.9] Magic Item Creation Table

| Shaping Index | Time | Cost | Endurance Lost |
|---------------|-----------|------|----------------|
| 01-50 | 2 Months | 2 | 0 |
| 51-125 | 2 Months | 3 | 0 |
| 126-200 | 2 Months | 4 | 0 |
| 201-300 | 2 Months | 5 | 0 |
| 301-400 | 2 Months | 6 | 1 |
| 401-500 | 3 Months | 7 | 1 |
| 501-600 | 4 Months | 8 | 1 |
| 601-750 | 5 Months | 10 | 2 |
| 751-900 | 6 Months | 20 | 2 |
| 901-1100 | 7 Months | 30 | 3 |
| 1101-1400 | 8 Months | 40 | 4 |
| 1401-1700 | 9 Months | 50 | 5 |
| 1701-2000 | 11 Months | 75 | 6 |
| 2001-2500 | 1 Year | 100 | 7 |
| 2501-3000 | 2 Years | 200 | 8 |
| 3001-4000 | 3 Years | 400 | 10 |
| 4001+ | 5 Years | 500 | 20* |

* A minimum of 20 Endurance Points must be lost and, in addition, the shaper becomes a Spectre at the completion (successful or not) of the binding rituals.

In addition to those magic items presented, a wide variety of enchanted items can be made available through the arts of the College of Shaping Magics. What follows is an example of the creation of a powerful magic item.

Example: An Adept of the College of Shaping Magics has Rank 10 with the Ritual of Preparing Talismans and Minor Artifacts (Q–9).

Using this Ritual, he may imbue any talisman or minor artifact with up to 10 abilities. The Shaper is contemplating a quest in which great speed, stealth, and combat ability will all be at a premium, and so he designs a ring (considered to be a minor artifact) to be endowed with the following attributes:

- A Pegasus to be Contained within.
- Rank 6 Ranger Skill, specializing in Woods
- Spell of Quickness (S–12 of the College of Ensoelments and Enchantments).
- Spell of Blending (G–4 of the College of Earth Magics).
- Rank 5 ability with the Mattock.
- Strength of Stone Spell (S–3 of the College of Earth Magics).
- Spell of Vapor Breathing (G–10 of the College of Necromantic Conjurations).
- Speak to Shadow Creatures (T–1 of the College of Celestial Magics).
- Detect Aura (T–1 of the College of Earth Magics).

One additional ability could be added without going over the limit of 10, but in order to minimize the cost of the ring and the time to produce it, the Shaper decides not to include a tenth attribute.

The Shaping Index of the ring is calculated as follows.

Containing the Pegasus has a Shaping Index of 1200 (see R–7 of the College of Shaping Magics).

To progress from Rank 5 to Rank 6 in the Ranger Skill, 5650 Experience Points must be expended; the Shaping Index for the Ranger Skill at Rank 6 is therefore 665: $(5650 \div 10) + 100 = 665$.

The Experience Multiple for the Spell of Quickness is 300 and so the Shaping Index is 300 as well.

Similarly, the Shaping Index for the Spell of Blending is 50.

Rank 5 ability with the Mattock (presumably a weapon the Shaper uses frequently) has a Shaping Index of 300:

$$(50 + 50 + 100 + 200 + 400 + 700) \div 5 = 300.$$

The Shaping Index of the Strength of Stone Spell is 200, and the Shaping Index of the Spell of Vapor Breathing is 150, per those spells' Experience Multiples.

The Talents, Speak to Shadow Creatures and Detect Aura, have Shaping Indexes of 50 and 75, respectively.

The total Shaping Index of the Ring is thus:

$$1200 + 665 + 300 + 50 + 300 + 200 + 150 + 50 + 75 = 2965$$

Looking on the Magic Item Creation Chart (see rule 66.8), the GM determines that the item will require 2 years to Prepare. Assuming that an ordinary ring costs 3 gold shillings, this sum is multiplied by the 200 as indicated by 66.8, and again by 30, the Cost Factor of Q–9, to find that 18,000 gold shillings must be spent to enchant the Ring. In exchange for this expenditure, the Ring may be composed of just about any material, may be encrusted with gems, and may be intricately carved, at the Shaper's option. Alternatively, it may be fashioned as a completely unadorned band. The cost to construct the Ring is constant, regardless of its adornment and ornamentation or lack thereof.

The Ring's Preparation must be performed in a Shaper's workshop of at least Poorly Stocked condition. The condition of the shop will affect the Cast Chance of both the Preparation Ritual and the Binding and Containment Rituals (see rule 66.2).

One point of Endurance must be expended by the Shaper every 91st day during the 2 years the ring is fashioned, so by the end of the 2 years a total of 5 points (see rule 66.8) will have been expended.

Several persons would have to assist the Shaper in the manufacture of the Ring: an Adept of the College of Ensoelments and Enchantments who knows the Spell of Quickness; Adepts of the College of Earth Magics who know the Spell of Blending, the Strength of Stone Spell, and have the Detect Aura Talent (automatic); an Adept of the College of Necromantic Conjurations who knows the Spell of Vapor Breathing; and an Adept of the College of Celestial Magics who

would contribute the Talent, Speak to Shadow Creatures. In addition, an Adept of the College of Lesser Summoning must be present to watch over the Containment of the Pegasus. If neither the Shaper nor any of the others has Rank 6 in the Ranger Skill (specializing in Woods) or Rank 5 (or higher) with the Mattock, additional individuals must be available to contribute the missing abilities. Each individual participating in the Shaper's shop for at least 12 months during the Ritual. A Pegasus would have to be present throughout the entire Ritual.

The Rank at which each of the 4 Spells and 2 Talents imbued in the Ring would operate, will be equal to the Rank of the mage supplying the Spell of Talent with that particular ability. The Shaping Index is never affected by the Rank of a Spell of Talent.

At the end of each week during the Ring's construction (during the Preparation Rituals), the GM secretly rolls D100. Each time that a 100 is rolled, he must make a second roll (also secret) on the Shaper's Accident Table (see rule 66.10). If, for example, on the 34th roll, the GM were to roll a 100 and then roll an 87 on the Shaping Accidents Table, the item will become more effective by D5 times. If a 2 were then rolled, the GM would double the item's effectiveness, multiplying the Ranks of its abilities by 2, or adding completely new (and equally formidable) abilities (which the Shaper would probably have to discover by accident). The Shaper would then have a 65% chance – $25 + (4 \times 10)$ – of detecting something unexpected that happened, and then a 50% chance (5×10) of detecting the exact nature of the occurrence once the fact some error has occurred has been detected.

Assuming there are no more accidents, at the end of two years the item will have been fully Prepared. It is still unusable until the Binding Rituals have been put over it, however. The Pegasus must also be contained via R–7. Assuming the Shaper has Rank 5 in this Ritual, he has a Base Chance of 50. If he rolls a 51 or higher (missing the Ritual), he must check to see if it is still possible to Contain the Pegasus. On a roll of 01–20 on D100, the Pegasus may not be Contained (due to the ruining of the receptacle), and much of the Shaper's effort over the preceding two years will have been wasted. On a higher Roll, he may try again to Contain the Pegasus. Eventually, the Pegasus will either be Contained or the Containment will be rendered impossible. Every time the Containment Ritual is performed, the Pegasus will get a chance to resist. If it resists successfully, the Shaper is considered to have missed his Cast Chance, with the indicated 20% chance of losing the Containment entirely.

Note that, at the end of the two-year period, the Shaper would have lost 8 Ranks in each and every one of his Skills, per rule 91.6, due to lack of practice.

[66.10] Shaping Accidents Table

| D100 | Shaping Accident Result |
|-------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01–20 | Imperfection has no positive or negative effects. |
| 21–30 | Imperfection does not damage the functioning of the item, but does mar it in a way that reduces its beauty (and thus resale value). |
| 31–35 | Item is rendered useless. |
| 36–40 | Helpers other than Assisting mage (if any) injured during construction. Roll 2D10 for damage which is applied directly to Endurance. GM should determine if the Adept's helpers (whether injured or not) which to continue with the ritual and, if so, under what terms (usually better pay) they will do so. |
| 41–47 | Shaper injured during construction. Roll 2D10 for damage, applied as above. |
| 48–50 | Assisting mage (if any) is injured and takes D10 damage as above. GM should determine if the injured mage wishes to continue with the ritual. |
| 51–55 | Game master rolls D100. Item will function at that percentage of its intended original efficiency. For example, if an item was intended to do damage and the GM rolls a 50, the item will do half the damage it would have done had the accident not occurred. If this result occurs more than once during the construction of a particular item, the item is completely useless. |
| 56–60 | Item works as intended except each time the item is used, the user |

must expend D10 Fatigue Points, the exact number to be expended to be determined anew with each use.

- 61–85 Item will do something different from what was intended. What the item does is up to the GM's discretion (although it should be related to the item's initial purpose). In any event, there is a 70% chance the item will be less useful than intended, and a 30% chance that it will be more useful.
- 86–91 Increase the efficiency of the item by D5 times. Any one aspect of what the item was intended to do may be increased or the overall effectiveness may be increased, at the GM's discretion.
- 92–93 The name of an entity from another plane was accidentally uttered during the rites of construction, and the being comes to the Shaper's workshop to wreak vengeance. There is a 70% chance that the entity will be a demon, devil, or imp, and a 30% chance that it will be something else of the GM's option.
- 94–95 Item does the reverse of what it was intended to do. The GM will have to decide whether this means the item will affect a different party than intended, or whether the reversal has a different effect.
- 96–00 Item has been taken over by an entity from another plane (demon, devil, imp, hellhound, spectre, etc.). The item may force any wielder to attack his friends, or demand blood sacrifices, etc., at the GM's option. If the item was not intended to contain a spirit in the first place, the spirit has a 10% chance of breaking loose, (leaving the item otherwise undamaged) each time the item is used.

NOTE: Each time the GM rolls on the Shaping Accidents Table, there is a $20+(4 \times \text{Rank})$ chance the Shaper will notice something has gone wrong with the ritual. If an imperfection is noted, the Shaper has a chance equal to $(5 \times \text{Rank})\%$ of determining the exact nature of each individual imperfection (e.g., "The item has been taken over by a demon."). If the result of this die roll is 30 or higher than the Shaper's chance of detecting an imperfection, the Shaper will think he has detected an imperfection (of the GM's choice) which, in actual fact, is not there. If an imperfection is noted and the Shaper decides to start again from scratch, there is a 40% chance the original materials can be re-used.

VII. ARCANE WISDOM

81. Magical Research and Spell Construction

Magical Research and Spell Construction is concerned with the means whereby Adepts may augment their existing magical knowledge or ability.

Only Adepts may construct and develop new spells. There are two main methods of doing so:

Research: This method is used to rediscover lost wisdom.

Experimentation: This method is used to explore new paths of hitherto undiscovered knowledge.

The one method which may not be used is to simply have an Adept of another College of Magic teach the spells of his College to an Adept desiring to expand his knowledge. Effectively, members of different Colleges are speaking different languages because their magical knowledge is couched in arcane metaphysical terms commonly understood by practitioners of the same College, but not capable of fitting into the same body of thought and experience which makes up any other College. Therefore, while it is possible for the same exact spell to be cast by Adepts of two different Colleges, the means by which the spell is cast and the state of mind of the Adepts will be completely different. Some form of research will always be required to discover a means of casting a spell which is not part of an Adept's College, even when the spell is perfectly comprehensible to Adepts of some other College.

Whenever the GM or the players desire to add a new spell to DragonQuest, the following procedure is followed:

[Step 1] **The individual desiring the addition of the spell to the game writes out the following information:**

- The Type of Spell (see 81.1).
- The Target Nature of the spell (see 81.2).
- The Number of Targets affected by the spell (see 81.3).
- The Damage Type (if any) of the spell (see 81.4).
- The possible Resistance of the spell (see 81.5).
- The Special Attributes (if any) of the spell (see 81.6).

Each of these types of information is termed a Special Characteristics. The first five characteristics are listed on the Spell Construction Chart. Beneath each spell characteristic of that chart there is one or more descriptive phrases. When writing out the spell, the player should choose for each characteristic, the one phrase which most closely represents the nature of the spell ignoring those characteristics which do not apply. Detailed discussions of each phrase are provided under the section dealing with the characteristic described by that phrase. Special Attributes are discussed in 81.6. A spell may have any number of special attributes.

[Step 2] **The GM refers to the Spell Construction Chart to determine the Base Chance, Experience Multiple, Difficulty Factor and Cost of the spell.**

Each item is represented by a column on that chart, and each column contains a list of numbers representing the value of the spell's component characteristics for purposes of determining these four elements of the spell.

In order to determine any of these elements, the GM selects one number from the span provided opposite each spells characteristics and adds all of the numbers selected together.

Where a span of numbers is provided, the GM should use the highest number in the span if the player creating the spell desires that it work as a talent instead of a spell, or if the particular combination of spell characteristics selected seems overly effective to the GM. The lowest number in the span should be used if the spell is designed to work as a ritual instead of a spell, or if the GM finds the combination selected to be particularly weak or ineffective. Otherwise, a number from the

middle of the span which the GM feels provides a proper balance between the overall effectiveness of the spell and its cost should be chosen.

When a number has been chosen for each characteristic that applies to the spell type entry each under Type of Spell, Target Nature, Number of Targets, Damage Type, and Resistance of Spell, the entries are added together to form a single number which, in the cases of Experience Multiple, Difficulty Factor, and Cost equals the element represented by that column. The sum derived for Base Chance is subtracted from 100 to find the Base Chance for the spell. In some cases, it will simply be impossible to make a particular combination of elements into a spell using this process because a negative Base Chance will be derived. The GM should, in such cases, disallow the spell or require that it be performed only as a ritual of a duration equal to at least one hour for every 1% (or fraction) the Base Chance is below 1.

Example: Sinjab the Kurd, an Earth Magician, desires to employ a spell designed to (1) Transmute (2) Single Target (3) which is a Cold Iron Object (4) using a spell which May not be resisted

The Spell Construction Chart lists the following numbers for each phrase:

| Characteristics | BC | EXM | Difficulty Factor | Cost |
|------------------|---------|---------|-------------------|------|
| Transmutation | 25–35% | 80–120 | 30–40 | 500 |
| Single Target | 0–10% | 5–40 | 5–15 | 50 |
| Cold Iron Object | 45–55% | 100–140 | 45–55 | 300 |
| No Resistance | 20–30% | 30–170 | 30–40 | 350 |
| TOTAL | 90–130% | 215–470 | 110–150 | 1200 |

Subtracting the totals under the Base Chance column from 100 yields a number between 10% and –30%. The Experience Multiple for the spell would Range from 215 to 4138. The Difficulty Factor would be 110–150, and the cost to develop the spell would be 1200 silver pennies.

[Step 3] **The GM selects a Range and Duration for the spell using existing spell as guidelines.**

The spell's inventor may request extra range or duration from the GM at this point, but the GM should increase the Experience Multiple, Difficulty Factor, and Cost and decrease the Base Chance of the spell by a percentage directly proportional to the increase in range and duration.

When calculating percentage increases, round up to the nearest whole percentage point.

Example (continued): Sinjab's Transmute Cold Iron Spell might have a Range of 10 feet and an immediate duration. If Sinjab wished to increase the Range by 5 feet (50%), the result would be a decrease of 50% in Base Chance (a BC of 10 would become a BC of 5) and an increase of 50% in Experience Multiple, Difficulty Factor, and Cost. Thus, an Experience Multiple of 215 would become 323, and a Difficulty Factor of 110 would become 1133. The spell's cost would be increased to 1800 silver pennies.

NOTE: The GM may wish to round increases up to the nearest increment of 5. All increases are cumulative. Therefore, an increase of 20% in range and 15% in duration would cause a 35% increase in Experience Multiple, Difficulty Factor, and Cost, and a 35% decrease in Base Chance.

[Step 4] **Once all of the spell's basic characteristics have been determined, the GM should adjudicate the effect of Rank on the spell.**

Generally, Rank should increase range and duration (where appropriate), number of targets, Base Chance, and damage, all by a constant increment for each characteristic. The effects of Rank should be determined using existing spells as guidelines.

[Step 5] **All of the spell's characteristics and a description of its effects should be written out by the GM in DragonQuest format and the spell should be assigned a number and code.**

All spells researched by a player are considered Special Knowledge Spells (Special Knowledge Rituals, if the player wishes them to function as rituals rather than spells). However, all such spells have an ordinal number for purposes of learning or advancing in Rank one greater than the highest ordinal number given for any Special Knowledge Spell (or ritual, where appropriate) for this College.

The GM should present the player with this written spell description along with a separate statement of the spell's relative Difficulty Factor and Cost.

Example (continued): Sinjab's spell would be written up by the GM as follows:

Spell of Transmuting Cold Iron (S-45)

Range: 10 feet (+5 per Rank)

Duration: Immediate

Experience Multiple: 215

Base Chance: 10%

Resist: May not be resisted

Effects: The caster may transmute 1 (+1 per Rank) object made of Cold Iron within Range into some other substance of his choice. The transmutation is permanent until dispelled by magic.

Note (to Sinjab): The total cost of developing this spell will be 1200 silver pennies, and it will have a Difficulty Factor of 110.

Once a spell has been designed, the GM may add it to the game for use by one or more NPCs or, if the spell is being designed for a player character, the player character will have to expend time and resources to develop the spell. Upon being handed the spell design, a player character may decide not to develop the spell at that time, in which case, the spell is returned to the GM who marks on it which character requested the design and files it away for future reference. One week of time is expended by a player character whenever that character's player requests that a spell be designed. This cost represents the time expended in determining the feasibility of the spell and is automatically assessed whether or not the character proceeds to develop the spell immediately.

Whenever a player character decides to develop a spell, that character must state to the GM whether he will research the spell or experiment in an effort to discover it. If a character is researching the spell, he will require access to a library (his own or one borrowed or rented for the occasion). If he is experimenting, the character will require no such facilities, but the Difficulty Factor of a spell is automatically increased by 25 if the development of the spell is to be by a process of experimentation only, instead of research. In both cases, the Adept developing the spell will require materials whose cost is equal to the Cost of Spell in silver pennies.

A good magical research library will cost about 30,000 gold shillings to develop (less the value of any magical scrolls that the Adept may add to the library as a result of his adventures) and should take between five and ten years to develop. An Adept may use a partially developed research library, but the Difficulty Factor of the spell being researched will be increased by a percentage equal to the percentage difference in efficiency of the partially completed research library and a fully functional library. For example, a research library which was 70% completed would cause an increase of 30% (the difference between 70% efficiency and 100% efficiency) in the Difficulty Factor for any spell researched using that library. It normally costs about 1000 silver pennies per week in bribes to gain regular entry to a Royal Library, Guild Library, or similar facility which would serve as a research library. Penalties for use of such libraries are stringent, however. There are no readily available research libraries open to the public.

Members of the College of Rune Magics who develop a spell by research decrease the Cost and Difficulty Factor of the spell by 20% (after all other modifiers are applied to the spell).

Adepts of the College of Ensorcements and Enchantments who develop a spell by experimentation decrease the Difficulty Factor (only) by 40% (after all other modifiers are applied to the spell).

Members of the College of Naming Incantations who develop a spell by research decrease the Cost and Difficulty Factor by 25%.

Upon embarking on the development of a spell (through either research or experimentation), a character's player must announce to the GM how many weeks the character will spend developing the spell. He may take no other action during that period. If the development of the spell during this period is interrupted, the process of development must be performed again from scratch and time spent in unsuccessful development is lost. At the end of the development period, a Development Check is made by the GM to determine if the spell is successfully developed as written. The GM rolls D100. If the resulting number is greater than the Difficulty Factor, the spell is successfully developed and may be used as written by the Adept (who may teach it to others). If the resulting number is less than or equal to the Difficulty Factor, the development is unsuccessful to one degree or another and the GM rolls on the Spell, Talent, and Ritual Development Table (81.9) to determine the effects of the failure. For each week spent in developing a spell the Difficulty Factor for that spell is decreased by 5.

Exception: A spell may never have a Difficulty Factor less than 1.

[Step 6] **No Development Check may be made for a spell which has a modified Difficulty Factor greater than 95.**

[81.1] **Every spell capable of being developed will be of one of ten basic types.**

1. **Spells of Transmutation.** All spells which alter the molecular structure of substances, change them from one shape into another, alter their density, and so forth, can be considered Spell of Transmutation, unless subsumed under another type.

2. **Spell of Enchantment.** All spells that raise Undead, control, charm, enchant, allow communication with, bind, effect luck of, increase resistance of, create blight, blessing or rotting, cause disease or curse, animate, or enhance an existing enchantment on an object, entity, or substance. Many spells under this heading could also be considered Spells of Transmutation.

3. **Spells of Creation (Fire).** All spells involving the conjuration or creation of physical objects or of energy and involve the element of fire.

4. **Spells of Creation (Air).** All spells involving the conjuration or creation of physical objects or of energy and involve the element of air.

5. **Spells of Creation (Earth).** All spells involving the conjuration or creation of physical objects or of energy and involve the element of earth.

6. **Spells of Creation (Water).** All spells involving the conjuration or creation of physical objects or of energy and involve the element of water.

7. **Spells of Perception.** All spells involving illusions, obscurments, the creation of mental responses to magic (via Spell of Agony or similar device), the creation of darkness or light, the detection of auras or other hidden things, enhancement or dulling of senses, or prediction of the future.

8. **Spells of Summoning.** All spells involving the calling or summoning of beings of this dimension or any other dimension.

9. **Spells of Restoration.** All healing, regeneration, raising from the dead, and other types of damage repair.

10. **Spells of Locomotion.** All spells involving the propelling or levitating of individuals, objects, or substances by the Adept.

These 10 types are general divisions and any given spell may arguably be of more than one type. In general, the GM will readily perceive that the thrust of a spell places it within one of the 10 classifications more than any other. Where such is not the case, the GM should always place the spell within the type of classification least advantageous to the spell's designer (in terms of Base Chance, Experience Multiple,

Difficulty Factor, and Cost). If the spell's designer writes up the spell under one type of classification, that never prevents the GM from using a different type classification which he feels is more appropriate.

[81.2] Every spell that is capable of being developed will affect one of 11 possible targets.

1. Flora. All spells affecting only plants.
2. Lesser Entities. All spells affecting small animals, fish, birds, insects, and such.
3. Greater Entities. All spells designed to affect non-fantastical, non-sentient large animals, fish, and birds.
4. Sentient Entities. All spells designed to affect sentient entities (including player characters and NPCs), but which excludes fantastical entities.
5. Lesser Enchanted Entities. All spells designed to affect fantastical monsters of small size, lesser undead of any non-sentient type, and elementals.
6. Greater Enchanted Entities. All spells designed to affect large fantastical monsters, greater undead, dragons, summonables (other than elementals), large aquatics (whales, kraken, and the like), and large avians.
7. Small Inanimate Object. Any object of roughly the size of: small box, pouch, flask, and so on.
8. Medium Inanimate Object. Any object the size of a chair, small table, or crib.
9. Large Inanimate Object. Any object the size of a bed, dinner table, or other large piece of furniture.
10. Cold Iron Object. All spells designed specifically to affect objects made of cold iron (other than those spells that are used to enchant weapons).
11. Any Unrestricted Target. Any spell designated to affect any target or designed to affect a number of different target classes. The only exceptions are those spells which include as targets Greater Enchanted Entities or Cold Iron Objects. In such cases, the highest possible numbers are used for Base Chance, Experience Multiple, Difficulty Factor, and Cost.

[81.3] Every spell capable of being developed will affect only a limited number of targets.

1. Single Target. Spells that affect only a single target other than the caster.
2. Multiple Targets. Spells that affect a finite number of targets in excess of one.
3. Area Spell. Spells that affect all targets within a given area or range, or affect all such targets except the caster.
4. Caster Only. spells that affect only the caster of the spell.

[81.4] Some spells capable of being developed are distinguished by the type of damage that they either inflict or heal.

There are four types of damage a spell developed during the course of one game can inflict or heal:

1. Light Damage. Spells that inflict or heal less than 6 points of damage on the average (with 5 being considered the average roll on D10).
2. Heavy Damage. Spells that inflict or heal 7 to 12 points of damage on the average (with 5 being considered the average roll on D10, and 10 being considered the average roll on 2D10).
3. Killing Damage. Spells that inflict or heal greater than 13 points of damage on the average, or that are specifically described as usually inflicting or curing terminal results on the victim.
4. No Damage.

Not all spells cause or heal damage. Those spells that are not specifically designed to kill, heal, or damage a victim directly have no Damage Characteristic. When constructing such a spell, the designer and the GM ignore that characteristic. All damage referred to relates to damage done or healed by the spell unranked against the undefined target. Spells that inflict damage on all targets within an area or heal all targets within the area are classified according to the damage they

could do to or remove from any one target within that area (not according to the damage it could do cumulatively). When constructing a spell, no allowance is made for how much of the damage inflicted by the spell might be absorbed by armor or other forms of protection.

[81.5] There are four classes of resistance possible versus spells.

1. Active Resistance Only. Spells that may be resisted only actively, not passively.
2. Passive Resistance Only. Spells that may be resisted only passively, not actively.
3. Active and Passive Resistance. Spells that may be resisted both actively and passively.
4. No Resistance. Spells that cannot be resisted (including illusion-type spells that must be disbelieved instead).
Exception: Spells that affect only the caster and that can not be resisted are considered to have no Resistance Characteristic, and no numbers are added to Base Chance, Experience Multiple, Difficulty Factor, or Cost for such spells.

[81.6] Some spells will have special attributes not covered in the Spell, Ritual, and Talent Construction Chart.

These special attributes include the following:

1. The spell is designed to work as a talent rather than a spell.
2. The spell is designed to work as a ritual rather than a spell.
3. The spell is designed to affect the climate or weather in an area, or to create earthquakes, tremors, volcanic eruptions, openings to the center of the earth, or the like, or to summon celestial bodies, or make major alterations in the earth or stars.
4. The spell involves a major curse or other doom of a significant (and probably deadly) nature.
5. The spell involves some means of dissipating or countering other magic already in effect.

In the cases of paragraphs 1, 3, 4, and 5 preceding, the maximum number should be used for each spell characteristic to reflect the presence of one of these factors. If more than one of these factors is present, half the difference between the higher and lowest number in each span should be added to the highest number in the span for each of the special characteristics which apply. In the case of 2. above, the minimum number in the span should be used. If 2 is used in conjunction with 3, 4, or 5, half the difference between the highest and lowest number in each span is added to the lowest number in the span for each of the special characteristics that apply. The GM may wish to add other special characteristics in addition to the 5 mentioned. Any such added characteristics should be treated the same as special characteristics 1 through 5 insofar as they affect the numbers on the Spell, Talent, and Ritual Construction Chart.

[81.7] The GM must roll on the Spell, Talent, and Ritual Development Table whenever a spell is improperly developed.

A spell is improperly developed whenever the GM rolls a number less than or equal to the Difficulty Factor for that spell on D100 as part of a Development Check (see the introduction to this Section for the procedure employed). An improperly developed spell may still be used in most cases, but improper development can result in a variety of (more or less) adverse consequences relating to the spell's implementation. These may include increases or decreases in the spell's characteristics, increased development cost, an alteration in the spell's primary effect, the creation of side effects attendant upon the casting of the spell, or automatic backfire whenever the spell is cast.

The GM should never tell the developer of the spell anything about the spell except whether the spell has been developed or not, until such time as the developer attempts to cast the spell, increase his Rank with it, teach it to others, or otherwise employ it in such a way that any alteration from its written form would become clear to the developer. The GM should, however, note any changes in the way the developed spell actually works (as opposed to the way it was supposed to work). The developer may, if the GM desires, be told there is a chance the spell has been improperly developed, or the GM may choose to notify the developer that the development has failed

totally (and no usable spell has been developed), or that it has succeeded to an unspecified extent. GM's who desire to keep as much information about the spell secret for as long as possible may wish to routinely roll D100 (ignoring the result) after each Development Check, whether or not it is necessary to roll on the Spell, Talent, and Ritual Construction Chart. This procedure should keep the developer guessing as to just what is happening to his spell.

In some cases, a roll on the Development Table will result in several aspects of the spell's functioning being altered or in the GM having a choice as to what aspects of the spell's functioning will be altered. In such cases, the GM is the sole determiner of how the altered spell will work. In other cases, it may be impossible for a spell of a particular type to be affected by the results of a roll on the Development Table. In such cases, the spell is considered to have been successfully developed as written. There is no effect on the spell due to improper development.

The actual procedure used to determine the effects of an improper development on a spell are as follows: The GM rolls D100 and consults the Development Table. The passage indicated describes the effect on the spell resulting from improper development. This dice roll result is modified by subtracting from it a number equal to the number of weeks spent on developing the spell.

Example (continued): If Sinjab the Kurd's Spell of Transmuting Cold Iron has a Difficulty Factor of 110, and Sinjab spends 10 weeks developing the spell, the modified Difficulty Factor will be 103. The GM makes a Development Check at this point by rolling D100. The result is 30. Sinjab has improperly developed his spell, and the GM must now roll on the Spell Development Table.

The Result of this D100 roll is 12. The number of weeks spent in development of the spell (10) is subtracted from this number resulting in a modified roll of 02. A result of 02 falls within the span of 01-05. The description opposite this span of numbers on the Spell Development Table indicates that despite improper development, the developer is able to successfully formulate the spell as written.

[81.8] Spell, Talent, and Ritual Construction Chart

| Characteristic | Difficulty | | | |
|----------------------------|------------|---------|--------|------|
| | BC | EXM | Factor | Cost |
| <i>Type of Spell</i> | | | | |
| Transmutation | 25-35% | 80-120 | 30-40 | 500 |
| Enchantment | 15-30% | 80-120 | 20-30 | 300 |
| Creation (Fire) | 3-13% | 30-70 | 5-15 | 300 |
| Creation (Air) | 5-15% | 30-70 | 7-17 | 300 |
| Creation (Earth) | 10-20% | 30-70 | 13-23 | 200 |
| Creation (Water) | 5-15% | 30-70 | 7-17 | 200 |
| Perception | 15-30% | 30-70 | 20-30 | 100 |
| Summoning | 15-30% | 80-120 | 20-30 | 300 |
| Restoration | 15-25% | 50-90 | 20-39 | 200 |
| Locomotion | 20-30% | 120-160 | 25-35 | 200 |
| <i>Target Nature</i> | | | | |
| Flora | 10-20% | 10-40 | 10-15 | 50 |
| Lesser Entities | 15-25% | 10-50 | 15-25 | 50 |
| Greater Entities | 25-35% | 30-70 | 25-35 | 50 |
| Sentient Entities | 35-45% | 80-120 | 40-50 | 100 |
| Lesser Enchanted Entities | 30-40% | 60-100 | 40-50 | 100 |
| Greater Enchanted Entities | 50-60% | 130-170 | 60-70 | 150 |
| Small Inanimate Object | 25-35% | 30-70 | 15-25 | 100 |
| Medium Inanimate Object | 30-40% | 40-80 | 25-30 | 100 |
| Large Inanimate Object | 30-40% | 50-90 | 30-40 | 100 |
| Cold Iron Object | 45-55% | 100-140 | 45-55 | 300 |
| Area Unrestricted | 50-60% | 180-220 | 45-55 | 200 |
| <i>Number of Targets</i> | | | | |
| Single Target | 0-10% | 5-40 | 5-15 | 50 |
| Multiple Target | 5-20% | 10-50 | 10-15 | 100 |
| Area Spell | 10-20% | 20-60 | 10-15 | 100 |
| Caster Only | 15-35%* | 40-85* | 35-40* | 100* |
| <i>Damage Type</i> | | | | |
| Damage: Light | 1-5% | 40-60 | 5-15 | 150 |

| Characteristic | Difficulty | | | |
|----------------------------|------------|---------|--------|------|
| | BC | EXM | Factor | Cost |
| Damage: Heavy | 5-15% | 50-90 | 5-20 | 200 |
| Killing Damage | 25-35% | 160-200 | 30-40 | 500 |
| <i>Resistance to Spell</i> | | | | |
| Active Resistance Only | 15-25% | 20-60 | 40-50 | 500 |
| Passive Resistance Only | 10-20% | 15-55 | 15-45 | 350 |
| Active & Passive Resist. | 3-15% | 15-50 | 20-30 | 150 |
| No Resistance | 20-30% | 30-100 | 30-40 | 350 |

* This number is subtracted from the total for the spell.

Range and Duration are determined by the GM. He may use existing spells as guidelines for establishing proper Range and Duration and should charge more to BC, EXM, and Cost if a player desires exceptional Duration or Range for his spell.

[81.9] Spell, Talent, and Ritual Development Table

The word "spell" in this table refers to spells, talents, and rituals.

| D100 Result | Description |
|-------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01-05 | Despite remarkably poor development, your labours bear the intended fruit. The spell may be cast in future as written. |
| 06 | The shades of your fathers smile upon your efforts! The Range, Duration, and Base Chance for your spell are each increased by 30%. |
| 07 | The Range, Duration, and Base Chance for your spell are each increased by 10%. |
| 08 | Any two of the three characteristics mentioned in 06-07 are each increased by 30%. |
| 09 | Any two of the three characteristics mentioned in 06-07 are each increased by 10%. |
| 10 | Luck is again your chattel! The Experience Multiple for this spell is decreased by 20%. |
| 11 | The Experience Multiple for this spell is decreased by 10%. |
| 12 | A fortuitous accident results in the doubling of your spell's effectiveness. The GM should double the average damage/regeneration done by the spell if possible. If the spell results in no damage or regeneration, the GM should double the Range or (where applicable) Duration of the spell. If the spell has no Duration (i.e., is effective immediately and, more or less, permanently) or definable Range, then this result should be ignored and the spell should be cast as written. |
| 13-15 | The spell is properly developed and may, in the future, be cast as written. However, an accident during the development process has led to D10x1000 silver Pennies damage to the research library being used to develop the spell. If the library being used belongs to the spell's developer or another player, the library loses 5% effectiveness until the damage is repaired. If the library is a royal, monastic, or other type of library being used by bribery, the developer will have to pay D10 times the amount of damage in silver pennies to repair the damage and bribe craftsmen and attendants to keep quiet about the accident. If the spell is being developed by experimentation instead of by research, this effect is ignored and treat the spell as castable as written. |
| 16-17 | The spell is properly developed and may, in future, be cast as written. However, an accident during the development process has led to the developer suffering D10+5 Damage Points which are immediately subtracted from the developer's Endurance. This result is ignored if the spell is being developed via research instead of experimentation. |
| 18-19 | The arcane terminology used in this spell tends to cause intense perturbations in the mana flow having unpredictable effects on the strength of the spell. The GM rolls D100 prior to each attempt to cast the spell. On a roll of 35 or less, the spell will have double its normal effect. If it is a spell which inflicts or cures Damage Points, then the GM will double the number of Damage Points actually cured or inflicted by the |

D100 Result

- spell. Otherwise, the Base Chance for the spell should be doubled. On a roll of 35 or greater, the spell will have half the normal effect. If the spell normally inflicts or cures Damage Points, the number of points inflicted or cured will be halved (before any are absorbed by armor). Otherwise, the Base Chance for the spell should be halved (round down).
- 20 The spell is successfully developed, but the terminology and incantations necessary to use it are so involved that the spell can be remembered only with great difficulty. Prior to making a Cast Check for this spell, the GM rolls D100. If the resulting number is less than or equal to 3×the caster's Magical Aptitude, the Adept proceeds to make a Cast Check. Otherwise, the Adept is unable to remember the spell and may not attempt to cast it for the next 5 hours.
- 21–22 Any one of the three characteristics mentioned in 06–07 (Range, Duration, or Base Chance) is increased by 20%.
- 23–24 Any one of the three characteristics mentioned in 06–07 (Range, Duration, or Base Chance) is increased by 10%.
- 25 The Range and Duration of the spell (if any) are halved and the Base Chance is increased by 30%. Round fractions down.
- 26 The Range and Duration of the spell (if any) are halved and the Base Chance is decreased by 50%. Round fractions down.
- 27 The Range, Duration, and Base Chance (where applicable) are halved, but so is the Experience Multiple. Round fractions down.
- 28 The Range, Duration, and Base Chance (where applicable) are increased by 10%, and the Experience Multiple is increased by 10%.
- 29 The Range, Duration, and Base Chance (where applicable) are increased by 20%, and the Experience Multiple is increased by 50%.
- 30 The Range, Duration, and Base Chance (where applicable) are increased by 10%, and the Experience Multiple is increased by 40%.
- 31–35 The Range, Duration, and Base Chance (where applicable) are decreased by 10%. Round fractions down.
- 36–40 The Range, Duration, and Base Chance (where applicable) are decreased by 20%. Round fractions down.
- 41–45 The Range, Duration, and Base Chance (where applicable) are decreased by 30%. Round fractions down.
- 46–50 Any one of the three characteristics mentioned in 06–07 (Range, Duration, or Base Chance) is decreased by 50%. Round fractions down.
- 51–55 Any two of the three characteristics mentioned in 06–07 (Range, Duration, or Base Chance) are decreased by 50%. Round fractions down.
- 56–60 Range, Duration, and Base Chance (where applicable) are decreased by 50%. Round fractions down.
- 61–65 The Experience Multiple for the spell is increased by 75%.
- 66–70 The Experience Multiple for the spell is increased by 100%.
- 71–75 The Experience Multiple for the spell is increased by 100% and Range, Duration, and Base Chance (where applicable) are all decreased by 50%. Round fractions down.
- 76–80 The spell is extremely potent (triple the Range, Duration, Damage Points inflicted or cured, and Base Chance, if appropriate), but drains the Adept whether it is successful or not. Reduce the Adept's Fatigue to zero whenever the spell is cast.
- 81–85 The spell automatically backfires whenever cast.
- 86–90 The spell may be cast as written, but it automatically backfires whenever the caster fails to successfully cast it.
- 91–98 The spell may be cast for half effect (GM should halve as many aspects of the spell as possible). In addition, you suffer a minor curse whenever you successfully cast the spell. The GM should choose any one such curse from those listed on

D100 Result

- the Backfire Table under entries 61 through 100. The same minor curse should always be inflicted whenever the spell is successfully cast.
- 99–00 Woe to the caster of this spell! Whenever the spell is successfully cast, the GM inflicts on the caster a Major Curse of Rank equal to D10+Caster's MA. The GM may choose any curse from among those listed in rule 158.4. If any of these results contradict the workings of the intended spell, talent, or ritual (e.g., indicating a backfire for a talent) the GM should feel free to alter the result or re-roll.

82. Magical Rocks, Stones and Gems

This section lists those rocks, stones, and gems which are commonly considered to have special magical or chemical properties which make them useful in the performance of magic, manufacture of spells, or performance of alchemical rites.

These items may, for the most part, only be used by Adepts of the College of Black Magics to create those amulets listed in T-3 (see rule 62.3), by Adepts of the College of Shaping Magics as vessels for their magic, by Astrologers to aid their arts, or by Alchemists in preparing potions, elixirs and the like. If a player character acquires any of these items and is not himself an Alchemist, Astrologer, or Adept of either of these Colleges, he may wish to seek out such individuals and sell the item to them. On the average, a player character will be able to sell to Adepts such items as have value to non-magic oriented consumers (gemstones and related items) at top value while the price such items will fetch in the marketplace will be more uncertain.

Usually, player characters will be able to dispose of most gemstones only to buyers interested in their magic properties.

Each of the following items is listed in alphabetical order by its common name. The characteristics of the item are then given as follows:

Market Value: A span of numbers indicating the value of the item in silver pennies if sold in the open market.

Magic Value: A span of numbers indicating the value of the item in silver pennies if sold to magic-oriented buyers.

Description: A short description of the item in terms of color, cut (if a gemstone), and other physical characteristics.

Use: A description of the magical properties and uses of the item.

Generally, the value of an item will be unrelated to its weight, and most of the stones on this list would have to have their weight measured in grams. Accordingly, it is suggested that the GM assign a 1-ounce weight to a small bag of gems (a dozen or so stones) and increase the weight by about an ounce for each additional dozen stones. For non-gemstones, weight should be measured in ounces per stone.

Aetites

Market Value: None

Magic Value: 100–200

Description: A small yellowish stone found in the head, neck, or stomach of an eagle.

Use: Aetites are used to make the Amulet of Aquilaeus, as described in T-3 of the College of Black Magics, a powerful amulet which brings good fortune and courage to the bearer.

Agate

Market Value: 1–100

Magic Value: 100–150

Description: A variety of Chalcedony characterized by colored bands cutting through the body of the stone. Usually cabochon-cut. Comes in six varieties characterized by color: Red (or Blood Agate), Brown (Tawny Agate), Green (Sea Agate), Black, Moss (Living Agate), and Grey (Dawn Agate).

Use: Agates are used to manufacture the Amulet of Chalcedony, as described in T-3 of the College of Black Magics. Three stones are required for this purpose, and they must be set in the shape of a triangle. In addition to the normal effects of this amulet, the wearer will be blessed, if the type of Chalcedony used is Agate, with the special eloquence and a general feeling of well-being. If a serpent is engraved on the Agate, the Base Chance of any poisonous insect or snake striking the bearer is reduced by 20%. If the amulet is placed on the breast of a sleeping woman, she will talk in her sleep, truthfully answering all questions put to her.

Alectorius

Market Value: None

Magic Value: 300-500

Description: Alectorius is a greenish stone found in black cockerels. The stone inside the cockerel will only be found, however, if the cockerel is killed and cured on an anthill for three days.

Use: The stone is used to manufacture the Amulet of Alectorius, as described in T-3 of the College of Black Magics. In addition to the wealth-increasing properties of this amulet, it will prevent thirst if held in the mouth and tends to promote amicable feelings toward the wearer, especially as regards to the opposite gender.

Amber

Market Value: 1-4

Magic Value: 1-4

Description: A translucent or cloudy yellow, green, or brownish fossil resin. Acquires a negative electrical charge when rubbed.

Use: Both Yellow Amber and Red Amber (the brownish variety) may be fashioned into amulets by an Adept of the College of Shaping Magics. Red Amber makes the wearer immune to the Evil Eye Spell (S-9 of the College of Black Magics) and decreases the Base Chance of the wearer contracting a disease or infection (natural, or via magic or minor curse) by 5%. Yellow Amber decreases the Base Chance of the wearer contracting a disease or infection by 10%. Green Amber may be held against any Type A (puncture) wound to stop the bleeding. The bleeding will begin immediately if the Green Amber is removed from the wound. A special variety of Amber (called Living Amber) contains fossilized insects or animals. This type of Amber may be used as the heart of any type of golem except the flesh golem. Golems with hearts of Living Amber remain active for twice as long as similar golems without such hearts (multiply the total period of activation by 2).

Amethyst

Market Value: 30-500

Magic Value: 300-600

Description: A purple gem-quartz. Usually faceted, but sometimes cabochon-cut.

Use: May be used by an Adept of the College of Black Magics to make an Amulet of Amethyst, as described in T-3 of the College of Black Magics. Amethyst may also be ground and used in antidotes to poisons. Used in this manner by an Alchemist, Amethyst doubles the efficiency of the potion versus magically created poisons. An Adept of the College of Shaping Magics may use Amethyst to fashion an Amulet of Sobriety, which makes it impossible for the wearer to become drunk. The Amethyst must be incised with the symbols for the sun and moon and fastened about the neck with a necklace of peacock feathers.

Antimony

Market Value: None

Magic Value: 100-700

Description: A white, metallic element usually found in powdered form or in small pebbles.

Use: Antimony may be fashioned into an amulet by an Adept of the College of Shaping Magics. The amulet increases the resistance of the wearer versus magic of the College of Black Magics, the College of

Necromantic Conjurations, and the College of Ensorcelments and Enchantments by 5%. It increases the resistance of the wearer versus any spell cast by a demon by 10% (15% if the demon is a member of the College of Necromantic Conjurations, the College of Black Magics, or the College of Ensorcelments and Enchantments).

Beryl

Market Value: 3-2500

Magic Value: 400-2500

Description: There are seven distinct types of Beryl, ranging in color from a pale, almost colorless green, yellow, or pink through a vibrant dark green or blue. Beryls are almost always faceted (though the Goshenite Beryl may be cabochon-cut). The types of Beryl, their color and relative value follow:

| Type | Color | Value |
|--------------|--------------------------|---------|
| Aquamarine | Blue-green | 20-400 |
| Black Star | Deep Brown | 50-2500 |
| Emerald | Pale green/Vibrant green | 10-1500 |
| Golden Beryl | Yellow | 5-1000 |
| Goshenite | Opaque | 3-100 |
| Green Beryl | Pale green/Yellow | 5-500 |
| Morganite | Pink/Pink | 30-1300 |

Only those gems which have a Market Value of at least 400 may be used in magic, the others being too inferior in weight or quality to be of value.

Use: Beryls may be used to create an Amulet of Beryl, as described in T-3 of the College of Black Magics. The amulet has the side effect of making the wearer both impotent and totally uninterested in sexual activity. Beryl may be used by Alchemists to create more powerful antidotes to poison, salves, and antipyretics (increase the potency of such creations by increasing their Base Chance of working by 10%).

Bezoar

Market Value: None

Magic Value: 300-500

Description: This stone originates in the stomach of a stag.

Use: May be powdered and mixed in a poison antidote. An antidote created with Bezoar functions as if it was created by an Alchemist of 2 Ranks higher (see rule 93.7).

Bloodstone

Market Value: 5-100

Magic Value: 50-125

Description: A dark green Chalcedony with red spherule. Also called Heliotrope. The Jasper spherules in the stone resemble drops of blood, and it is from these that the gem takes its name.

Use: Bloodstones may be used to create an Amulet of Bloodstone, as described in T-3 of the College of Black Magics. Five such stones set at the points of a pentagon are necessary to manufacture the amulet successfully.

Chalcedony

Market Value: 1-100

Magic Value: 50-100

Description: A type of milky Quartz, generally white. Cabochon-cut or carved.

Use: This stone may be employed to form an Amulet of Chalcedony, as described in T-3 of the College of Black Magics. A minimum of three stones are necessary to form the amulet. An Alchemist may grind the stone up and dissolve it in water blessed by a servant of the Powers of Light. The decoction will break all fevers within one hour of drinking. One ounce is required per dose.

Carbuncle

Market Value: 1-60

Magic Value: 30-70

Description: A deep red gemstone, often classed as a type of Garnet. Cabochon-cut. Often smoky.

Use: May be used to create an Amulet of Carbuncle, as described in T-3 of the College of Black Magics. Often believed to hinder lust, sadness, and dreams. Half a dozen stones should be set in the amulet to form a hexagon. If all of the stone used are of the highest possible quality, the amulet will take on the additional attribute of monitoring the wearer's life force, growing brighter as the wearer grows in strength and energy and dulling as he tires. It is often used by Healers to monitor seriously ill patients for this reason.

Carnelian

Market Value: 10–300

Magic Value: 100–350

Description: A deep red quartz often banded in white. Usually cabochon-cut, but sometimes carved.

Use: An Adept of the College of Shaping Magics may use this stone to manufacture an Amulet of Carnelian, which decreases the wearer's chances of contracting a disease or infection by 5%. Any craftsman may fashion Carnelian into a necklace which halves the rate at which the wearer loses fatigue or endurance as a result of having his blood drained by a vampire.

Chelidonium

Market Value: None

Magic Value: 300–500

Description: A red or black stone taken from the craw of a swallow.

Use: The prime ingredient in all potions designed to cure madness or improve a failing memory. May be powdered and mixed by an Alchemist into an antidote for senility.

Chrysolite

Market Value: None

Magic Value: 100–200

Description: Greenish-yellow transparent type of magnesium iron silicate.

Use: Powdered and taken in large quantities, it is said to be a restorative and curative. An Alchemist can make a dose out of three stones sufficient to temporarily check the progress of most diseases in a patient, but the manufacture of the medicine is wearisome and time consuming. An Adept of the College of Shaping Magics can use a piece of the stone to manufacture an Amulet of Chrysolite which will increase the wearer's resistance versus magic of the College of Sorceries of the Mind by 5%.

Chrysoprase

Market Value: 1–100

Magic Value: 30–100

Description: A bright green or greenish-yellow Quartz which is usually cabochon-cut.

Use: An Adept of the College of Shaping Magics may fashion this stone into an amulet which will increase the wearer's range of vision in the dark by 50%.

Coral

Market Value: 1–250

Magic Value: 25–250

Description: A pink or red stone manufactured by the secretion of certain marine animals. Usually cabochon-cut or cut into polished sections.

Use: May be fashioned by a member of the College of Shaping Magics into an amulet which will increase the wearer's resistance versus the Evil Eye Spell (S-9) of the College of Black Magics by 10%. This amulet may also be used in the same manner as an Amulet of Carbuncle to monitor patients under the care of Healers. The coral loses its color as the patient wanes and becomes more vibrant as he heals. If this amulet is dipped into a substance containing poison, it will permanently lose color, the coral becoming bone white. An Alchemist may grind Red Coral into a powder useful in curing

impotence. One ounce is required per dose, and the powder must be consumed in solution.

Diamond

Market Value: 20–20,000

Magic Value: 100–20,000

Description: A brilliant, super-hard gem, usually clear with touches of color ranging from pink or green-yellow through blue. Always faceted, if faceting has been discovered in the culture in which adventure occurs. There are actually five distinct type of diamonds, all of which may be used in magic. However, such stones are extremely expensive and generally a maximum of one or two cheap or flawed diamonds will be used in an amulet or talisman. Following is a list of diamonds by type which also gives color and value for each stone.

| Type | Color | Value |
|---------------|------------------------|-----------|
| Clear Diamond | Transparent | 20–12,000 |
| Pink Clear | Pink | 40–14,000 |
| Green | Bright greenish-yellow | 40–14,000 |
| Yellow | Bright yellow | 40–14,000 |
| Blue-White | Light blue/White | 50–20,000 |

Use: One or more diamonds can be fashioned into an Amulet of Diamonds, as described in T-3 of the College of Black Magics. In addition, Alchemists sometimes use water in which Diamonds have been washed as the solution in which other ingredients are dissolved when manufacturing medicines (increase the medicine's effectiveness by 20%). Clear Diamonds worn in a ring may be used by the wearer to increase his Base Chance of casting any spell by 2%. The Diamond focuses mana and such rings may be made by any artisan.

Emerald

Market Value: 10–1500

Magic Value: 10–1500

Description: A small Beryl ranging in color from pale green to vibrant green and always faceted.

Use: This gemstone may be used to manufacture an Amulet of Beryl (see Beryl). It also repels insects when worn around the neck (10% chance that any insect landing on the wearer will fly away without attacking). Devils and Imps are also repelled by Emeralds, and there is a 5% chance that any Devil or Imp who approaches within 10 feet of anyone wearing an Emerald or bearing an object containing Emeralds (such as a jewel-studded sword hilt) will immediately retreat as far as possible from that individual and will have to roll on the Fright Table. Snakes are affected in the same way as Devils and Imps, but have a 20% chance of being repelled.

Feldspar

Market Value: 1–10

Magic Value: 1–10

Description: A milky-white green stone, highly brittle and characterized by a smooth texture.

Use: When worn an a necklace, adds 10% to the wearer's resistance to all spells involving dazzling lights or blindness.

Flint

Market Value: 1–2

Magic Value: 1–5

Description: A hard black stone used in conjunction with steel to strike fires.

Use: Flint is a powerful ward against Incubi and Succubi. There is a 50% chance that no Incubus or Succubus will willingly approach within 5 feet of a piece of flint unless it is covered (e.g., secured in a bag or draped with cloth).

Galactite

Market Value: None

Magic Value: 50

Description: A stone composed of nitrate of lime and appearing chalky in composition.

Use: A prime ingredient in Love Philtres, as described in T-3 of the College of Black Magics. Should be powdered and dissolved in water along with other ingredients.

Garnet

Market Value: 10-1300

Magic Value: 500-1300

Description: Small stone, usually milky. Faceted (though Almandite, Grossular, and Pyrope are often cabochon-cut). There are six distinct types of Garnet. They are listed along with their color and value. Only Andarite has magical properties.

| Type | Color | Value |
|-------------|------------------|---------|
| Almandite | Purple/Brown/Red | 1-250 |
| Andradite | Yellow-green | 10-1300 |
| Grossular | Brown/Orange | 1-100 |
| Pyrope | Dark red | 1-125 |
| Rhodolite | Purple/Red | 1-700 |
| Spessartine | Red/Orange | 1-500 |

Use: Powdered Garnet is used to cure skin diseases and an Alchemist may use it to make medicines for this purpose. Such medicines will, in addition, arrest (but not cure) leprosy (which is a Major Curse). Any figure wearing a piece of Andradite on his person will be immune to the effects of nightmares.

Gold Nuggets

Market Value: 5-60

Magic Value: 10-1000

Description: Gold nuggets are usually small (less than an ounce) rough stones of a greenish-black color with golden metallic flecks.

Use: Gold nuggets are greatly prized by magicians far above their numismatic worth. The same nugget which might fetch 10 silver pennies on the money market would fetch three or four times that from almost any Adept. The larger the nugget, the greater the discrepancy between numismatic and magical value. It is said that a gold nugget worn about the neck will reduce the rapidity of aging, but such nuggets are primarily used by Adepts of the College of Shaping Magics to manufacture Amulets of the Sun (Gold is governed by the Sun). Such an amulet increases the luck of the bearer as follows: in all D100 dice rolls directly affecting the wearer, the dice roll number is adjusted by 3 in the wearer's favor. If the wearer is Sun-aspected, the die roll number is adjusted by 8.

Iron

Market Value: 1-5

Magic Value: 1-5

Description: Iron ore is found in large rocks (several pounds or more) of a reddish hue.

Use: Iron ore is primarily used to form objects of Cold Iron. The price of Iron Ore is governed by its quality (the actual iron contents in the ore) and the prices given are for a small wagon load. Iron may be fashioned, while in ore form, into an Amulet of Iron, as described in T-3 of the College of Black Magics. It may also be smelted and used by an Adept of the College of Shaping Magics to make magical vessels (weapons and the like).

Jacinth

Market Value: 200-400

Magic Value: 300-400

Description: A red-orange Zircon, ruled by the sun. Jacinth will change color to reflect the weather, becoming paler and more orange when storms approach and becoming a more vibrant red in bright sunlight. Always faceted.

Use: Jacinth may be fashioned by an Adept of the College of Shaping Magics into an Amulet of Jacinth which will protect the wearer from fascination (increases resistance against magic of the College of Sorceries of the Mind and against all spells of binding, controlling, or summoning by 20%).

Jade

Market Value: 40-750

Magic Value: 40-100

Description: Green or black mineral, frequently mottled with white. Cabochon-cut or carved.

Use: Jade may be powdered and used in medicines to cure diseases or illnesses of the digestion, to help ward infection (decrease the Infection Chance by 10%), and to increase stamina. It may also be fashioned into an Amulet of Jade, as described in T-3 of the College of Black Magics. Note that only small Jade stones (usually the less valuable Nephrite rather than Jadeite) will be purchased for magical purposes and only in relatively small amounts. Jade is also a popular material for use in the manufacture of ceremonial weapons. When Black Jade is used for this purpose, it forms a weapon which affects Demons, Imps, Incubi, and Succubi in the same manner as a magical weapon.

Jasper

Market Value: 1-1000

Magic Value: 1-1000

Description: An opaque Quartz tinted green. Cabochon-cut.

Use: Jasper may be fashioned by an Adept of the College of Shaping Magics into an Amulet of Jasper which increases the wearer's ability to disbelieve illusions by 10%. Rare stones flecked with red have the side-effect of inflicting the wearer with lycanthropy if worn when the moon is full. The lycanthropy passes immediately when the Jasper is removed from the person of the wearer.

Jet

Market Value: 1-10,000

Magic Value: 1-10,000

Description: Jet usually refers to a type of Agate, a deep black stone superficially resembles coal (but much harder). Can be polished to a sheen like marble. Cabochon-cut.

Use: Breathing the vapors of Jet which has been powdered and burned in a censor increases the ability of an individual to disbelieve any illusion by 10 for eight hours thereafter. In addition, any Demon which breathes such vapors must make an immediate roll on the Fright Table. The stone can be fashioned into an Amulet of Jet, as described in T-3 of the College of Black Magics. This Amulet will contain an inverted cross on one side and a heart on the other and will be disk-shaped.

Lapis Lazuli

Market Value: 20-150

Magic Value: 20-30

Description: A deep blue stone veined with white or gold. May be cabochon-cut, but will usually be found as a form of inlay.

Use: Lapis Lazuli may be ground into a fine powder and burned in a censor. When breathed by an individual, the fumes will have a 20% chance of curing melancholia and a 3% chance of at least partially curing madness.

Lead

Market Value: 1-5

Magic Value: 1-5

Description: A dark dense, soft slate-colored stone found in small veins or rocks. May be made into a soft alloy.

Use: Lead may be used to form a shield against Demonic Presidents. It may also be powdered and used as an ingredient in slow-acting, long-term poisons. However, Lead is quite common and has very little real value to either magicians or Merchants. The values listed are for small wagon loads of the substance.

Lodestone

Market Value: 5-20

Magic Value: 5-10

Description: A natural Magnetite which attracts iron.

Use: Lodestone is used by Rangers and Navigators as an aid to plotting a course across the water or through low visibility areas (wilderness and the like). It may also be used by any character (not necessarily an Adept) to indicate the direction of some desired goal or item. The individual should hold the Lodestone in his mouth for a moment and then suspend it from a string so that it can move freely. If asked the direction of a place or object, there is a 20% chance that the Lodestone will seem to turn and point in the direction of that place or object, or 10% chance that it will seem to do so but will, in fact, be pointing in the wrong direction, and a 70% chance that nothing will happen.

Obsidian

Market Value: 5–1000

Magic Value: 500–1000

Description: A black, shiny volcanic glass. May have gold or white snowflake markings or a gold sheen. Sometimes used in jewellery in which case it is cabochon-cut, but it will be used to make stabbing or cutting tools or weapons.

Use: Obsidian is a favorite material for the manufacture of ceremonial and sacrificial knives. When Obsidian is used for this purpose, it is classed as a magical weapon, doing the same damage as a dagger, but having the capacity to wound or kill those entities normally harmed only by magical weapons. When used as a weapon outside of a ceremony, it is not classed a magical weapon. Only a designated sacrificial being which has been prepared for sacrifice may be harmed by the knife during a ritual of sacrifice. If an entity which can only be harmed by magical (or silvered) weapons and which has not been prepared for sacrifice during a ritual were to interrupt that ritual, for example, the Obsidian knife would not inflict any damage on that individual.

Olivine

Market Value: 10–25

Magic Value: 10–25

Description: A yellow-green, opaque stone, usually cabochon-cut.

Use: Olivine may be powdered and dissolved in liquid by an Alchemist as a (10% effective) cure for impotence.

Opal

Market Value: 5–10,000

Magic Value: 300–12,000

Description: Small, fairly dense stone which comes in four types, each distinguished by a different color and internal “fire.” Always cabochon-cut and highly polished. The four types include:

| Type | Color | Value |
|------------|----------------------------------------------|------------|
| White Opal | White background/Fire | 10–500 |
| Fire Opal | Yellow or red background/Fire | 10–400 |
| Catseye | Yellow or green background/Internal Fire | 5–100 |
| Black Opal | Grey or black background/Large Internal Fire | 100–10,000 |

Use: All type of Opals, except Catseye, may be set and polished into seeing rings or crystals by a competent jeweller or artisan. They may then be used by an Astrologer of Rank 5 or higher to foretell the future with 5–25% greater accuracy. The Astrologer looks into the “fire” present within the Opal and sees there an image in answer to the question asked by him. The image will appear with various amounts of clarity depending upon the quality of the Opal used. There is a 2% chance that anyone using an Opal for this purpose will be cursed with Ill Luck as a result. See rule 160.4 for the operation of this curse.

Pearl

Market Value: 100–5000

Magic Value: 100–5000

Description: Small round or oval stones found inside shells. Characteristically, white or yellowish-white, with a minority of Black Pearls being highly prized. Never cut or formed by man.

Use: Pearls may set in an Amulet of Luck manufactured by an Adept of the College of Shaping Magics and will work just like the amulet of the same name of the College of Black Magics (see rule 62.3), except that Magical Resistance is increased by 5% instead of 3%.

Quartz

Market Value: 1–2000

Magic Value: 50–2000

Description: Usually translucent stone, geometrically shaped. There are a score of types of this material, of which only those discussed elsewhere are discussed herein. The following list does not include enchantments on stones mentioned elsewhere (including stones aged or heated to give a different texture or hue). Each stone is followed by a description by color and an estimate of Market Value. Almost invariably, Quartzes are cabochon-cut, though some types may be faceted. Stones which have been cabochon-cut or faceted have no magical value unless they are large enough to be carved.

| Type | Color | Value |
|------------------|-----------------------------|--------|
| Aquamarine | Blue-green/Yellow | 1–20 |
| Catseye Quartz | Green/Yellow/Red/Grey | 5–60 |
| Cacoxemite | Clear/Violet/Yellow | 5–60 |
| Citrine | Red/Yellow | 1–2500 |
| Rock Quartz | Clear | 1–500 |
| Rutilated Quartz | Clear/Gold criss-crossed | 10–150 |
| Smokey Quartz | Grey | 1–300 |
| Star Quartz | Clear | 5–100 |
| Tigereye | Yellow-brown tourmalinated | 1–100 |
| Quartz | Clear/Smokey/Black needles | 10–50 |
| Carnelian | Red/White bands | 10–300 |
| Moss Agate | Translucent/Green filaments | 1–1000 |

Use: Quartz may be formed by an artisan into a clear polished seeing crystal for use in fortune telling by either Adepts or Astrologers. Only non-smoky Quartzes may be used for this purpose. In addition, Quartz may be shaped into ceremonial or sacrificial daggers which operate in the same manner as Obsidian daggers. Only large Quartzes may be used for this purpose, and those interested in such things will pay three or four times normal Market Value for an appropriate-sized piece of otherwise relatively valueless Quartz.

Ruby

Market Value: 50–6000

Magic Value: 50–6000

Description: A vivid crimson stone, faceted.

Use: May be fashioned by an Adept of the College of Shaping Magics into an Amulet of Protection, which will always glow more brightly as danger draws near.

Sapphire

Market Value: 10–15,000

Magic Value: 500–5000

Description: A (generally) bluish type of Corundum which may be cabochon-cut are faceted. There are seven varieties listed.

| Type | Color | Value |
|-----------------|-------------------------------------------|------------|
| Black Star | Black | 100–15,000 |
| Blue Sapphire | Blue/Violet | 10–2000 |
| Green Sapphire | Green/Yellow-green | 1–250 |
| Orange Sapphire | Red/Orange | 10–500 |
| Purple Sapphire | Red/Purple | 20–300 |
| Star Sapphire | Red/Blue/Purple/Green/Yellow/Orange/Black | 100–10,000 |
| Yellow Sapphire | Yellow/Gold/Orange | 10–300 |

Use: Sapphires permanently fade to dead black when immersed in most poisons. Star Sapphires glow in the presence of treachery. Their brightness increases as such treachery approaches and dims as it recedes.

Topaz

Market Value: 1–1000

Magic Value: 1–20

Description: A gemstone composed of silicate of aluminum. Always faceted. May be purple, red, orange, bright yellow, blue, pale yellow, brown, or clear (in descending order of Market Value). Brown Topaz always fades with time, becoming almost eventually. All Topazes have the same Magic Value, which is more or less minuscule in comparison with Market Value.

Use: Topaz may be used in potions designed to stifle lust, make one generous, or cure insanity (5% chance). When used in potions, the Topaz is ground into powder and dissolved in liquid by the Alchemist. Topazes will increase the chance of a potion being created successfully by 10%.

Tourmaline

Market Value: 1–500

Magic Value: 1–500

Description: Tourmalines may be one of half a dozen colors or may be bi-colored or multi-colored. They are usually faceted, but may be cabochon-cut on occasion (especially Rubellites, Indicolites, and Tourmalines proper). There are five types of Tourmalines which are listed together with their color and Market Value.

| Type | Color | Value |
|------------|---------------------------------|-------|
| Achroite | Clear | 3–20 |
| Dravite | Brown | 1–50 |
| Indicolite | Blue/Blue-green | 5–100 |
| Rubellite | Violet/Red/Purple | 5–500 |
| Tourmaline | Proper Bi-colored/Multi-colored | 1–70 |

Use: Tourmalines always shine with a brightness in direct proportion to perturbations in the flow of mana. The greater the concentration of mana in an area, the greater the flow of magical energy around the surface of the Tourmaline and the brighter it will shine. In Low Mana areas, the Tourmaline becomes dull and lifeless. When in the presence of potent spells (and always during the casting of a spell by the wearer), the Tourmaline also shines exceedingly bright. For this reason, it is a great and valuable indicator of magic, but is not altogether reliable in that it does not distinguish between the presence of powerful magical spells, magical (fantastical) beings, and concentrations of unused mana. The higher the quality of the Tourmaline (and the more expensive it is), the greater the likelihood (from 5% to 40%) that an individual will notice (or be able to differentiate and read) changes in the Tourmaline when not specifically searching for such changes by scrutinizing the stone.

Turquoise

Market Value: 10–600

Magic Value: 10–600

Description: A light, medium-blue stone spider-webbed with fine black lines. Cabochon-cut in all cases.

Use: Turquoise may be fashioned into an Amulet of Turquoise by an Adept of the College of Shaping Magics. This Amulet will make the wearer immune to the Evil Eye Spell (S–9) of the College of Black Magics.

Notes: Amulets prepared by a member of the College of Shaping Magics may be of any material, and the “vessel” prepared for use could conceivably be prepared to receive almost any spell. All such amulets have a Shaping Index of 50.

However, whenever a precious stone, rock, or gem from this list is used in an amulet for which it is specially suited, the Cost Factor for the ritual used to fashion the amulet is reduced by 30% (round up). This same percentage decrease is used whenever one of the items on this list is prepared for use as a vessel for a type of spell that is

particularly appropriate to it, even when the stone’s use in the manufacture of such an item is not explicitly mentioned on this list. Amulets manufactured by Adepts of the College of Black Magics (and produced with infernal aid) are not subject to this benefit, but neither are they governed by the variations in cost which are built into the arts of Shaping Magics.

Items on this list which need not be made into amulets or potions, medicine, or other compositions in order to have a particular effect may be employed by anyone (including non-Adepts) to achieve that effect.

83. Herbal Lore

Magical plants, trees, herbs, roots, leaves, nuts, fruits, and other magical plant products play an important role in DragonQuest magic just as they do in all mythologies and magical systems. In the following list are the most common such items.

Each entry is given according to the plant’s most common name, followed by any nicknames or synonyms in parentheses. The item’s most important characteristics are then given as follows:

Availability

There are four classes of Availability. These affect the relative value of the item as follows.

Common: Those herbs and plants which are common in most areas where humans and humanoids choose to dwell and classified as Common. They have a value from 1 to 5 silver pennies for a large basket or bag full of the substance and, in some cases where the magical value of the substance is particularly low, value will have to be measured in copper farthings. 100% chance to be found by a Ranger while in season.

Uncommon: Those herbs and plants which are not common to areas where humans and related species dwell, but which are still available at known sites within half a day’s walk of such habitations are classified as Uncommon. Uncommon plants and herbs will generally have a value of between 10 and 30 silver pennies for a small basketful of the substance. 50% chance to be found by a Ranger while in season.

Rare: Those herbs and plants which are not widely known or which are seldom readily available except by dint of many days walking and searching are classified as Rare. Rare plants and herbs will always fetch at least 50 silver pennies per sprig or handful from a local Healer or Alchemist if nobody else. Often such substances will fetch 10 times that amount if they must be brought from far away. 30% chance to be found by a Ranger while in season.

Very Rare: Those herbs and plants which are seldom recognizable to individuals other than Rangers specializing in their Habitat or Merchants who specialize in dealing in spices and the like, or which grow only in some one special place and are classified Very Rare. Such substances will range in price from 500 silver pennies per sprig, handful, or other appropriate small measure to 10,000 silver pennies for something which is Very Rare and blessed with nigh unto miraculous powers. However, characters may have some difficulty disposing of such substances since they will usually first have to educate potential buyers as to the wonderful and mystical properties of their merchandise. Also, the more powerful such an item is and the rarer it is, the more likely it will be that characters will have to travel to a major urban center in order to find a sophisticated (and wealthy enough) market for the substance. The larger the urban marketplace, the more likely that characters will experience a certain amount of interference in their affairs from the city fathers, the watch, or the local guilds who will often want a piece of the action or a right of first refusal on purchase of the item. 10% chance to be found by a Ranger while in season.

Habitat

The Habitats listed for plants are the same as those listed for monsters. Plants will almost universally be found only in the Habitat(s) listed in this entry.

Potency Loss

The relative loss of potency (and, thus the Market Value) within hours, days, weeks, or months after the item has been picked (or uprooted for transplanting). The Market Value at any point in time will be a percentage of the value at the time the item was picked equal to the percentage of potency remaining. Any effects described to the herb are determined by reducing the effects of the percentage of potency since the herb was picked.

Description

A short physical description of the item, where appropriate, followed by a detailed outline of its uses and powers. Use of most items to manufacture amulets, potions, and medicines is generally restricted to Adepts of Colleges which specifically include the knowledge to manufacture such things or to individuals trained in the Skills appropriate to such manufacturing. These Skills are Alchemist, Healer, and Ranger.

In a campaign setting, herbs will be encountered in three forms: Distillations, Powders, and Fresh. Distillations are liquid extracts of the herbs produced only by an Alchemist in his laboratory. Powders are small granular mixtures of the herb produced only by an Alchemist in his lab using a mortar and pestle. Fresh herbs are found naturally in the wild and picked or uprooted. The form in which an herb is found affects the way in which it is applied and who may use it.

Herbs are applied in three general ways. An Infusion is made by placing a powdered or fresh herb into wine or hot water (commonly known as “tea”). A Poultice is made by mixing a powdered herb with a small amount of water, or finely chopping fresh herbs and then placing either on a wound or a patch of skin (commonly called a “salve”). The wound or patch of skin would then be bandaged. A Tincture is made by placing a powdered or fresh herb into a solvent (such as alcohol) and then coating a wound or patch of skin (known as an “ointment”).

Alchemists prepare herbs for use. They are the only individuals who can either distil or powder an herb. Their powders can be used as described in the preceding, but their distillations are used for the preparations of “potions” which do not need an Adept for completion. Distillations and powdering may be accomplished by Alchemists of Rank 1 or higher.

Distilling an herb prevents it from losing any further potency. It takes an Alchemist (11–Rank) hours to distil one vial (or dose). It takes one full handful of the fresh herb to produce one dose of distillation. The cost to the Alchemist is 5 times the cost of the handful, which he may commonly sell for twice that price on the open market. In its distilled form, the herb’s powers may be utilized by anyone. The distillation must be swallowed to take effect. Often the distillation is poured into wine or water, and this is commonly called a solution.

Assassins often use distillations in solution to poison their victims. Distilled herbs will keep so long as they are stored in a moisture–proof container.

Rangers are the only individuals who may use an herb immediately when picked fresh. They will often make an infusion, poultice, or tincture and use the herb in that fashion.

Many herbs can be used in only one manner, but a few have numerous uses. As a guide to players, the following index divides the herbs into four main groups. When a player wishes to find an herb used for healing, for example, he would investigate any of those listed under the Healing Herbs category. All herb descriptions should be examined, as there are herbs which fit into no particular category, and a use may be found for any.

Also detailed in the heading for each category are instructions for using the specified type of herb.

Alchemical Herbs

The following may all be distilled into potions which will have certain quasi–magical effects: Angelica, Bloodroot, Cowslip, Cyclamin, Fern, Ginseng, Henbane, Hemlock, Laurel, Marigold, Saint John’s Wort, Sunflower, Vetch.

Only an Alchemist may distil these and, once distilled, they may be used by anyone. All listed effects are for the quaffing of one dose (one vial).

Healing Herbs

The following all work to heal damage, cure disease, infection, fever, and salve skin: Agrimony, Amaranth, Anemone, Angelica, Basil, Betony, Black Hoarhound, Catgut, Catnip, Bryony, Chervil, Daffodil, Hellebore, Marjoram, Mistletoe, Mugwort, Sage, Saffron, Snakeroot, Satyr Orchid, Valerian.

Alchemists will produce distillations or powders from those. A Healer may make use of any powder produced by Alchemists to aid their own inherent powers. They expend 2 Fatigue Points when using a powder, in order to activate the powers of the herbs themselves. Rangers use these herbs freshly picked, to make infusions, poultices, or tinctures and heal and salve in that manner. The Healer will also make infusions and so forth, but will be using his powders to do so.

Magical Herbs

These herbs, when dried and then burned as incense or fashioned and worn as Amulets, produce a variety of magical effects: Anemone, Angelica, Asatoetide, Euphorbia, Garlic, Jasmine, Jimson Weed, Laurel, Lotus, Marigold, Mistletoe, Moonwort, Myrrh, Saffron, Sandalwood, Sunflower, Sweetflag.

Their use differs greatly from herb to herb. Any Adept may use the incense, and anyone may use the Amulets.

Poisonous Herbs

Poisons may only be distilled or powdered by an Alchemist. Some poisons work in their raw state; these and any distilled or powdered may be used by any skilled individual. Anyone but an Assassin will find them hard to buy and even harder to successfully introduce into anyone’s food. All the poisons must be ingested to cause harm. Listed with each poison is a “kill %.” This is the Base Chance the poison will kill anyone who ingests it, whether in distilled, powdered, or solution form.

If in solution, and more than one person drinks that solution, divide the percentage by the number of people ingesting (round down) and the result is the “kill %” applied to each drinker. If a person survives a poisoning attempt, reduce his Fatigue to zero until he gets a good night’s sleep.

These herbs are poisonous: Aconite, Belladonna, Euphoria, Hellebore, Hemlock, Henbane, Holly, Mandrake, Mistletoe.

Herbs

Aconite

Availability: Uncommon

Habitat: Field, Marsh, Woods

Potency Loss: Dried and powdered, Aconite retains potency almost indefinitely. Decrease potency by 10% within 24 hours of its being picked, but otherwise there should be no effect.

Description: (a.k.a. Wolf’s Bane, Leopard’s Bane, Monk’s Hood) A poisonous plant easily recognizable by its pale, hood–shaped flower. Aconite is often believed to have been the first commonly used poison, and it is extremely lethal. Alchemists may powder it and it may be sprinkled in food with a 95% chance that the eater will die. It takes about two hours for the poison to take effect and several more hours for a fatality to occur.

Agrimony

Availability: Common

Habitat: Fields, Woods, Rough

Potency Loss: Loses 20% of its potency within one day of being picked and 10% per day thereafter down to a level of 20% potency which it will retain for 4–5 months after picking.

Description: A variety of bright yellow-flowered plant of the genus *Agrimonia*. *Agrimonia* will be an effective cure (100% BC) for poisoning as a result of snake bite when the leaves are freshly picked. An Alchemist can distil the anti-venom (see rule 93.7).

Amaranth

Availability: Uncommon

Habitat: Fields, Woods

Potency Loss: Loses 40% of potency within one hour of being picked and 10% of remaining potency per week thereafter until reduced to 10% of original potency.

Description: An herb with small red or white flowers often confused with a (seemingly) legendary plant of the same name. The legendary Amaranth is said never to fade and to be the prime ingredient in an amulet which causes the wearer never to age. The plant described herein has no such magical powers. Instead, the petals of the red variety may, when fresh, be made into a poultice, causing the blood to clot and the bleeding to stop within D10+2 Pulses. It will heal 1 Endurance Point per day for D10 days.

Anemone

Availability: Uncommon

Habitat: Woods

Potency Loss: Loses 30% of potency in the first 24 hours after picking and a continued loss of 10% of potency per week.

Description: (a.k.a. Wind Flower) A tall, leafy stalk with large rich purple flowers having black centers. Anemone can grow literally overnight. Steam from the boiling petals may provide anyone who breathes it with a +10 on any Base Chance involving spells which predict the future. A poultice made of the petals has an 80% chance of curing any blindness except that due to a major curse or to loss of eyes.

Angelica

Availability: Uncommon

Habitat: Fields

Potency Loss: Loses 5% of potency within 24 hours of picking and 1% per week thereafter.

Description: A leafy green herb which may be worn about the body when fresh as a protection against the evil eye. When worn in this fashion, resistance to the Evil Eye Spell (S–9) of the College of Black Magics is increased by 5. An Alchemist may distil potions designed to cure colds, infections, and add 10 to the user's Magic Resistance for D5 hours. Tinctures of this herb brushed on a wound will decrease the chance of infection by 20.

Asatetida

Availability: Uncommon

Habitat: Woods

Potency Loss: Never loses any potency.

Description: A gum resin-bearing plant found in deep woods and sometimes cultivated as a house plant. The unpleasant odor of the resin (which may be smeared on the body) is only annoying to most occupants of this plane, but Demons heartily dislike it and Incubi, Succubi, Devils, and Imps will not normally approach within 5 feet of an individual carrying the smell of the resin. However, Hellhounds are maddened by the smell and will immediately attack the wearer of this resin.

Basil

Availability: Common

Habitat: Fields

Potency Loss: Loses 30% of potency within an hour, 50% within 24 hours, and 100% of potency within a week.

Description: A common herb characterized by green waxy brittle leaves. Basil can be used to make a poultice which will cure any type of insect, bee, or wasp bit or sting. The herb will cure 1 Endurance Point per day for D10 days.

Belladonna

Availability: Rare

Habitat: Woods, Marsh

Potency Loss: Loses 10% potency within 24 hours of picking. Loses 1% of potency each week thereafter for all purposes except the manufacture of poison.

Description: (a.k.a. Deadly Nightshade) An herb characterized by black berries and dark crimson leaves. An Alchemist may use Belladonna to distil flying potions (lasting D10 minutes). Both Alchemists and Adepts of the College of Black Magics may distil a powerful poison from Belladonna (100% kill chance). Anyone may feed the berries to a victim they desire to poison, though their bitter taste will probably make the victim unwilling to eat enough to do serious harm. Death is by heart and respiratory failure within several hours of ingestion.

Betony

Availability: Uncommon

Habitat: Fields, Woods

Potency Loss: Loses 1% of potency per week.

Description: (a.k.a. Wood Betony) An herb of the mint family. Betony may be used by the College of Shaping Magics in any type of amulet involving an increase in the Physical Strength, Endurance, or Fatigue of the wearer. Anyone may brew it into a tea when freshly picked which will allow the drinker to recover Fatigue as if he had just eaten a hot meal.

Black Hoarhound

Availability: Uncommon

Habitat: Marsh

Potency Loss: Never loses any potency.

Description: An herb which can be brewed into a tea which works in the same manner as Betony to aid in the recovery of Fatigue. It can also be fashioned by an Adept of the College of Shaping Magics into an Amulet of Calmness which decreases all of the wearer's rolls on the Fright Table by 10 (see rule 60.8).

Bloodroot

Availability: Uncommon

Habitat: Fields, Woods

Potency Loss: Loses 1% potency per week.

Description: A weed characterized by fibrous, liquid-bearing roots, the juice from which can be used by an Alchemist to distil a potion which will act like a control spell on whoever ingests it, causing him to obey the first sentient being he meets as if that being were the caster of the spell.

Bryony

Availability: Uncommon

Habitat: Fields, Woods

Potency Loss: Never loses any potency.

Description: (a.k.a. Snake Grape) A flowering vine with grape-like fruit and tendrils which can be distilled by an Alchemist into a potion which will heal broken bones if drunk three times a day for seven days.

Caper

Availability: Uncommon

Habitat: Fields, Rough

Potency Loss: Loses 1% potency per day.

Description: Capers are the fruit of a small shrub which in bud form may be picked and used by an Alchemist to manufacture a potion which will serve as an antidote to impotence (whether naturally or

magically occurring). Capers are also a prime ingredient in Love Philtres and Potions of Fertility (see rule 62.3).

Catgut

Availability: Uncommon

Habitat: Woods, Rough

Potency Loss: Loses 10% of potency an hour after picking and 1% per hour thereafter.

Description: (a.k.a. Turkey Pea, Goat's Rue, Devil's Shoestring) An herb whose tough roots may be ground and brewed into a tea which functions in the same manner as Betony as an aid to the recovery of Fatigue.

Catnip

Availability: Common

Habitat: Fields

Potency Loss: Loses 1% potency per week.

Description: An herb of the mint family, often domestically grown. Catnip can be distilled by an Alchemist into a potion which will promote healing. Distilled by an Alchemist, it will heal 3 Endurance Points.

Chervil

Availability: Common

Habitat: Fields

Potency Loss: Loses 20% of potency within one hour and 1% thereafter until distilled.

Description: An herb of the parsley family which can be made into an infusion and used to bathe wounds decreasing the chance of infection by 10 and increasing the chance of the body healing itself if it does become infected by 10. An Alchemist can use it to distil a healing potion, working in the same fashion.

Cowslip

Availability: Common

Habitat: Fields, Woods

Potency Loss: Loses 5% potency per week.

Description: A yellow wildflower which often grows in pastures. Cowslip is sometimes used by Alchemists to distil Sleeping Potions and has from time to time been substituted for more potent ingredients in Sleep Dust by Adepts of the College of Ensorcelments and Enchantments (with a 90% loss in the effectiveness of the dust). See rule 50.5 (Q-3). The pollen of the flowers is the active ingredient.

Cyclamen

Availability: Uncommon

Habitat: Woods, Marsh

Potency Loss: Loses 40% of potency an hour after picking and 1% per hour thereafter until distilled.

Description: A flowering herb which may be distilled by an Alchemist into a Sleeping Potion or a Love Potion (both lasting D10 hours) or by an Adept of the College of Black Magics into a Love Philtre (see rule 62.3).

Daffodil

Availability: Common

Habitat: Fields, Woods, Rough

Potency Loss: Loses 20% of potency after one hour and 5% of potency per hour thereafter until distilled.

Description: A yellow flower which may be made into a poultice and applied to wounds to heal 1 Endurance Point per day for D10 days. Daffodils may also be mashed and their juices distilled into a Love Philtre by an Adept of the College of Black Magics (see rule 62.3).

Damiana

Availability: Uncommon

Habitat: Woods, Rough

Potency Loss: Loses 10% potency per month.

Description: A leafy herb often used in teas designed to have a slight euphoric effect. An Adept of the College of Black Magics may use it in a Love Philtre (see rule 62.3), but the Philtre will last only a couple of months.

Euphorbia

Availability: Rare

Habitat: Woods

Potency Loss: Never loses any potency.

Description: A poisonous plant (35% kill chance) often used by Alchemists in distilling synthetic poisons and by Adepts of most Colleges for use along with various forms of incense and precious oils to burn in censers while performing ritual magic.

Fennel

Availability: Common

Habitat: Fields

Potency Loss: Loses 10% of potency per month.

Description: A feathery green flowering herb whose seeds may be used by an Adept of the College of Shaping Magics to manufacture an amulet designed to repel Spectres. Used in this manner it will repel all Spectres who fail to resist its effect (by rolling twice Willpower or less on D100) and will have a Shaping Index of 40.

Fern

Availability: Uncommon

Habitat: Woods, Marsh, Caverns

Potency Loss: Loses 5% of potency per day once picked.

Description: A delicate, feathery plant usually found in dimly lighted areas (wooded glens, cave entrances, etc.). The male plant can be dried and powdered and used by Adepts of the College of Black Magics to make Love Philtres (see rule 62.3). The female plant may be distilled by an Alchemist into a Potion of Invisibility, the effect of which lasts for D10 hours.

Garlic

Availability: Common

Habitat: Fields

Potency Loss: Never loses any potency for most purposes.

Description: A purple-flowered member of the lily family. The flowers may be used as a protection against Vampires, but they are not nearly as effective as the plant's root which forms bud-like rhizomes that may be eaten or strung into garlands that offer the best protection against the attentions of such beings. See rule 142.2 for details. Sailors consider the eating or wearing of Garlic of use in preventing shipwrecks; but this is only a mere myth. The substance does have a slight repellent effect on Greater Undead other than Vampires, and no one wearing Garlic can ever be affected by the Evil Eye spell (S-9) of the College of Black Magics. Further, the resistance of the wearer versus all spells of the College of Black Magics is increased by 5.

Ginseng

Availability: Uncommon

Habitat: Woods

Potency Loss: Never loses any potency.

Description: A variety of plant, the root of which can be ground and used by an Alchemist in the manufacture of Love Potions (lasting D10 days). May also be brewed into a tea which has minor aphrodisiac qualities.

Hellebore

Availability: Rare

Habitat: Woods, Marsh

Potency Loss: Loses 2% potency per week once picked.

Description: A generally poisonous plant which comes in two varieties; Green and Black. The green variety is used by Alchemists to distil potions designed to cure madness (60% chance). The Black

variety is used by Alchemists to distil a number of different types of poison (60% kill chance).

Hemlock

Availability: Rare

Habitat: Woods, Marsh

Potency Loss: Loses 2% potency per week.

Description: A variety of evergreen whose bark is useable by Alchemists to create Flying Potions (lasting D10 minutes) or a powerful poison (100% kill chance) which causes slow paralysis eventually causing cardiovascular failure.

Henbane

Availability: Rare

Habitat: Fields

Potency Loss: Loses 5% potency per week for most purposes.

Description: A poisonous herb often used by Alchemists in distilling poisons (50% kill chance) and Love Potions (lasting D5 days). Ingestion of the untreated herb raw or cooked in food usually results in extreme hallucinations followed within hours by death.

Holly

Availability: Uncommon

Habitat: Fields, Woods, Marsh

Potency Loss: Loses 5% potency per day. Immediately loses all remaining potency if touched by Cold Iron.

Description: A flowering, fruit-bearing plant held sacred by Druids. The berries are a bright red, very attractive, but bitter. They are also extremely poisonous, killing within hours (70% kill chance). The leaves may be made into an Amulet of Luck by an Adept of the College of Shaping Magics similar to the Amulet of the same name of the College of Black Magics.

Jasmine

Availability: Uncommon

Habitat: Fields

Potency Loss: Loses 20% potency an hour after being picked and 10% per week thereafter.

Description: A flowering shrub said to make a powerful ingredient for use in manufacturing Love Philtres. In actuality, it has no value at all except to make such liquids sweet smelling. However, Jasmine incense has some magical value in the performance of certain magical rituals, especially those having to do with summoning and purifications (+2 to Base Chance).

Jimson Weed

Availability: Uncommon

Habitat: Rough, Waste

Potency Loss: Loses 5% of potency per month.

Description: A narcotic plant whose seeds and roots are often ingested as part of mystical ceremonies. An Alchemist may use Jimson Weed to distil potions that create hallucinations or make the drinker susceptible to control or mental manipulation. It may also be fashioned by an Adept of the College of Shaping Magics into an Amulet of protection against spells of the College of Black Magics and the College of Ensorcelments and Enchantments (+5 to Magic Resistance).

Laurel

Availability: Uncommon

Habitat: Woods, Rough, Marsh

Potency Loss: Loses 10% potency an hour after picking and 5% per week thereafter.

Description: A small evergreen whose leaves may be burned as a protection against Incubi and Succubi (they will not willingly enter a room in which the substance is being burned). The leaves may also be distilled by an Alchemist to create a potion which increases the drinker's ability to disbelieve illusions (+25 to success percentage).

Lotus

Availability: GM's discretion

Habitat: Woods, Marsh

Potency Loss: Never loses any potency.

Description: A type of five-petalled flower which appears in several distinct varieties. The White Lotus may be used in the production of Love Philtres by Adepts of the College of Black Magics. The Yellow Lotus is sometimes dried and used by Adepts of the College of Shaping Magics in the manufacture of Amulets of Luck similar to the Amulet of the same name of the College of Black Magics. The Pink Lotus is the most common type, but has no magical properties. The Purple Lotus is Rare and is often used in potions which increase the resistance of the drinker versus magic of the College of Sorceries of the Mind (+5 to Magic Resistance). The Black Lotus is Very Rare and is the most powerful of the five. The pollen from this flower is the active ingredient in both Sleep Dust and (in larger quantities) Poison Dust, the manufacture of both substances being part of the General Knowledge of the College of Ensorcelments and Enchantments (and such a closely-guarded secret that none except an Adept of this College has ever been able to duplicate either). The Black Lotus is also a powerful ingredient in Alchemists' Aphrodisiacs, Love Potions, and Potions used to cause hallucinations or gain control over the drinker.

Mandrake

Availability: Rare

Habitat: Rough, Waste

Potency Loss: Never loses any potency.

Description: A narcotic herb whose root forms the shape of a human figure. The berries can be used as either an aphrodisiac, a narcotic, or a poison (30% kill chance), depending on the dosage. The same applies to the root. In addition, the root is often used by Adepts of the College of Black Magics in Love Philtres (lasting D10 days) and Fertility Potions.

Marigold

Availability: Common

Habitat: Fields

Potency Loss: Loses 5% of potency per month.

Description: A yellow-flowered plant whose seeds are often powdered and made into incense for use in magic rituals. They may also be used by an Alchemist to distil Potions designed to cause the drinker to speak only the truth and answer all questions asked.

Marijuana

Availability: Uncommon

Habitat: Fields

Potency Loss: Loses 3% of potency per month.

Description: A flowering plant readily identifiable by the distinctive shape and arrangement of its leaves. May be used by anyone as a mild pain-killer (with euphoric side effects) and is often ingested (via smoking) for this purpose. An Alchemist can distil the raw plant into a compact mash which is sometimes used in religious ceremonies. In this form, the drug is extremely powerful and causes hallucinations, disorientation, and a reduction in resistance to all magic (-5), and especially to magic of the College of Sorceries of the Mind (-10 to Magic Resistance).

Marjoram

Availability: Uncommon

Habitat: Fields, Woods

Potency Loss: Loses 10% of potency per hour.

Description: An herb often used to brew teas having calmativ and restorative powers. Drinking a cup of this tea will decrease subsequent die rolls on the Fright Table (se rule 60.8) by 5 and will allow the drinker to recover Fatigue exactly as if he had just eaten a hot meal.

Mistletoe**Availability:** Uncommon**Habitat:** Woods, Forests**Potency Loss:** Loses 5% of potency per hour.

Description: A parasitic shrub-like plant whose white berries are often used by Adepts of the College of Black Magics in the creation of Love Philtres. Untreated, the berries are slightly poisonous (5% kill chance). The entire plant except the berries may be made into an infusion which is used to wash fresh wounds, causing the subject to regain 2 points the Fatigue and increasing the chances of the body recovering from any non-magical infection by 15. As a side-effect of this healing phenomenon, the subject will for the next several weeks undergo an increase of several hundred percent in fertility or potency. A sprig of mistletoe used to make a set of lock picks will increase by 10 the chance of anyone picking a lock with those picks.

Moonwort**Availability:** Rare**Habitat:** Woods**Potency Loss:** Loses 5% of potency per day.

Description: A fern known for its crescent-shaped leaves. It is often used by Adepts of the College of Black Magics as an ingredient in Love Philtres. Its greatest value, however, is as a material for use in fashioning lock picks. The chances of anyone picking a lock are increased by 15 if the picks they are using are made of dried Moonwort stems. Moonwort should, however, be kept out of close proximity with Cold Iron on which it exercises an extremely rapid oxidizing effect (loses 1% of the metal's strength for each hour that it is in contact with Moonwort).

Mullein**Availability:** Rare**Habitat:** Fields, Woods**Potency Loss:** Never loses any potency.

Description: A course-leaved weed. The leaves may be used and fashioned by an Adept of the College of Shaping Magics into an Amulet designed to protect the wearer from enchanted monsters, who will not approach the wearer closer than 20 feet.

Myrrh**Availability:** Rare**Habitat:** Fields**Potency Loss:** Never loses any potency.

Description: A resinous plant often tapped for the sweet-smelling gum which is one of the most important ingredients in perfumes and in the incense used in magical rituals (especially those having to do with summoning beings from other dimensions +2 to Base Chance).

Opium Poppy**Availability:** Uncommon**Habitat:** Fields**Potency Loss:** Loses 2% of potency per month.

Description: A type of poppy characterized by bright red flowers. The buds yield a gum used by Alchemists in the manufacture of opium, a powerful narcotic ingested by smoking or by drinking while in suspension of tea. Healers use the drug to kill pain. It can, however, kill if ingested in large quantities. Frequent use leads to addiction and progressive mental and physical deterioration. Ingestion of the herb produces mild and reoccurring hallucinations which develop into horrible fantasies in habitual users.

Rue**Availability:** Uncommon**Habitat:** Fields, Woods**Potency Loss:** Loses 5% of potency per hour.

Description: A yellow-flowered herb which may be brewed into a tea which allows the drinker to recover Fatigue exactly as if he had just

eaten a hot meal. Has the side effect of making the drinker impotent for the ensuing 24 hours.

Saffron**Availability:** Uncommon**Habitat:** Fields, Woods**Potency Loss:** Loses 1% of potency per week.

Description: A variety of Crocus whose stamens may be powdered and used by Alchemists to distil Potions designed to cure blindness (75% chance) or disease (70% chance). Saffron stamens may also be used in the manufacture of incense for use in magic rituals.

Sage**Availability:** Uncommon**Habitat:** Fields**Potency Loss:** Loses 2% of potency per week.

Description: A leafy herb whose juices are sometimes used by Alchemists in the manufacture of Potions designed to cure disease. The plant may also be brewed into a calmativ tea which will reduce die rolls on the Fright Table (60.8) that day be 3.

Saint John's Wort**Availability:** Uncommon**Habitat:** Woods, Marsh**Potency Loss:** Never loses any potency.

Description: (a.k.a. Hypericum) An orange-flowered plant which may be distilled in an Alchemists Potion designed to increase the resistance of the drinker to magic of the College of Black Magics and the College of Necromantic Conjurations (+10 for D10 hours).

Sandalwood**Availability:** Rare**Habitat:** Woods, Forests**Potency Loss:** Never loses any potency.

Description: A tree whose bark is valuable as an ingredient in most incense used in magic rituals.

Satyr Orchid**Availability:** Very Rare**Habitat:** Woods, Forests**Potency Loss:** Loses 50% of potency after an hour and 10% per hour thereafter.

Description: A green-flowered Orchid which may be eaten as an aphrodisiac or stimulant. One flower will allow the eater to recover 4 Fatigue immediately. Any number of flowers may be eaten, but there is a 10% chance (+20% for each flower above one) that eating the flower(s) will cause the eater to gradually (in D10 weeks, +1 day per Endurance Point currently possessed by the victim) turn into a Satyr. Treat this latter effect as a major curse.

Snakeroot**Availability:** Uncommon**Habitat:** Woods, Rough**Potency Loss:** Loses 50% of potency one hour after picking and 10% potency per day thereafter.

Description: An herb whose root can be chewed and spat into a snakebite neutralizing the poison of the snake within D-5 minutes. Alchemists distil it into a variety of Antidotes and Potions for healing diseases.

Sunflower**Availability:** Common**Habitat:** Fields**Potency Loss:** Never loses any potency.

Description: (a.k.a. Heliotrope) A tall, bright-yellow flower (often growing to above man height). Incubi, Succubi, Devils, Imps, and Hellhounds will not enter a stand of Sunflowers, though individual flowers have no effect on them. The seeds may be eaten for food, but

in large quantities they produce hallucinations and visions of the future, some of which (about 5%) will be accurate and valuable to the seer providing he can decipher them. The juice from the seeds is sometimes used by Alchemists to distil Potions which have as their object the controlling of the drinker, as Bloodroot.

Sweet Flag

Availability: Uncommon

Habitat: Fields

Potency Loss: Loses 30% of potency per day.

Description: A tall, bright flower which is unpleasant to Wights, Wraiths, and Night-Gaunts. Each of these types of Undead must roll their Willpower or less in order to approach a character draped in Sweet Flag or cross a threshold draped in Sweet Flag.

Teasel

Availability: Uncommon

Habitat: Fields

Potency Loss: Loses 5% of potency per week.

Description: (a.k.a. Venus's Basin) Actually the plant, itself is of no value. However, water which collect at the base of this tall, burred, red plant is an ingredient in Toad Sweat Potions designed to remove blemishes (see rule 62.3). Alchemists also sometimes use the water in beauty potions.

Thyme

Availability: Uncommon

Habitat: Fields

Potency Loss: Loses 5% of potency per week.

Description: An herb of the mint family which may be brewed into a tea that will decrease the drinker's subsequent rolls of the Fright table within the next 6 hours by 3.

Valerian

Availability: Uncommon

Habitat: Woods

Potency Loss: Loses 20% of potency after one hour and 10% potency per day thereafter.

Description: A flowering herb used by Alchemists to distil Sleeping Potions (lasting D5 hours). May be brewed into a tea which will allow the drinker to recover 2 Fatigue exactly as if he had just eaten a hot meal. An Alchemist's distillation will heal 4 Endurance Points immediately and also cure diseases. The tea has the side effect of making the drinker extremely attractive to members of the opposite effect for a period of two hours after drinking.

Vetch

Availability: Uncommon

Habitat: Fields, Rough

Potency Loss: Loses 10% of potency per month.

Description: A purple-flowered clover often found in hilly or even mountainous regions. Used by Alchemists to distil Potions designed to increase the Physical Strength or Endurance of the drinker by 1 per Rank for D10 minutes.

84. Magic Items

This section lists a number of magical items which have been designed for use with DragonQuest. All are based on mythological or literary magical items or on historical objects supposed to have had supernatural powers in addition to their more prosaic characteristics. Each entry on the list is followed by four descriptive phrases, sentences, or paragraphs giving its characteristics as follows:

Description: A description of the physical appearance and/or characteristics of the item.

Abilities: A discussion of the powers of the item and its manner of use.

Limits: A discussion of the practical limitations of the item's power or the drawbacks on its use where appropriate.

Notes: A discussion of the body of thought or mythology from which the item is drawn and of any special attributes the item might possess or any significant implications surrounding its use.

The items representing herein are suggested as guidelines for structuring the role of magical treasure in DragonQuest campaigns. In general, the actual manufacture of magical items is left up to the players using the rules for the College of Shaping Magics herein. However, the items on this list have been developed and balanced using the DragonQuest rules and may be injected directly into a campaign without modification if the players to desire. The entries are divided into a number of general types describing a particular class of item as outlined in the Investment Rituals of the College of Shaping Magics (Q-5 through Q-11). These classes include:

- Amulets
- Arms and Armor
- Enchanted Clothing
- Enchanted Furniture
- Talismans and Minor Artifacts
- Staves and Wands
- Greater Artifacts

Each class is described in general terms prior to the listing of the items belonging to that class.

Amulets

Amulets may have almost any spell designed to protect the wearer incorporated into them and may sometimes contain other magic as well. Such items should be small (capable of being worn on the body) and will usually take the form of a medallion or necklace of some sort. Examples include:

The Scarab

Description: These are small carved stones (usually gemstones) representing the dung beetle and containing an inscription carved on their bottom.

Abilities: Scarabs were generally used to hold defensive charms carved onto the bottom of them, and Scarabs worn as Amulets would all be of this type. Scarabs with curses or non-defensive spells carved into them would be classed as Minor Artifacts instead of Amulets. Usually, Scarabs are designed to ward bad luck.

Limitations: Each Scarab is considered to have both a good and a bad nature, so it is possible for the owner to be brought good luck or protected from bad luck on the one hand and for him to be led into bad luck by the workings of the same Scarab on the other.

Notes: Scarabs are considered in Egyptian mythology to be incarnations of Ra.

The Thet of Ptah

Description: A golden medallion.

Abilities: The Amulet allows the wearer to enter another dimension once per week in addition to increasing his resistance to spells of the College of Ensorcelments and Enchantments by 20.

Limitations: Each time the Amulet is used to enter another dimension, the bearer expends 10 Fatigue.

Notes: Ptah is the Egyptian god of the unnamed Void and this Amulet is traditionally supposed to have been given by Ptah as a reward for services rendered.

Arms and Armor

Magical arms and armor are of several distinct types, as follows.

Magic Armor

Generally, magic armor will absorb an increased number of Damage Points (from 1-3 more DP's) than non-magical armor of the same

type. In addition to this primary characteristic, magic armor will often be lighter (1–3 fewer points subtracted from Agility) and will almost always be silvered, gilded, or otherwise have the Cold Iron content of the armor neutralized. Examples include:

Warshirt

Description: A breastplate formed of laced animal bones.

Abilities: Treat as leather armor (but at zero modification to Agility). In addition, the wearer will never be struck by non-magical Missile Weapons.

Limitations: The warshirt has no effect upon non-Missile Weapons or on magical Missile Weapons.

Notes: Some American Indian tribes equipped their bravest and most powerful warriors with this shirt with the stipulation that the wearer must always be the last warrior to leave a battle.

Magic Shields

Usually magic shields increase their Defense per Rank by 1–2%. They rarely have special powers, but some may be charmed to increase the chance of breaking a weapon used against them and a small number may have truly extraordinary powers, as outline in the following:

Shield of Perseus

Description: A small round shield of very reflective material which can be polished to a glossy sheen.

Abilities: The shield is never broken or damaged even when the user suffers a Grievous Injury (and the user may not employ the option of having the shield cloven in lieu of suffering armor protection loss). In addition, any spell which is hurled at the user may be diverted by the shield (increase the user's chance of Resistance by 10) and turned back on the caster (Base Chance of 20%) if directed by the user to do so.

Notes: The shield was given to Perseus by Athena to aid him in slaying the Gorgon (Medusa).

The Celtic Raven Shield

Description: A small round shield circular in shape reinforced by a rim of iron and painted with a black raven with wings spread.

Abilities: Increases the user's Defense by 10 (not including Defense per Rank) and increases the chance of any weapon used against it breaking by 5. In addition, if the shield is hurled into the air it will black out the sun (making it as dark as midnight during the new moon) within a radius of 21 miles. The enchantment lasts 11 hours, after which the shield returns to the person who cast it into the air providing he is within the radius affected by the spell. Otherwise, it will simply fall to earth.

Limitations: It costs 3 Fatigue to cast the shield into the air, and the shield can only be used once every 33 hours.

Notes: The Raven Shield was used in the first battle of Moy-Tura by the Tuatha de Dannan.

Magic Crowns, Helms and Helmets

These items are quite versatile, acting as part of normal armor usually while casting one or another sort of enchantment on the wearer. Accordingly, a number of examples are provided.

Battlehelm of the Tuatha de Dannan

Description: An iron war helm with inlaid bronze and festooned with red horsehair plumes and ivory horns.

Abilities: The wearer is treated as a Military Scientist 5 Ranks higher than his usual Rank (Rank 4 if unranked). The wearer is also immune to Grievous Injury about the face and neck, and any such injury specified when it occurs (treat as no effect and do not roll again on the Grievous Injury Table until a new grievous injury occurs).

Notes: Traditionally, this helm was always worn by the Warleader of the Tuatha de Dannan.

The Coronet of Isis

Description: A thin circlet of beaten gold inscribed with charms and decorated with Lapis Lazuli cabochons.

Abilities: The wearer may summon non-demonic beings from other dimensions to his aid once per day.

Limitations: The Coronet of Isis may never be worn by Adepts of any College of Magic. It is connected to the Powers of Light and may not be used to summon those beings from other dimensions which may be summoned via the College of Greater Summoning. It may be used to summon Undead from the world of shades. The user must have a Physical Beauty of at least 18 or the Coronet will not work. Does not increase armor protection.

Notes: Isis is the Egyptian goddess of Love and Beauty.

The Crown of Osiris

Description: A finely wrought gold crown decorated with the life symbol, Ankh.

Abilities: The wearer may look into another dimension once per day. In addition, the wearer increases his chance of disbelieving any illusion by +30%. Does not increase armor protection.

Limitations: The Crown is consecrated to the Powers of Light and may not be worn by Adepts of any College of Magic. If an Adept attempts to wear it, he will receive no benefit from it.

Joukahainen's Helm

Description: A gilded war helm inscribed with arcane symbols.

Abilities: The helm warns the wearer whenever a spell is directed at him or the area he occupies by beating a martial tune on his brow. The faster and stronger the beat, the more powerful the spell.

Limitations: Does not increase armor protection since it is easily cloven.

Notes: The helm was worn by the Finnish hero, Joukahainen.

Athena's Helm

Description: A bronze war helm embossed with images of Athena in heroic poses.

Abilities: Increases the number of Damage Points absorbed by the wearer's armor by 1. Also increases the wearer's resistance versus spells of the College of Ensorcelments and Enchantments and the College of Illusion by +20%.

Notes: Worn by the Greek goddess, Athena.

Manannan's Helm

Description: A bronze helm encrusted with gems.

Abilities: The wearer is invisible. In addition, the number of Damage Points absorbed by the wearer's armor is increased by 1. Once per day, the wearer may place his fingers on the gems inset in the helmet and thereby heal D10+5 Fatigue and/or Endurance.

Notes: Worn by the Celtic hero Manannan Mac Lyr.

Magic Missiles

Included in this category are magic arrows, bolts, quarrels, darts, and shot which will normally work by (1) increasing accuracy, (2) increasing Damage, or (3) placing an enchantment on the target once he is struck. Missile Weapons which are wholly or partially magical usually operate by increasing accuracy whether they are firing magical or non-magical missiles. Other types of Missile Weapons (spears and hammers) usually work by increasing accuracy or returning to their owner. Generally, Missile Weapons will not be endowed with personalities or special enchantments (other than as specified in 3 above). Examples of such weapons include:

Hayk's Arrows

Description: Look like normal high quality hunting arrows. They are drawn from a self-replenishing leather case.

Abilities: The Base Chance of striking a target is increased by 30 when these arrows are used.

Limitations: The quiver holds only 16 arrows. When they are exhausted, the user must wait 24 hours before they will be replenished. Each arrow is replenished individually 24 hours after it was shot, so arrows may appear at varying times.

Notes: Hayk employed these arrows during the Indo-European Battle of the Plain of Shinar, killing his rival, Bel, from the opposite end of the field with a single arrow.

Lightning Bow

Description: A hardwood longbow with accompanying quiver of 20 lightning bolt shaped arrows.

Abilities: The special arrows may be fired into the sky to bring rain (takes D10+10 minutes for clouds to gather and rain to start). The special arrows may also be fired at an enemy in battle. If they strike the target, it will be consumed by Whitefire within D10+10 Pulses.

Limitations: Only the special arrows fired by the lightning bow will cause its special powers to be invoked. Use of the arrows in another bow will not do so, and use of normal arrows in the lightning bow will have no special magical effect. Further, the use of the bow costs 3 Fatigue, and any miss the bow is treated as if the spell has missed (with the possibility of Backfire).

Agni's Sarnge

Description: A carved wood shortbow accompanied by a quiver of red-tipped arrows.

Abilities: Each of the special arrows contains a spell of the College of the Sorceries of the Mind (selected by the GM). They may be fired into the same or another dimension where the spells will take effect on the target if the arrow successfully strikes him. Only Angi's bow may be used to fire these arrows for their specified effect.

Limitations: The 20 arrows may be recovered and reinvested with a new spell of the College of Sorceries of the Mind once used. When all 20 arrows have been lost, however, it will be impossible to obtain new ones.

Notes: The bow was used by the Indo-European god, Agni, to cast his curses onto his enemies.

Crann Buidhe

Description: A yellow-hafted spear with a bronze head.

Abilities: The user's Base Chance of striking a target is increased by 10 whenever he uses this spear to strike. The spear may never be broken by a non-magical weapon.

Limitations: The user of this spear must subtract 20 (net subtraction of 10) from his Base Chance if he opposes a character using the spear Gai Dearg.

Notes: The Celtic warrior, Diarmaid, was slain by a boar because he carried Crann Buidhe instead of Gai Dearg.

Gai Dearg

Description: A red-hafted spear with a bronze head.

Abilities: The user's Base Chance of striking a target is increased by 15 whenever he uses this spear to strike. When facing an enemy armed with Crann Buidhe, the users chance of inflicting a Grievous Injury on his opponent is doubled.

Notes: Diarmaid possessed both the Crann Buidhe and the Gai Dearg, but favored the former, bringing about his death.

Spear of Arshag

Description: A large, heavy iron-tipped spear.

Abilities: The spear can cut through armor like flesh. In addition, it inflicts wounds which bleed profusely, bleeding can not be stopped except by magical means. The wounds inflicted by this spear always become infected.

Limitations: Any character with a Physical Strength of 18 or less will be unable to Hurl this spear (though he will be able to use it in Melee).

Notes: This spear was given to the Indo-European King Arshag by his father and was used by the great warrior to slay a huge serpent.

Gungnir

Description: A 20 foot long spear with a shaft and a head of forged iron. The spear weighs 50 pounds.

Abilities: The Gungnir has an unlimited Range within sight. The spear has a Base Chance of 90% when thrown, does 4D10 damage, and automatically causes a Grievous Injury. Gungnir has a Base Chance of 70% in Melee Combat and does 3D10 damage with no automatic Grievous Injury.

Limitations: Gungnir is only useable by individuals with a Physical Strength of 29 or greater and a Manual Dexterity of 25 or greater.

Notes: Gungnir was made for the Norse god Odin by the Dwarves.

Gai Bolg

Description: A large, heavy spear carved from the beak of a Kraken.

Abilities: The spear does D10+6 damage. In addition, the spear will begin to throb and hum whenever danger draws near, warning of ambushes and the like.

Notes: Traditionally, the Gai Bolg was used by Cuchulain, the Celtic god of war.

Magic Swords

The most important magic weapon in almost every culture is the magic sword. Usually, magic swords do from 1 to 4 extra points of damage above and beyond the damage done by non-magical specimens of the same class. In addition, swords will have a variety of enchantments cast upon them which may cause them to sing, talk, warn of danger, dominate their user, inflict special damage, lead their owner to constant battle, danger, treasure, luck, act as an amulet against almost anything...and so on. Many magical swords will have a personality as strong as or stronger than a character. They may be aligned with either Light or Darkness (usually one or the other). Accordingly, the GM should carefully detail the "personality" of each magical sword in the game and should play it himself as a non-player character. A number of ideas for the powers of magical swords are offered in the selection of weapons described in the following, but some of the best ideas will arise out of the characteristics of the GM's own world.

Sword of Naisi

Description: A bronze hand and a half sword with a bejeweledommel.

Abilities: The wounds inflicted by the sword leave no mark on the victim, making them difficult to treat.

Notes: Given by the God Manannan to the Celtic hero Naisi.

Sword of Nuada

Description: A ruby-like hilted claymore of unknown metal.

Abilities: The sword's blade can be made by the wielder to flame upon command (treat as a sword with a Weapon of Flame Spell of Rank 15 cast upon it). Once it flames, all except the user must immediately roll their Willpower or less in order to take any Action during the remainder of the Pulse.

Limitations: It costs 5 Fatigue to ignite the sword.

Notes: Traditionally, this sword was used by the King of the Tuatha de Dannan, Nuada, at the First Battle of Moy Tura, when he slew the Collector of Souls.

The Sword of Horus

Description: A bronze shortsword with a worked hilt inscribed with charms and hieroglyphs.

Abilities: The Sword of Horus does quadruple damage against all lesser Undead and double damage against all greater Undead. Its Base Chance is 75% and it does +8 damage. The chance of a Grievous Injury is doubled when employing this weapon against the Undead.

Limitations: It requires a minimum Physical Strength of 20 to effectively use this sword.

Notes: Horus is the son of Osiris in Egyptian mythology and is sometimes called the Avenger. The GM may wish to endow this

weapon with a personality and make it eager to avenge wrongs done the user, increasing its effectiveness when involved in combat against sworn enemies.

Mandaka

Description: A silver embossed and jeweled bronze shortsword.

Abilities: Mandaka can be used only against enemies from other dimensions. If the user attempts to use it against an entity from his own dimension, the sword will fall from his hand.

Limitations: The user must have a Physical Strength of 23 or greater and a Manual Dexterity of 21 or greater to use this sword.

Notes: Mandaka is the sword of the Hindu god of Fire, Agni.

Freyr's Sword

Description: A five-foot long hand and a half sword of faintly luminescent steel. The hilt is of ivory, and the entire is inscribed with powerful deathrunes.

Abilities: The sword has a Base Chance of 70% and does D10+8 damage. It will never be broken, except by another magical weapon. In addition, the chances of a Grievous Injury being inflicted on one's target are doubled when using Freyr's sword.

Limitations: Freyr's sword may be used only by a character possessed of a Physical Strength of 23 or greater and a Manual Dexterity of 20 or better.

Notes: Freyr lost his sword while attempting to kill Gerd, and Surt used the blade to kill him at Ragnorok.

Durendel

Description: A simple cross-hilted hand and a half sword.

Abilities: Durendel is consecrated to the Powers of Light and may never be used by an Adept of any College of Magic (it will burn the hand of such and individual and make it impossible for him to hold the sword). If the sword is ever used for an evil purpose, the user will be cursed with ill luck (see 158.4) until he rights the wrong he has done.

Notes: Durendel was used by Roland until his death fighting the Paynim at Roncevalles.

Dainslef

Description: A finely crafted iron broadsword.

Abilities: The user's Base Chance is increased by 10 whenever he is using Dainslef to strike. The chances of infection are increased by 50% if any wound is inflicted by Dainslef (even if the wound is to Fatigue only).

Limitations: The sword is charmed so once drawn it will always claim a life, no matter what the wishes of the owner. If an enemy is not present, the sword will claim the life of an ally or a friend of the user. If no one else is present, the sword will attack the user himself, magically leaping into the air and striking at the user until he is dead or the sword is broken.

Notes: Dwarves made the sword for the Teutonic hero Hogeiz.

Kvedulf

Description: A great sword (treat as two-handed) with a Rune carved blade.

Abilities: The user's Base Chance is increased by 5 during the day and 15 at night when striking with this sword. In addition, the sword automatically slays an opponent if a Grievous Injury is scored using the sword at night. The user's stealth is increased by 10.

Limitations: The sword is cursed, and anyone who uses it will come under a Curse of Lycanthropy, changing into a wolf at irregular times for random periods.

Notes: The name of the sword means "evening wolf." It's Teutonic in origin.

Magic Hammers

Another class of weapon popular in some cultures as a candidate for magical endowment is the Warhammer. Warhammers, Picks, and

similar weapons are usually characterized by greater than normal Range, Damage, Base Chance, and Weight. They also will almost invariably return to their user if thrown. One example of this class should suffice.

Mjollnir

Description: An iron Warhammer about four feet long, weighing 40 pounds. The haft is shorter than normal and gives a small appearance.

Abilities: The hammer has unlimited Range and will automatically return to the user's hand if thrown. The hammer has a Base Chance of 100%, does D10+7 damage, and has a chance of inflicting a Grievous Injury three times that of a normal Warhammer.

Limitations: Mjollnir may only be used to full effect by a character with a Physical Strength of 26 or greater and a Manual Dexterity of 21 or greater who is wearing Thor's Iron Gloves.

Notes: Mjollnir is famed as the main weapon used by Thor in the wars against the Frost Giants.

Enchanted Clothing

Enchanted clothing includes any non-armor, non-jewellery items that may be worn. Cloaks, Girdles, and Sandals are the most popular candidates in mythology for endowment with magical properties as indicated below.

Thor's Iron Gloves

Description: A pair of cast-iron gauntlets weighing 20 pounds apiece.

Abilities: The wearer's Physical Strength is increased by 10 and he is able to wield the Warhammer Mjollnir. He may never drop or break a weapon while wearing the gloves. The gloves may be used to strike for D10+5 damage and have a Base Chance of 40%.

Limitations: The gloves may not be worn while using a Missile Weapon.

Notes: Thor wore the gloves to handle Mjollnir properly.

Dwarf Girdle

Description: A man-sized belt of woven gold chains with a jewelled buckle worth 1000 gold shillings.

Abilities: Adds 20 to the wearer's Physical Strength.

Limitations: If the buckle is ever broken, the girdle becomes permanently useless.

Notes: The Dwarves gave a belt of this description to William of Scherfenburg to pay for his silence about their intrigues.

Girdle of Strength

Description: A belt woven of iron bands. It covers the lower half of the body when worn.

Abilities: The wearer's Physical Strength is increased by 15. The girdle absorbs 2 Damage Points and be removed only by the wearer, so long as he is alive. Anyone can remove the girdle if the wearer is dead.

Limitations: The Agility of the wearer is reduced by 2.

Notes: Traditionally, this girdle was worn by Thor during the wars with the Frost Giants.

The Persean Sandals

Description: A pair of golden sandals with tiny wings growing from the heels.

Abilities: The wearer runs at the rate of 400 yards per minute and may fly (at the same rate) for up to 20 minutes at a stretch.

Limitations: Each time the sandals are used to run or fly, the wearer expends 5 Fatigue per 10-minute increment (or fraction) of time employed.

Notes: Perseus used the sandals to transport himself to the land of the Gorgons to kill the Medusa.

Shadow Cloak

Description: A mantle appearing to be made of cobwebs.

Abilities: The wearer is treated as if he had a Rank 10 invisibility spell cast over him. He reappears only when the mantle is removed or its effects are temporarily dispelled. Each dispellation lasts for 1 minute.

Notes: The cloak was worn in the Land of Promise and was given to Cachulainn by Manannan.

Freyja's Magic Cloak

Description: A cloak of Eagle feathers.

Abilities: A character wearing the cloak possesses the flying abilities of an Eagle.

Limitations: Each time the cloak is used to fly, there is a 1% chance that it will slip off and plunge the former wearer to the ground.

Notes: Loki used the cloak in his search for Mjollnir when that weapon was stolen by Thrym.

Helkappe

Description: A hooded Dwarf-sized cape which seems to expand up to Human-sized to fit the dimensions of the wearer.

Abilities: Treat the wearer as if he had a Rank 10 invisibility spell cast over him. He reappears only when the cloak is removed.

Limitations: The wearer must obey the (non-self-destructive) desires of the cloak's rightful owner.

Notes: Such cloaks were often used by Dwarves in Teutonic myths.

Ulflamnir

Description: A wolf-skin cloak with a bone-clasp.

Abilities: The wearer of the cloak has the power to change into a Dire Wolf at any time between sunset and sunrise. The change will last until the light of day and cannot be reversed by the wearer until that time. While in Dire Wolf form, treat as a Shapechanger in animal form.

Limitations: In order to effect each transformation, the wearer must take a human or humanoid life.

Notes: A rare bit of Teutonic mythology.

Enchanted Furniture

Enchanted furniture most often takes the form of enchanted musical instruments or thrones. Usually, the music produced by the instrument or the act of sitting on the throne will trigger some sort of geas or enchantment, often affecting the player, listeners, or the individual sitting on the throne by altering their perceptions. The examples which follow present exceptions to this rule:

Vainamoinen's Harp

Description: A wood and bone harp.

Abilities: When played, the Harp casts a calling spell over the surrounding area within a radius of 300 yards (plus an additional 300 yards per Rank of the user with the Troubadour Skill). All entities the user desires to call within that Range may be summoned by him. However, any entities which desire to cause him harm will fall asleep for 1 day (plus 6 additional hours per user's Rank with the Troubadour Skill) instead of heeding his call.

Limitations: Only a character who has acquired the Troubadour's Skill and who has learned to play the harp may use Vainamoinen's Harp to cast an enchantment of this type.

Notes: Traditionally, this object was used by the Finnish God of the Wind.

Daghda's Harp

Description: A gilded harp of fine craftsmanship.

Abilities: The harp speaks the Common Tongue and can be played normally as a musical instrument or once per day may be used to control the weather in the same manner as R-1 of the College of Air Magics at Rank 15.

Limitations: The user must possess the Troubadour Skill and be able to play the harp to control the weather in this manner.

Notes: The harp was the possession of Daghdha, the "King" of the Celtic gods.

Talismans and Minor Artifacts

There are a wide variety of such items usually enchanted with a single spell which will have some bizarre effect when triggered. All forms of jewellery not used as Amulets can be included in this classification, as can statues, most small containers, magical utensils, and tools of every variety. A few samples will have to suffice since the field is so large.

Magic Fetter

Description: A fine white rope said to be composed of a cat's meow, a woman's beard, mountain roots, bear's sinews, fish's breath, and the saliva of a bird.

Abilities: The magic fetter may be used to bind any unconscious, asleep, or subdued character or monster, and the victim will remain bound until the owner of the fetter (or someone else other than the victim) removes it.

Notes: The Aesir used the fetter to bind the Fenris Wolf. The binding lasted until the magic release of Fenris at the foretold moment so that he could participate in the Battle of Ragnarok.

Idols of the Baboons of Thout

Description: A group carving depicting ferocious baboons.

Abilities: May be placed to guard a temple and will then be activated whenever the priests of the temple pray for their release to destroy evil invaders. Once activated, the baboons pursue their victims (even through other planes) until they catch them and rend them with their fangs, ending their existence on all planes thereby. the baboons then return to the temple and resume their stone form.

Limitations: The baboons may only be used to defend the temple and attack those who would desecrate it. They will not be activated for any other purpose.

Notes: The Baboons as described guarded the Temple of Thout in ancient Egypt.

Idol of Shadow

Description: A small ceramic statue of a Monkey with a Jackal's head.

Abilities: Whenever an Adept of any College enters the presence of this idol, there is a chance equal to 10% (plus 5 per Rank of the highest Ranked spell the Adept knows) that this idol will be activated and assume life-size shape. The extra-dimensional being thus activated will be a Spectre that will pursue and haunt the Adept who activated it until it is able to destroy him. Generally, the Spectre will have maximum characteristics for his class and will be the same shape as the statue. He kills by eating the head of the victim while strangling him with his tail.

Limitations: The companions of the Adept will be pursued as well, and there is a 5% chance that anyone in the room (including the owner of the statue) will be mistaken for a companion of the Adept and be haunted as well.

Notes: Statues of this type were placed in the tombs of dead considered unfit for the afterlife. They are associated with Anubis, the Egyptian God of the Underground.

Idol of the Bone Breaker

Description: A small ceramic statuette of a Demon with enormous arms and legs, the head of a jackal and body of a reptile.

Abilities: The statue may be activated by the owner's command. It will then hunt down a victim of the owner's choice before returning to its own plane of existence. During its period of activation, the demon will act as a Spectre with maximum characteristics for that type of entity but will have a human sized form similar to the statue's. It will kill its victim by breaking his bones and sucking out the marrow, saving the skull (and brains) for last.

Limitations: There is a 5% chance that after destroying the designated target, the Bone Breaker will then turn on its master instead of

returning to its own plane. Once in its own plane, the statue will be useless and the Bone Breaker will never again be summonable by activating the statue.

Notes: The Bone Breaker is a member of the judgment council of Anurian–Egyptian mythology.

Wind Bags

Description: Small hide bags etched with pictures of great destructive winds.

Abilities: The bag containing the wind may be opened on a hilltop (preferably a barren hilltop) and will then blow out of the neck of the bag, turning around in a clockwise direction blowing enemies out of its way, along with friends, trees, and anything else it happens to touch until it returns to the mouth of the bag.

Limitations: The longer the bag remains open, the stronger the winds will become until it will become impossible after several minutes to close the neck of the bag and a great storm will begin to rage over the surrounding area lasting D–1 days and destroying the power of the bag.

Notes: Magic items of this type were common among American Indians.

Andvari's Ring

Description: A small white gold ring inscribed with Runes.

Abilities: The ring will produce four gold rings worth 1000 gold shillings each every twelfth night while in the possession of any owner.

Limitations: Whoever claims the ring or wears it (even to keep for another) will suffer a doom that he will die violently in battle. Treat as a major curse.

Notes: The Norse god Loki forced the Dwarf Andvari to create the ring on which the Dwarf placed the curse secretly. Loki later died at Ragnarok.

Draupnir

Description: A yellow–gold ring inscribed with Runes.

Abilities: Draupnir will produce eight gold rings worth 200 gold shillings each every ninth night.

Notes: Draupnir was created by the Dwarves for the use of the Aesir gods.

Silvanus' Drinking Cup

Description: A horn cup studded with brass.

Abilities: Any desired liquid will flow into the drinker's mouth unendingly so long as he holds the upended horn to his mouth.

Notes: The cup was the property of the Celtic God Silvanus.

Staves and Wands

Generally, staves and wands will be as described in the section dealing with the College of Rune Magics, though it is possible for a Shaper to make a Staff or Wand for an Adept of another College. A non–Adept will never be able to employ any magical staff or wand for any magical purpose. No examples are given herein since such items are discussed in some detail in both the College of Rune Magics and the College of Shaping Magics.

Greater Artifacts

Usually, greater artifacts will be some form of transportation or warding device such as a chariot, ship, iron room, or the like. The uses and construction of such items will be highly variable, but transportation devices will usually be 25–50% faster than similar devices of the same type which are non–magical. Two representative examples of transportation devices are listed below.

Agni's Red Chariot

Description: A large chariot of gilded bronze pulled by two red Warhorses.

Abilities: The chariot travels 450 yards per minute on the ground and flies through the air at the rate of 500 yards per minute. At the driver's command, a circle of fire will appear around it which will do D10+10 damage to anyone touching it while trying to approach the chariot. The chariot and horses may move while surrounded by this circle.

Limitations: The horses can only be telepathically controlled by the Hindu god Agni or by an Adept of a magical College who casts some type of control spell over them.

Skidbiadnir

Description: A small leather pouch which folds out into a 50–foot galley with sail that will hold up to 20 people.

Abilities: When folded, the vessel weighs only 10 pounds. When afloat, it will travel at 35 yards per minute toward any destination without the need for navigation. It can never be sunk except by magical means.

Limitations: The ship must be immersed in at least five feet of water to move.

Notes: The ship was fashioned by the Dwarves for the god, Freyr.

Notes on Shaping Magic Items

As an astute reader will notice, many of the items listed in this section cannot be easily created by the shaping system as presented. Some of the abilities imbued in those items cannot be represented with a precisely determined shaping index, and many of the other abilities have no hard and fast equivalent in a DragonQuest world. Players and GM's may wish to use these abilities in items of their own design, and the GM should not be intimidated by the limitations of the system.

The shaping system as stated can be used as a guide for the shaping and creation of these items or items like them. The easiest (for the GM) and most direct alternative would be to discern exactly what kind of ability or characteristic the player wishes to put into the item, weigh that ability versus spells or overall impact on an adventure or campaign, and extrapolate the shaping index from these parameters.

If, for example, a character wished to recreate Daghdha's Harp in his world, the GM will have to extrapolate the shaping index, because the abilities are not easily quantified. First, the Harp can speak Common (fluently, one could presume) and once per day can function as a ritual of Controlling Weather. So, if calculated normally, this item would have a shaping index of 675 (225 for language at Rank 8, 450 for the experience multiple of the ritual). But, since it speaks Common (and harps, as a rule, cannot talk at all, let alone enunciate Common), the GM could multiply that index by 5, yielding 1125. Since the magic ability of Air Magics is equal to a ritual (which cannot be imbued in an item), but may only be used once per day, doubling the experience multiple would be enough (900). Thus, a valid shaping index for Daghdha's Harp would be (1125+900)=2025. It would take one full year to shape and cost seven Endurance Points to be lost, which seems a fair price to pay for the Harp belonging to the King of the Celtic Gods.

In this manner, almost any item can be shaped within the GM's world. Whenever in doubt, he should carefully check the Magic Item Creation Chart for an index which yields time and cost figures that match his gut reaction to the value of an item in his world. The figures which come closest will determine the index of the item.

85. Magic System Design Notes

When the Magic Book of DragonQuest was planned, each College was to be introduced in a short essay, providing a brief background for the College and general instructions as to the individual behaviour of Adepts of the College. These introductory essays have been included for the new Colleges in Arcane Wisdom, but due to space limitations, the majority were left out of the original books (only Naming Incantations, Earth Magics, Black Magics, and Greater Summoning retain some of this information).

Those original notes are summarized below for the entertainment of all DragonQuest players and GMs.

Ensorcelments and Enchantments

E&E deals with the stuff of fairy tales, legend and lore, and the kind of magic we all thought of when we were children. It mainly deals with the use of magic to change people's viewpoints.

To ensorcel someone is to place him under a long term charm, to gradually alter his attitude or beliefs. To a member of this College, the amount of magic in an area would be more critical than for other Colleges. GM's may give Adepts of this College greater advantages in a high-mana area and greater disadvantages in a low-mana area (adding or subtracting from his Base Chance is recommended, in addition to the Fatigue cost adjustments).

Places of Power are important to this College, as these locations would contain much pent-up magical energy. Enchanters would always be searching for bits of arcane lore to aid them in their endeavours. They are knowledgeable in the use of True Names as Namers are, and could be able to use them to aid their power, but not to the degree that Namers can. These Names would be learned through research or from a Namer.

This type of magic would be reminiscent of the King Arthur stories, with their special places (the Lady of the Lake, for example). These Adepts would know a great deal about these legendary places and would be great sources of information.

A suggestion for an additional ritual would be a rather unusual one. The ritual would be designed to ensorcel someone, and would be performed over a long period of time, being activated only when the Adept was actually in the presence of the person ensorcelled. GM's could experiment in this area to increase the specialness of this College.

Sorceries of the Mind

This College deals with the imposition of will by one individual over another. The power of the mind is the primary interest of these Adepts, and they strive through discipline to achieve their goals. The source for this College was the Deryni series of books by Katherine Kurtz. Players familiar with those books will find many parallels, and using them as guides for interpretation would not lead them astray. The amount of mana in an area would not affect Adepts of the mind as much as the other Colleges; the effect of mana level should be lessened. Their minds act as foci for the mana, and they therefore require less to perform their spells.

An important point to remember is that their Talents are always on, and never need to be activated. This is a College which attempts to quantify psionics into a magic system, and should not be filled with those props and trappings traditionally associated with magicians, such as wands and staffs. These Adept would find such finery distracting.

Illusions

This is closely allied in spirit and philosophy with Sorceries of the Mind, except it needs much more mana to make the spells work. Amounts of mana should affect these Adepts in the same manner it does Enchanters. Discipline is again important, as the essence of their work is the imposition of their will over the will of the viewer, making them believe in what is not. No specific work was the inspiration for this College. In answer to the ever present theoretical question, the illusions do actually exist; they are not simply inside the viewer's mind.

Naming Incantations

The essay in the original mentions just about all, except for a few things. GM's and Namers must establish a very close relationship in any campaign for this College may be the focal point of magical knowledge around which the other Colleges revolve. Their power resides in their knowledge. That is their single most valuable weapon, and they will guard it fiercely. If a character developed a new spell

within a campaign, the local Namer would strain every sinew to ascertain all the information about it he could, so he may be able to find the proper method of disarming it. The establishment of this College would in all likelihood be tied very closely to the "creation time" in any world, due to this nature of being a guardian of sorts. While appearing disarmingly simple, this College may be the most powerful College in the game if played properly. Mana level would affect these Adepts normally. The inspiration for this College is the Earthsea Trilogy, by Ursula K. LeGuinn.

Air Magics, Water Magics, and Fire Magics

These Adepts use mana to penetrate their respective elemental planes releasing power stored there and altering their element on this plane. Mana level would affect them all normally. To them, the elements are living entities to be respected and used. In their normal states, elements are things of wild natural beauty.

What is unnatural is an Adept controlling that element, shaping it in a way nature did not intend (the thunderstorm is a natural thing; the Air magician summoning it to a new location is unnatural). Therefore, elemental magicians have more than just a healthy respect for their own element and would not use it in a frivolous fashion under any circumstances. This is not to say they all would behave in this manner; simply that this could be the philosophy of the majority.

All elemental manifestations on this plane (a campfire, a windstorm, a lake) contain elemental creatures with which these Adepts would be familiar. Knowledge of these creatures allows the Adept to bind that element into shapes and purposes that are of the Adept's own desire. The same creatures inhabit any stable manifestation, and an Adept would come to know these creatures on an individual basis. Thus, when summoning a water elemental while standing on the shores of the Southern Sea (for example), the Water Adept knows (or certainly should know) the identity of the elemental he is summoning, for the Southern Sea would certainly have no more than one or two such large elementals, and their Generic and Individual True Names may even be known to the Adept. The GM is encouraged to treat these powerful elemental manifestations as NPCs, and establish interchange in a meaningful way between the creatures and elemental Adepts. On the other hand, a bucket of water (again for example) would certainly have no more than a few "water sprites" inhabiting it, and while these elemental creatures could be bound, their powers would be limited. Generic and Individual True Names of all powerful elemental creatures within an Adept's element would be of great aid to these Adepts, and GM's should encourage these avenues of thought.

These Colleges were inspired by classic myth.

Earth Magics

All of the preceding on the elemental Colleges equally concerns this College, with the following additions. Pacifistic Earth mages are patterned after Rhadagast the Brown from Tolkien's work, and receive their power as described above.

Druidic Earth mages augment their elemental power by the sacrifice of human life, for they have discovered the secret of the spilling of human blood. The constant spilling of human blood over a long period of time in an area increases the level of Mana in that area. Druids use this fact to increase their power. GM's should carefully judge the role-play of characters joining this branch, for the thought patterns necessary for the Druid may be difficult to integrate into a campaign without causing unrest (to say the least).

Celestial Magics

While only one College, these three divisions should be treated as entirely separate entities by the GM, since members of different branches might not be overly fond of one another, since each would feel the members of the other branches were perverting the source of their power, the elements of Night and the Stars.

Mana is used by all these Adepts to control and bind this power into forms which they may use. Levels of mana would affect these mages normally. Props and costumes would be especially important to these

Adepts, and they take great pride in their magic items, ceremonial robes, and so forth. The Star Mages are patterned after the Elven magic appearing in the Lord of the Rings. Dark Mages use those elements in Night which all being naturally fear, using this natural fear to augment their own power. Shadow Mages, patterned after Shadow Jack created by Roger Zelazny, walk the thin line between the powers of light and dark, using the advantages of both.

When not specifically stated, GM's may interpret Star Mages as being on the side of Light, Dark Mages as being on the side of Darkness, and Shadow Mages as being on neither side. This would not be an incorrect assumption, but it is entirely up to each GM in his world to implement this division in a way that suits his tastes. One recommended method is to carefully divide which spells may be used by each division, and this allotment may align these mages by itself.

Necromancy

These Adepts gain their power by the study of death, which also instructs them about the living. Sauron in the Lord of the Rings would have to be considered the ultimate Necromancer, and these mages – while not necessarily aligned with the Powers of Darkness – are usually on the side of it for no other reason than that “evil” usually kills more people than “good.” Mana levels affect these Adepts normally.

Necromancers feel very calm about death and do not fear it. Rather, they feel it is an ally, for the fear of death augments their power and allows them to work with greater freedom. Long-lived sentients such as Elves annoy them, for they feel such creatures are cheating the inevitable. It may be incongruous, depending on a GM's world, to have an Elf choose to be of this College. To rationalize that anomaly may take some doing. The greatest wish of a Necromancer is to become Undead and thereby to live on. In this manner he will have both eternal life and eternal death. Necromancers will establish communications with the planes where the dead reside through their talents and their rituals. They will gain much information concerning the living through this interchange, which will aid in augmenting their earthly power.

Black Magics and Greater Summoning

These Colleges both have lengthy essays to convey their essential intent, except to say that Black magicians are normally affected by mana level, while Greater Summoners would be affected by mana supply in the same way as Enchanters are.

Shaping Magics

The guidelines provided for the Shapers assume fairly conventional magics will be most common. The GM must carefully adjudicate the more unusual items, particularly those that seem to defy standard classifications. As such items are conceived and brought to term by the Adept, we recommend they cost additional Endurance from the Adept and any assistants, in any amount decided by the GM. An Adept who thoroughly investigates the feasibility of the Shaping should have a general idea of the cost.

Any object enchanted for a specific short- or long-term purpose (e.g. driving the snakes out of Ireland, slaying the dragon Fafnir, etc.) should have its own Individual True Name. The enchantment of an item to be the bane of a particular entity must involve that entity's Individual True Name when it is created. Other limits can be set for purposes of campaign balance: restricting the possible shaping to certain celestial conjunctions; requiring the participation of fantastical or extra-dimensional entities inimicable to the target entity; requiring a token of some sort from the target entity (e.g. a scale from the dragon a sword is forged to defeat); etc.

Rune Magics

Remember that the efficacy of the Rune depends on centuries of use; thus, few new Runes will be found; this is an important limit of this College. If the GM wishes, Runes can be differentiated by culture. If so, the Runes of each culture should be considered a different College,

and Rune magicians of one cannot learn the Runes of another without paying the standard penalties for changing Colleges. Additional totem spirits for different cultures can be added by the GM. Although the original inspiration for this college is Norse and Celtic, the same basic structure can be adapted to African, Amerind, Oceanic, and other cultures as well.

Magic System Reminders

The following explanations and definitions are meant to provide quick access to cogent in the DragonQuest magic system that may be susceptible to misunderstanding.

Talent Magic

Whenever the workings of a talent require a percentile dice roll to determine the results of the talent's use, only one attempt will usually be allowed per situation. For example, if an Adept who attempts to Detect the Aura of an entity fails, he may not attempt to continue to detect the entity's aura again during that encounter. GM's will have to judge for themselves parameters whereby the Adept may try again. Some suggestions include Time (waiting until 24 hours have passed), Rank (waiting until the Adept has raised his Rank in the talent), and Lunar Phase. Careful examination of each specific talent will yield inspiration as to how to limit its use. The stricture of attempts must be implemented because a talent takes effectively no time to activate and, thus, a player could continually roll dice until he receives a favorable result and, with full justification, state that as the previous activity had taken no time to accomplish. Whenever a talent such as those of Sorceries of the Mind (which require no dice roll to activate) are used, the GM should assume that they are “on” at the time and the player need not “activate” them in order to use them.

Spell Magic

The modifiers found in 43.7 apply only to spells. They do not apply to talents or rituals.

Ritual Magic

If a ritual backfires (a roll normally 40 or more over the Base Chance), the Backfire Table is not consulted unless it is specified by the individual ritual. In most circumstances, rituals will state any particular backfires associated with them; if not, the GM is free to invent an appropriate backfire result.

General Knowledge

An Adept entering any College except Naming Incantations must have a Magic Aptitude equal to the number of General Knowledge Spells and Rituals plus the two Counterspells of his College (e.g., to join Water Magics, a character must have an MA of 17, 14 for the spells, 1 for the ritual, and 2 for the Counterspells). Ritual Cleansing and Ritual Spell Preparation do not count toward this total. Any additional spells or rituals added must comply with rule 50.6.

Active Resistance

If the entity which is actively resisting the workings of a spell is one of the targets of the spell (or the only one), the entities Magic Resistance is subtracted from the Cast Chance of the Adept casting the spell. If a number of entities are the targets, only the highest MR in the group is subtracted. If the entity is not a target, his active resistance has no effect whatsoever.

Passive Resistance

Any conscious entity in possession of all its faculties may choose not to passively resist the workings of a spell.

Ritual Spell Preparation

This cannot be used to prepare rituals, only spells.

Investment Ritual

For an invested object to be activated, it must normally be held in one hand. It takes only one Pulse for the spell stored in the object to be activated and released. When being used, a Cast Check is again made, and a backfire may result, affecting the entity using the item.

Rank Gain

A character must have attempted a talent, spell, or ritual during the immediately preceding adventure to use Experience Points to advance in Rank with the specific talent, spell, or ritual. Any GM who ignores this rule takes game balance into his own hands, and the designer disavows any knowledge of his actions.

VIII. SKILLS

A character may acquire and refine skills during a campaign. He can hone his talents in a series of interrelated non-magical and quasi-magical abilities, which combine to form a single skill. A character's degree of talent is measured by his Rank in a skill. He begins with the simplest abilities at the lowest Ranks, and gains the more difficult ones as he progresses through the Ranks. His percentage chance of successfully performing tasks associated with a skill will increase as his Rank becomes higher. The skills presented here are only those likely to be used by a character during an adventure. The fruits of the labours of those using other, more plebeian, skills may be purchased. The GM will be guided in determining the price (in silver pennies) of the various goods produced by craftsmen by the Basic Goods Cost List (see rule 155.4). Weaponsmiths' products are valued on the Weapon Tables (see rule 27.3); Armorers' on the Armor and Shield Tables (see rule 25.1 and rule 17.5). The three factors which determine the price of finished goods are the quality of the material used, the man-hours spent in construction, and the estimated Rank of the craftsman (if one person produces the goods) or of the overseer (if the effort is a team project). However, if a character wishes to purchase a custom-made or rare item, then he will have to negotiate with the craftsman (represented by the GM), and may defray costs by providing some of the scarcer components himself. The barter system is acceptable when dealing in costly or rare items.

91. Acquiring and Using Skills

The rudiments of a skill are learned by dint of hard practice and diligent study. A character must spend a good deal of time and effort before he can use a skill at novice level (Rank 0). The character's ability with a skill can improve only if he continues to work with it during and between adventures.

[91.1] Any skill may be acquired at Rank 0 at a variable cost of Experience Points and 8 weeks of game time (see rule 152.1).

All eight weeks must fall within a period of six game months. Time spent on adventure may not count toward the necessary eight weeks. One skill may be acquired without the expenditure of time and at a minimal expenditure in Experience Points (see rule 8.6).

[91.2] The method by which a character learns a skill affects the Experience Point cost to acquire that skill or to increase the character's Rank.

If the character is taught by someone of greater Rank in the skill, decrease any Experience Point cost by 10%.

If the character learns from a book, verbal descriptions or practices with someone of equal or lesser Rank in the skill, any Experience Point cost is unmodified.

If the character practices with no useful outside assistance, any Experience Point cost is increased by 25%.

The availability of qualified teachers, and the fees they charge the character for their services, are left to the discretion of the GM.

[91.3] A character may attempt to employ a non-magical skill any number of times during a day.

The use of a skill does not, in and of itself, prevent a character from using the same or any other skill immediately afterwards. However, a character might suffer adverse fortune (e.g., lose Fatigue Points) while executing a skill, which would inhibit his ability to act.

[91.4] The use of a non-magical skill is rarely automatically successful.

A character usually has a chance of failure when using a non-magical skill. Unless the ability is described as an exception to this rule, the maximum chance to succeed with it is never greater than (90+Rank)%. A character always fails if the roll is greater than the modified chance or 100% (regardless of rank).

[91.5] Very few of the abilities associated with the various skills are quasi-magical.

The following rules describe the only quasi-magical abilities to be found in the skills section: rule 93.7, rule 93.9, rule 52. and rule 55., rule 99.3 and rule 105.6.

[91.6] A character must practice any skill he acquires or risk a decrease in Rank.

A character must use one game day to fulfil the practice requirement once a month for one skill. If a character fails to practice a skill for one month, he may satisfy the practice requirement by the use of four game days during the following month; if he fails to practice for two months, eight game days will satisfy the requirement during the third month of the cycle. Days of practice during the second month may count towards the third month requirement.

If a character has not sufficiently practiced a skill by the third month, his Rank in that skill is decreased by one. If the skill is at Rank 0, he loses that skill.

NOTE: A character practices his skills of speaking, reading and writing in a language through conversation and correspondence; it should be assumed that he is able to do this independent of his other practice

92. Speak and Write Language

Many languages and dialects are to be found in a typical DragonQuest world. The primary linguistic division is between species; the secondary one is cultural. The prevailing spoken language is the Common tongue, which is spoken by most sentient. Illiteracy is quite common, so there is no one universally recognized written language. Generally, while there may be spoken dialectic differences within a language group, the contemporary writings in that language will be virtually identical. Records which date from separate eras will, of course, employ different idioms and connotations of certain words, reflecting the ongoing change in that language. Each species will have a distinct tongue, as will each national group of humans.

As he constructs his world, the GM will decide which languages are spoken by beings in the area in which the player characters will adventure. Most creatures with an IQ greater than 90 (which includes the majority of humanoids) speak the Common tongue, if not as a first language, then as a second. Common is known as the "trade tongue," and most interracial and international negotiations are conducted in that language. When a written record is necessary, each party usually obtains a copy in their own language. Thus, an interpreter will always be in demand.

Every beginning player character can speak Common (see rule 92.6). If the character is non-human, they will also speak their racial language or dialect. A human or shape-changer character can read and write in Common, a skill other non-human characters must acquire. When characters encounter a creature who does not (or will not) speak Common, they must either have learned that creature's native tongue, or assay sign language.

[92.1] The ability to speak a language and the ability to read and write in that language are separate skills.

[92.2] If a character's Rank in speaking a language is greater than their Rank in reading and writing that language, the character expends one-half the necessary Experience Points to acquire or improve the latter.

The reverse is also true.

[92.3] The ease with which a character can engage in conversation in a particular language is indicated by their Rank in it.

| Rank | Ability |
|------|---------------------------------------------------------------------------------------------------------|
| 0 | Has a grasp of pronunciation and inflections; able to speak a few words. |
| 1 | Develops a limited vocabulary, consisting of the most important words in the language (but see Rank 5). |
| 2 | Understands grammatical construction of language. |
| 3 | Capable of halting speech; understands pedestrian conversation. |
| 4 | Becomes conversant with current idioms. |
| 5 | Concepts peculiar to the language or alien to the character understood. |
| 6 | Moderate fluency: can make anything but difficult concepts clear in conversation. |
| 7 | Able to make sense of another dialect of the language after a decent amount of exposure to it. |
| 8 | Native fluency: can pass for same. |
| 9 | Commands enhanced vocabulary. |
| 10 | Able to understand another dialect of language with a minimum of study. |

NOTE: If a character's vocal chords are not designed to reproduce the speech of another race, then the character will never be able to pass for a native without magical aid.

[92.4] A character's facility for reading or writing in a language is determined by their Rank in that skill.

| Rank | Ability |
|------|----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0 | Knows the entire alphabet (or symbology); able to recognize key words or phrases. |
| 1 | Acquires a basic vocabulary, consisting of the most important words (but see Rank 5). |
| 2 | Understand grammatical construction of language. |
| 3 | Can describe simple concepts in writing; understands most simple books. |
| 4 | Becomes familiar with idioms. |
| 5 | Concepts peculiar to the language or alien to the character understood. |
| 6 | Moderately fluent writer: can draft correspondence and essays, retains some awkward phrasings. |
| 7 | Able to make sense of another dialect of language after considerable study. |
| 8 | Fully fluent writer: comfortable with the language. |
| 9 | Commands enhanced vocabulary. |
| 10 | Able to understand another dialect of language without much study; writer of scholarly tracts and able to understand meanings of ancient writings in language. |

[92.5] The extent of a character's vocabulary is indicated by the highest Rank they have achieved in one of the language skills.

| Rank | Words Known |
|------|-------------------|
| 0 | 50 (plus phrases) |
| 1 | 250 to 500 |
| 2 | 600 to 750 |
| 3 | 800 to 1000 |
| 4 | 1250 to 2500 |
| 5 | 3000 to 5000 |
| 6 | 10,000 |
| 7 | 20,000 |
| 8 | 25,000 |
| 9 | 40,000 |
| 10 | 50,000 |

[92.6] If a character begins with the ability to speak or read and write in a language, their Rank in that skill is presumed to be 8.

Thus every character speaks Common at Rank 8.

93. Alchemist

Almost all natural chemicals can be combined into a variety of useful mixtures by expert hands. The potions which will be in most demand by characters will be those that affect the bodily functions of

humanoids. The effects of these potions range from stimulation and depression of emotions to deadly poisons. In a sense, alchemy is a "poor man's magic"; it is more cost-efficient in affecting the actions of beings than the use of mana, albeit not as easily applied to the victim.

There are five main areas of study of alchemy. The first is that of chemical analysis, the ability to determine the effects of ingestion or application of a given liquid substance. The others are: standard chemicals, medicines and antidotes, poisons (including venom) and potions. The creation of a potion requires the aid of an Adept.

As a character gains experience in the field of alchemy, they will increase the efficacy of the mixtures they produce. The character will also decrease the cost of goods (to himself).

An Alchemist must know how to read and write in one language if they wish to advance beyond Rank 0.

[93.1] An Alchemist gains the ability to analyse chemicals at Rank 0.

An Alchemist may identify a liquid by its type (e.g., medicine, poison). If the liquid is not a common one, the Alchemist must spend (110-[10xRank]) minutes using the proper equipment to analyse the liquid's type.

If a liquid to be analysed is particularly well-known to the Alchemist (such as water or wine), they will recognize it almost immediately.

If an Alchemist wishes to determine exactly what a not readily identifiable substance is, the GM rolls D100. If the roll is equal to or less than the Alchemist's Perception plus (8xRank), the Alchemist is told the common name of the substance in question (e.g., hemlock, quicksilver). If the roll is greater than the success percentage, the GM either informs the Alchemist that they are not sure or gives an incorrect answer. The greater the roll, the more likely the GM is to give false information.

93.2 An Alchemist can injure himself while working with dangerous chemicals.

Whenever an Alchemist uses or analyses a liquid with potential injurious effects, there is a chance that some of the substance will come in contact with their person. The GM incorporates the accident chance into any other alchemy-related percentile roll; should there not be one, the Alchemist rolls D100. The chance of accident is (30-[(2xRank)+MD])%. If the roll is within the span of numbers for accident, the Alchemist suffers from the chemical. A roll of 100 always causes an accident.

Example: An Alchemist character with a Manual Dexterity of 17 and of Rank 3 would have a 7% chance of failure. Any roll from 94 to 100 will cause the Alchemist to have an accident

The GM will determine the exact effects upon the unfortunate character. The minimum damage will be from formaldehyde-type chemicals, which will cause about 1 Damage Point and causes blisters. The maximum damage from a non-magical liquid will be from something on the order of non-dilute hydrochloric acid, which will cause about 12 Damage Points per pulse, and possibly permanent bone and tissue damage. The effects of certain chemicals are described in the following cases. Unless either the GM or the player have a fair knowledge of chemistry, the Alchemist should restrict himself to common liquids.

If the Alchemist is dabbling with dangerous chemicals without using the proper equipment (see rule 93.3), double the chance of accident. If an Alchemist is working in their lab, they may prevent damage due to chemicals after the first round (unless they are incapacitated during the first round) by pouring the appropriate counteragent upon the affected area.

If a combination of chemicals forms a gas or a solid, the character's Agility value is substituted for their Manual Dexterity when rolling for accident.

[93.3] An Alchemist will be able to better perform their skill when using the proper equipment or when working in a laboratory.

It costs 500 silver pennies per year to purchase basic equipment. This includes acid-resistant (not proof) flasks, gloves, pipettes, etc. A character may not mix chemicals to specified measurements unless they use proper equipment.

It costs 2500 silver pennies to construct a lab, and 1000 silver pennies per year to maintain it. An Alchemist can only manufacture medicines, antidotes, poisons, or potions or distil venom in a lab. A laboratory may be rented at a cost of 15 silver pennies per day.

The chance of an Alchemist correctly analysing a chemical (see rule 93.1) is increased by 10 when they perform the analysis in a laboratory.

The GM and an Alchemist player should scale costs and effects of improved alchemical support material to the above rules.

[93.4] An Alchemist must purchase the components necessary to manufacture each of their products.

A medicine costs $(150-[10 \times \text{Rank}])$ silver pennies. An antidote costs $(250-[15 \times \text{Rank}])$ silver pennies. The costs for poisons and potions are given with their rules (see rule 93.8 and rule 93.9). All costs given are for one creation attempt; if that attempt fails, new ingredients must be purchased.

The cost for a standard chemical will range from 1 Silver Penny for a quart of flammable oil to 2000 silver pennies for a fluid ounce of non-dilute hydrochloric acid. The GM should scale the costs of other chemicals appropriately.

[93.5] An Alchemist can mix standard chemicals beginning at Rank 3, and may add one additional ability to their repertoire at Ranks 5, 7 and 9.

An Alchemist chooses their additional ability from the following: medicines and antidotes, poisons (including venom) and potions.

[93.6] The ability to mix standard chemicals allows the Alchemist to produce mixtures which can prove useful on expeditions.

An Alchemist may produce well-known chemical combinations (e.g., oil and vinegar, water and anything) at any Rank. The standard chemicals ability allows the Alchemist to perform most distillations and extractions, and mix the simplest of compounds.

For example, an Alchemist can produce Greek Fire and methane with the standard chemicals ability. The components for 12 ounces of Greek Fire (enough to fill a grenade) cost 600 silver pennies. Enough methane to fill a grenade, can be manufactured at a cost of 300 silver pennies. If a creature is directly hit by a grenade filled with Greek Fire, that creature will suffer $D10+7$ Damage Points per Pulse until the flames are extinguished (the virtue of Greek Fire as a weapon is that it sticks to the target). A partial hit will cause $D10-3$ Damage Points per Pulse; if a shield is interposed between target and grenade, the shield catches fire, though the intended target suffers no more than 2 Damage Points. A methane grenade creates a ball of fire in the hex in which it detonates and the adjacent six hexes. Any creature in one of these hexes will suffer $D10-3$ Damage Points, but will be able to avoid further damage by exiting the fire hexes (methane is not a persistent inflammable).

Whenever an Alchemist wishes to manufacture standard chemicals, they must spend $D10+7$ hours in a laboratory and pay For the components. The quantity mixed does not affect the time required, but an Alchemist is limited to the manufacture of one end product during a given laboratory session.

An Alchemist can produce standard chemicals for the use of local businessmen (e.g., embalming: fluid for the undertaker), and earn between 50 and 75 silver pennies per full week of labour. Alternately, they may produce chemicals which are likely to be put to illegal uses (e.g., a corrosive for iron) or manufacture addictives (e.g., cocaine, heroin). The Alchemist must discover an outlet to sell such chemicals, and the return on the goods is up to the GM's discretion.

[93.7] Medicines and antidotes are used to cure a being suffering from either disease, fever or poison.

An Alchemist may manufacture three types of medicine: bactericide (remedy for disease), antipyretic (remedy for fever) and salve (remedy for skin inflammation). A bactericide or antipyretic must be ingested, while one dose of salve can cover up to two square feet of skin.

Whenever a being uses a medicine to counteract an affliction from which they are suffering, the GM rolls percentile dice. If the roll is equal to or less than $([8 \times \text{Alchemist's Rank}] + [\text{User's EN}])$, the user is completely cured. If the roll is above the success percentage, the user subtracts 10 from their next dice roll to see if they naturally recover from their affliction (see rule 31.). The failure of one medicine to work has no effect upon any subsequent medicines used by a being.

When an Alchemist manufactures an antidote, they must specify the type of poison they are negating. Natural poisons are classified by the source from which they stem. Thus, a snake antidote will cure all poison from snakes, and so on. Synthetic poisons (those manufactured by Alchemists) are cured by an antidote from an Alchemist of equal or higher Rank than the Alchemist who created the poison. When a being ingests the proper antidote, the poison in their system will no longer affect them.

[93.8] Poisons cause damage when introduced into the blood stream of a being.

Poisons come from two sources: those which occur in nature (venom from animals and plants) and those which are created in a laboratory (synthetic poisons). An Alchemist may distil venom and synthesize poisons.

A venom is distilled from either the poison sacs of a poisonous animal (the most common being a snake), or from certain plants. An Alchemist may distil $D10-1$ doses of poison from poison sacs. The amount they may distil from plants depends on the type of plant (GM's discretion). An Alchemist requires $(11-\text{Rank})$ hours to distil one dose of venom from either source. The cost of a poison plant or sac is $[750+(150 \times \text{Average Damage per Pulse})]$ silver pennies, and there is no cost for the distillation process.

Venom come in two forms: Nerve Agents and Blood Agents. Nerve Agents work quickly (doing damage every Pulse) while Blood Agents (such as arsenic) work over a long period of time, inflicting damage like Infections (see rule 31.). The damage a being will suffer from a dose of Nerve Agent venom is equal to the damage it would suffer from the venom of the source animal or plant.

An Alchemist may also manufacture synthetic poisons (both venom and paralyzants) in their laboratory. A synthetic venom will do $[D10+\text{Alchemist's Rank}]-5]$ Damage Points per Pulse and costs $[1000-(75 \times \text{Rank})]$ silver pennies to manufacture. If a synthetic paralyzant (see rule 31.) is used to affect a being, the formula used for the Willpower Check of the victim is $[(4 \times \text{WP})+20-(5 \times \text{Alchemist's Rank})]$. A synthetic paralyzant costs $[750-(60 \times \text{Rank})]$ silver pennies to manufacture. An Alchemist can produce up to three doses of synthetic poison per day.

[93.9] Potions are created by an Alchemist with the aid of either an Adept or a Healer.

Potions are designed to create a specific effect when imbibed by a being. They are manufactured in one-use doses and the entire dose must be swallowed for the effect.

Magical potions are treated by the concerted efforts of an Adept and the Alchemist (who may be one in the same person). Any spell or talent which the Adept knows and which is designed to affect only the Adept or some facet of their own person may be imbued into a potion. It takes two whole days of continuous combined effort to create the potion. It is successfully created if at the end of the time the player roll is less than $([10 \times \text{Alchemist's Rank}] + [\text{Adept's Rank with the spell or talent}])$. A roll above this indicates the potion is useless and the process must be repeated with new ingredients, etc. The effect of a successful potion for the imbiber is as if the Adept had already made a successful Cast Check and the spell had taken effect. The workings of

magical potions are immediate. The cost to manufacture a magical potion is equal to $[(20 \times \text{Experience Multiple of spell or talent}) - (10 \times \text{Alchemist's Rank})]$.

An Alchemist and a Healer working together may create a healing potion (again, they may be the same person). The potions possible and their Base Value are listed in rule 98.9. The time required to produce the potion is the same as a magical one, and the equation to see if the process was successful is $[(10 \times \text{Alchemist's Rank}) + (3 \times \text{Healer's Rank})]$. If successfully created, the potion will act on the imbiber as if a Healer of the creator's Rank was attempting to heal them must still be attempted). The cost to manufacture a healing potion is $[(\text{Base Value}) - (50 \times \text{Alchemist's Rank})]$ silver pennies.

94. Assassin

Assassin is not a skill which should be carelessly chosen, as the skill is not looked upon with great favor by members of society (at least until they need one). Assassins will vary in philosophy and methods; they may be cold-hearted but not necessarily evil. The GM must allow assassins to practice their art as they wish, and this may result in solo adventures.

[94.1] **An Assassin must be able to use the sap or the garrote at a minimum of Rank 1 before advancing past Rank 2.**

[94.2] **An Assassin increases his chance of causing a Grievous Injury as his Rank increases.**

If the Assassin is attacking in a surprise situation, his chance of causing a Grievous Injury is increased by 2% per Rank (see rule 154.2). A surprise situation is one in which combat has yet to be joined, and the victim is not expecting an attack.

If an Assassin attacks a victim through a rear hex-side during combat, his chance of causing a Grievous Injury is increased by 1% for every Rank.

If an Assassin attacks a victim through a front hex-side during combat, his chance of causing a Grievous Injury is increased by 1% for every three Ranks (round down).

An Assassin does not gain the above bonuses when engaging in Ranged Combat.

[94.3] **An Assassin may gain information from a victim through torture.**

The Assassin must torture his victim for a period equal to $([\text{Victim's WP}] + [\text{Assassin's Rank}])$ hours to try to gain an important secret. The Assassin's chance of forcing the victim to reveal the secret is $([10 \times \text{Assassin's Rank}] - [4 \times \text{Victim's WP}])\%$. If the GM's roll on percentile dice is equal to or less than the success percentage, the Assassin gains the exact information he requires.

If the Assassin fails to gain the desired information, he may try another torture attempt. A victim can withstand a number of torture attempts equal to one-fifth his Endurance (round down) before he dies.

If the information an Assassin seeks is not of great importance to the victim, the GM should decrease the time required to gain it and increase the Assassin's success chance appropriately.

[94.4] **An Assassin is trained to improve his memory.**

Whenever an Assassin character wishes to recall the details of a place or routine he has surveyed, the GM rolls percentile dice. If the roll is equal to or less than $([5 \times \text{PC}] + [2 \times \text{Rank}])$, the Assassin has a perfect memory of the place or routine. If the roll is greater than the Assassin's success percentage, the GM should inveigle more and more erroneous information into his description as the roll approaches 100.

The GM may decrease the success percentage for difficult feats of memory.

[94.5] **An Assassin is able to buy poisons, distilled venom and acids at cost (i.e., no mark-up) from an Alchemist.**

[94.6] **An Assassin causes his target increased damage when attacking through a rear hex-side in Melee Combat.**

Increase the damage caused by a blow from an Assassin by 1 for every Rank when he strikes his target through a rear hex in Melee Combat.

[94.7] **An Assassin increases his chance of knocking out (see rule 16.5) his target with a sap by +2% for each Rank he has achieved in the skill.**

[94.8] **An Assassin increases his chance of performing any action involving stealth (see rule 157.3) by 2% per Rank he has achieved with the ability.**

[94.9] **An Assassin must pay $(500 + [100 \times \text{Rank}])$ silver pennies per year for "hush money," accoutrements, and implements of destruction.**

The GM and the player should negotiate prices for more sophisticated assassination equipment, and fees for information and the hire of henchmen.

95. Astrologer

The celestial bodies have a definite, if not entirely understood, effect upon the lives of the inhabitants of a DragonQuest world. These Great Powers seem to impose predestination upon all but the strong-willed, and determine the aspect of each being. The Sun, the Moon(s), and the Planets regularly cause perturbations in the flow of mana; the mighty Stars affect a world across the vast reaches of space by their positions relative to it. The study of the purpose and method of the Powers is the science of astrology.

An Astrologer's main talent is a limited ability to predict and shape the future. An Astrologer will be able to make clear, general assertions, but will only be able to give obscure clues when asked for specific details.

An Astrologer must be able to read and write in one language at Rank 8 if he wishes to advance beyond Rank 0.

[95.1] **An Astrologer may only try once to answer a particular question or to forecast the outcome of an event.**

Once an Astrologer has made a reading (i.e., a determination about the future), he may not seek to change or influence the reading through his art. Other Astrologers who attempt to read the same future will receive the same information that the first Astrologer did. A second Astrologer may, however, receive some clarification about the first's reading.

[95.2] **The results of a reading will affect the pertinent course of events.**

The GM is expected to modify the outcome of an adventure or happening in his world to conform with a determination made by an Astrologer player characters or by an Astrologer at the behest of the player characters. The determination does not preclude the characters' actions from affecting the outcome of the adventure or event: to the contrary, the GM must interpret the reading dice-rolls engendered by the characters' actions accordingly.

A prophecy can not be avoided by the affected character(s) changing his plans. The doom (which may be good) will follow him to the undertaking he substitutes for that which was predicted. However, if a character asks a specific question (see 95.5) predicated upon a given action, the prophecy will not come to pass unless and until that action is taken.

[95.3] **An Astrologer's Rank determines how many beings he can directly affect with a single prediction.**

A being is directly affected by an Astrologer's art when the GM modifies the result of an action taken by the being due to a prophecy.

An Astrologer can directly affect up to $(5 + [10 \times \text{Rank}])$ beings with a single prophecy. If an Astrologer attempts a prediction which would

directly affect more beings than his Rank allows, he receives no answer.

[95.4] An Astrologer may make (and possibly modify) a general prediction during a reading.

When an Astrologer wishes to make a general prediction about a particular venture or being, his player (or the GM, should the Astrologer be a non-player character) actually uses a divinatory technique at his disposal. Such a technique could be reading the tarot, casting the I-Ching, or any mutually agreed upon method.

The result of the divination becomes the Astrologer's prediction. If the Astrologer does not wish to make the prediction, he may immediately attempt to change it. The GM rolls percentile dice, and if the roll is less than or equal to $([5 \times \text{WP}] + [4 \times \text{Rank}] - 30)$, the Astrologer makes a second divination (which may not be changed). If the roll is greater than the success percentage, the Astrologer is stuck with his first prediction.

[95.5] An Astrologer may seek an answer for up to a number of specific questions per month equal to his Rank.

When a being poses a specific question to an Astrologer willing to attempt an answer, the GM rolls percentile dice. If the roll is equal to or less than $([6 \times \text{Astrologer's Rank}] + [4 \times \text{Astrologer's PC}])$, the Astrologer is able to give a correct answer. If the roll is greater than the success percentage, he mutters meaningless gibberish.

All answers given to specific questions must be, at the very least, obscure. The GM may respond with cryptic poetry, much like the Oracle at Delphi, or may choose to have the Astrologer supply a riddle (though the Player of the Astrologer does not know the answer himself).

[95.6] An Astrologer may not make a general prediction or ask a specific question concerning only himself.

One must consult another Astrologer in these weighty matters.

[95.7] An Astrologer can determine the aspect of a being after observing him.

After an Astrologer has spent $(60 - [5 \times \text{Astrologer's Rank}])$ consecutive minutes observing a being, the GM informs the Astrologer of the being's aspect (see rule 7).

[95.8] An Astrologer expends Fatigue Points when practicing his art.

| Action | Fatigue Points Expended |
|----------------------------------|-------------------------|
| Make general prediction | 10 |
| Try to change general prediction | 10 |
| Try to answer specific question | 17 |
| Determine being's aspect | 5 |

[95.9] An Astrologer must spend $(250 + [200 \times \text{Rank}])$ silver pennies per year for astrolabes, oculars, reference works, and the like.

An Astrologer who does not meet his expenses operates as if he were two Ranks less proficient. If his Rank is reduced to a negative number, he may not practice astrology.

96. Beast Master

A loyal animal or monster is likely to serve its master far better than adventuring comrades ever will. A Beast Master is one who trains these creatures to obedience. He takes a wild animal and, from an adversary relationship, develops a rapport with it. He trains young animals from birth, until they heed his every command. A Beast Master will, in almost all cases, become very fond of animals. He will defend them against wanton cruelty and slaughter, and will treat his personal charges as family.

A Beast Master will encounter three kinds of animals: the easily domesticated (such as the horse), the naturally wild (such as the pegasus) and an intelligent or rebellious creature (such as the unicorn). The latter can never be steadfastly loyal to the Beast Master; such

creatures always have at least a subconscious desire to escape. A Beast Master can be a slaver if he specializes in training humanoids.

[96.1] The value of a Beast Master's Willpower must be at least 15.

[96.2] A Beast Master may only train animals for his own personal use until he achieves Rank 5. He may domesticate animals at any Rank.

A Beast Master will normally use his skill to train or domesticate animals for his own use. Animals that spend their lives with a Beast Master and are trained by him will be loyal to their master and serve and protect him as much as possible. If necessary, an animal can be trained to temporarily serve another master (if one week of mutual training is undergone), but the animal will always obey the original master before any new one.

A Beast Master of Rank 5 or greater may train animals for other people. The being who is acquiring the trained creature must spend $(12 - [\text{Beast Master's Rank}])$ weeks before it will accept him as new master, during which the Beast Master must be present at least one day per week. The creature will heed the Beast Master's commands before those of its new owner for as many years as the Beast Master's Rank at the time the creature's ownership is transferred.

A Beast Master of any Rank may domesticate, rather than train, animals. Such animals can be commanded by any other person, but will tend to wander off or revert to their wild state if not supervised, tied up, or stabled. Pay especial attention to this rule: horses and dogs, the most common domestic animals, are governed by it.

[96.3] A Beast Master acquires the ability to train one type of animal and/or monster at Ranks 0, 5 and 10.

A Beast Master may acquire the ability to train additional types of creatures after he has achieved Rank 10 by the expenditure of 2500 Experience Points per type.

A type consists of all creatures listed within one rules section in the Monsters section (e.g., avians). A Beast Master may choose, instead, all creatures subsumed under a single animal family (e.g., felines).

[96.4] A Beast Master must spend $(12 - \text{Rank})$ months to train an animal or monster, or a like number of weeks to domesticate one.

| Creature To Be Trained Is... | Multiply Time Required By |
|-----------------------------------------|---------------------------|
| Easily domesticated | 0.5 |
| Naturally wild | 1.0 |
| Intelligent or rebellious | 3.0 |
| Raised by Beast Master from adolescence | 0.5 |
| Domesticated by another Beast Master | 1.0 |
| Caught in wilderness | 1.5 |

The unmodified number of months required is multiplied by all applicable modifiers. The time to train a monster or animal is always dependent on the Beast Master's Rank when he begins the process. Any increases in Rank during the training or domestication period have no effect on the time required.

[96.5] A trained animal or monster must make a loyalty check whenever it recognizes that its master is endangering it, or whenever its master commands an action that runs counter to its instincts.

Whenever a loyalty check is required, the GM rolls percentile dice. He multiplies the Beast Master's Willpower by two, and adds four times his Rank: if the creature is intelligent or rebellious, six times his rank if the creature is naturally wild, and eight times his Rank if the creature is easily domesticated (if the owner is not a Beast Master, use his Willpower value and the Rank of the Beast Master when he trained the creature). If the roll is less than or equal to this success percentage, the trained creature will do as his master commands. If the roll is greater than the success percentage, the creature's reactions will range from balking to fleeing to turning on his master, as the roll increases (GM discretion).

[96.6] A domesticated creature must make a loyalty check if the circumstances described in rule 96.5 arise.

The GM rolls D100. If the resulting number is less than or equal to $([\text{Master's WP}] + [\text{Beast Master's Rank}])$, the domesticated creature will perform the action. If the roll is greater than the success percentage, but less than or equal to two times that percentage, the creature will balk. If the roll is greater than two times the success percentage, but less than three times that percentage, the creature will take flight. If the roll is greater than three times the success percentage, the creature will turn on its master.

A roll of 100 always indicates that a domesticated creature turns on its master. A roll of 96 through 99 indicates that the creature takes flight if the success percentage is 47 or greater.

[96.7] A Beast Master who intimidates his creatures adds one to his Rank when calculating training or domestication time, but the GM adds 10 to any loyalty check dice-roll for one of his creatures.

[96.8] A Beast Master may train or domesticate as many creatures as his Rank at one time. All creatures being trained or domesticated concurrently must be of the same type.

[96.9] A Beast Master must pay 150 silver pennies a year for equipment, and must pay 100 silver pennies per creature trained and 25 silver pennies per creature domesticated during the year.

He may halve the cost for upkeep of creatures if he builds a stable. A horse-sized stable costs $(500 + [150 \times \text{Number of Stalls}])$ silver pennies to construct, and costs $(10 \times \text{Number of Stalls})$ silver pennies for repairs after the first year.

97. Courtesan

Courtesanship is a social skill designed expressly to satisfy the needs of lonely or status conscious people. A master Courtesan will be an accomplished musician, able to play at least one woodwind or string instrument. The master will also be able to sing, recite and compose stories and legends, perform mime, act out skits and dance. The consummate courtier is also the master of proper dress, and attractive appearance and is able to simulate a great range of emotions.

The abilities attendant to this skill are usable by such a character in situations not covered by the following rules, as are those of the troubadour skill (q.v.). The GM should improvise and allow a Courtesan character to use his skill in appropriate instances. If, far instance, the party is at the mercy of a homely witch of indeterminate age, a male Courtesan should be able to charm her and at least win his companions' lives if he plays it right.

A courtier is a male Courtesan.

[97.1] A Courtesan must generate a value for his Physical Beauty Characteristic (see rule 5.5).

A Courtesan character must pay an additional Experience Point increment of 10% to increase his Rank in the skill when:

1. His Manual Dexterity is less than 12;
2. His Agility is less than 15;
3. His Physical Beauty is less than 15; or
4. He is death-aspected.

A Courtesan character decreases the Experience Point cost to increase his Rank by an increment of 10% when:

1. His Agility is greater than 22;
2. His Physical Beauty is greater than 20; or
3. He is life-aspected.

All modifiers are cumulative.

[97.2] A Courtesan acquires one ability per Rank.

The character begins with one of the following abilities at Rank 0. All acquired abilities can be performed skilfully.

- Play a woodwind instrument (e.g., flute)
- Play a string instrument (e.g., mandolin, lute, etc.)
- Sing

- Recite stories and legends
- Compose stories and legends
- Perform mime
- Act out skits
- Tell jokes
- Dance
- Dress well (e.g., formally)
- Dress seductively
- Appear attractive (by other culture's standards)
- Simulate wide range of emotions
- Imitate accents

A Courtesan may gain additional abilities after achieving Rank 10 by the expenditure of 500 Experience Points per ability.

[97.3] A Courtesan may attempt to seduce a being with whom the Courtesan is sexually compatible.

The Courtesan must arrange a meeting with his intended paramour, either alone or with persons who will not interfere while the Courtesan practices his wiles. The GM rolls percentile dice: the Courtesan's base chance of success is equal to the Courtesan's $(\text{PB} + [10 \times \text{Rank}])$. The GM then modifies the success chance, dependent on the feelings and condition of the seductee.

If the roll is equal to or less than the success percentage, the seductee is infatuated with the Courtesan and will retire with the seducer to a more private place. If the roll is greater than the success percentage, the outcome will depend on how great the roll is. A roll close to the success percentage calls for anything from "the body is willing but the spirit needs more convincing" to polite refusal, while a high roll can result in anything from mild embarrassment to the Courtesan to violent consequences.

Player characters are not bound by the result when a Courtesan uses his skill on them.

[97.4] A Courtesan's fee for services is dependent upon Rank and gender.

A Courtesan will receive $(25 + [\text{Rank}^2])$ silver pennies for a night's work. A Courtesan will receive $(25 + [(\text{Rank} + 1)^2])$ silver pennies for the same job. The distaff side will do better at this profession in a male-dominated society. The pay rates are reversed in a matriarchy.

A Courtesan is expected to charge a lower per diem if hired for consecutive evenings.

[97.5] A Courtesan's social position has peculiar advantages and disadvantages.

A master Courtesan is equally welcome at a royal ball and at the lowest dive in town. At the same time, a Courtesan can be prevented from practicing his skill or imprisoned if the local authorities are so inclined. A Courtesan should keep in mind that it helps to provide services at a discount or for free and to bribe the right people to ensure freedom of action.

[97.6] A Courtesan must pay $(250 + [350 \times \text{Rank}])$ silver pennies per year for finery and the props of the trade.

A Courtesan who does not spend the above amount operates as if he were two Ranks less proficient. If the Rank of a Courtesan is reduced to a negative number, the use of the skill is temporarily lost.

The above amount does not include extraordinary aids, such as love philtres, but does include perfumes and other frippery.

98. Healer

The life span of one who lives in a fantasy world is considerably longer than that of his medieval counterpart. The disparity in age can be attributed to the presence of Healers where mana exists. These partially empathic beings can cure all the physical ills which beset a character during adventure. Healers do not generally make good fighters, since active engagement in combat is usually contrary to the principles of their profession.

A Healer will charge whatever his client can afford for his lower Ranked abilities. The charge for a miracle (the performance of an ability Rank 8 or greater) will normally exceed 2000 silver pennies.

[98.1] The abilities which can be used and the Fatigue Points expended when a Healer practices his art depend upon his Rank.

A Healer gains one or more abilities at each Rank he achieves, according to the following schedule:

| Rank | Ability |
|------|-------------------------------------------|
| 0 | Empathy |
| 1 | Cure Infection, Disease, Headaches, Fever |
| 2 | Soothe Pain, Prolong Life |
| 3 | Heal Wounds, Transfer Fatigue |
| 4 | Neutralize Poison, Graft Skin |
| 5 | Repair Muscle, Preserve Dead |
| 6 | Repair Bones |
| 7 | Repair Tissues and Organs |
| 8 | Resurrect the Dead |
| 9 | Regenerate Limbs and Joints |
| 10 | Regenerate Trunk, Head and Vital Organs |

A Healer must expend as many Fatigue Points as the Rank at which he acquires an ability he uses (exception: rule 98.2, second paragraph).

Example: The regeneration of limbs (a Rank 9 ability) will cost the Healer 9 Fatigue Points for each use.

A Healer may use only his empathy ability if he is handless. A Healer may use any of his abilities (with the exception of resurrection) upon himself.

[98.2] A Healer must “lay hands” (place his hands) on a being on whom he is to use any of his abilities but empathy. When he does so, he can automatically detect the surface emotions of the being, he is healing.

A being’s surface emotions are those which currently occupy their conscious mind. The GM informs the Healer of the general feelings of the being with which he has empathy.

Example: A Healer lays hands on a comrade who has suffered a Grievous Injury. The GM informs the Healer that his comrade feels great pain. If the Healer lays hands on an Assassin who is feigning injury to lull any suspicion the Healer may have, the GM will inform the Healer of the Assassin’s murderous intent just before he announces the result of the Assassin’s attack.

A Healer may also choose the ability of non-tactile empathy (though this has its disadvantages; see below). A Healer with such empathy may attempt to detect the surface emotions of a being no more than (2×Rank) feet away from him at a cost of 1 Fatigue Point. The Healer’s success percentage is equal to his (PC+[10×Rank]) if the other being consents to empathic communication. Subtract the being’s WP×2 if he Actively Resists (see rule 47.2) the detection of his surface emotions.

If a Healer chooses the non-tactile empathy ability, subtract his Rank from his Base Chance to strike in Close Combat, and subtract one-half his Rank in Melee Combat.

Example: A Healer of Rank 8 would have 8% subtracted from his Base Chance in Close Combat and 4% subtracted in Melee Combat.

If a Healer only has empathy when laying on hands, subtract one-half his Rank from his Base Chance in Close Combat, and one-fifth in Melee Combat. Round fractions down in all cases.

[98.3] A Healer cures fevers and diseases, neutralizes poisons and grafts skin in much the same manner that medicines and antidotes do (see rule 93.7).

When a Healer attempts to cure a being of an affliction (i.e., fever, disease, or skin problem), his success percentage is ((15×Healer’s Rank)+[Patient’s EN]). The GM rolls percentile dice: if the roll is less than or equal to the success percentage, the patient is cured. If the roll is greater than the success percentage, the patient subtracts 10 from his

next dice-roll to see if he naturally recovers from his affliction (see rule 24, and rule 159.2).

A Healer must spend (30-[2×Rank]) minutes to implement any of the abilities covered in this rule.

A Healer automatically neutralizes the effects of a natural venom. A Healer may automatically neutralize the effects of a synthetic poison created by an Alchemist of equal or lesser Rank. His success percentage to neutralize a synthetic poison produced by an Alchemist of greater Rank than he is equal to (50-[5×Difference in Rank])%.

A Healer does not cure any bodily damage (e.g., Endurance Point loss, broken bones) previous to his laying on hands on the patient with this particular ability (but see rule 98.8).

[98.4] A Healer may soothe pain and prolong life.

When a Healer uses his soothe pain ability, he numbs his patient’s nervous system so that it will not transmit pain sensations to his brain. The ability also has a soporific effect upon the patient, so that he will not inadvertently injure himself while unable to distinguish hurtful actions. The GM may, at his discretion, permit the Healer to use this ability as if he had fed or injected his patient with a local or general anaesthetic, tranquilliser, etc. The effects of the soothe pain ability last for the Healer’s Rank² hours.

When a Healer uses the prolong life ability, add D10×([Healer’s Rank]+[Patient’s EN]) days to the life of his patient. A patient’s life may not be prolonged to over three times his natural life. A being with a prolonged life has a reduced chance of resurrection (see rule 98.7).

A Healer must spend (60-[5×Rank]) seconds to implement the first ability, and a like number of minutes to implement the second.

[98.5] A Healer can cure Endurance Points and transfer Fatigue Points.

When a Healer uses the cure wounds (i.e., Endurance Points) ability, the patient is cured of D10+(Rank-5) Damage Points.

When a Healer uses the transfer Fatigue Points ability, his patient gains one Fatigue Point for each Fatigue Point the Healer expends (above the fatigue cost to use the ability).

A being may never have more Fatigue or Endurance Points than the value of the relevant characteristic. Excess points cured by the Healer have no effect upon the patient.

A Healer may not use the cure Endurance Points or transfer Fatigue Points abilities while on the Tactical display (i.e., not while in combat). It requires (11-Rank) minutes each time the Healer implements either of these abilities.

[98.6] A Healer may repair torn, damaged, or broken muscles, bones, tissues and organs.

At least one-half of a muscle, bone, or organ to be repaired must remain in the patient’s body if the Healer is to use one of these abilities. Tissue may be grown from existing material in or on the patient’s body. The Healer must spend (50-[3×Rank]) hours laying hands on the patient and the body part will be whole again.

Generally, these abilities will be used to repair the effects of Grievous Injuries.

A Healer can act as a cosmetic surgeon. First, he sedates his patient with the soothe pain ability. He then slices and reshapes the skin, muscles, and bones which are deemed unsightly, and makes them whole with the appropriate repair ability. Unless the Healer has gained the regeneration abilities (see rule 98.8), it is best that he work with a Healer partner.

[98.7] A Healer can preserve the body of a dead being in the hopes of having him resurrected.

A Healer may attempt the resurrection of a being who is no more than (10×Healer’s Rank) hours dead. However, a Healer can suspend the time limit on resurrection by preserving the dead body of a being. Each time a Healer uses the preserve dead ability, the body will not “age” for a number of days equal to the Healer’s Rank. A Healer must lay hands on a dead body for (60-[5×Rank]) minutes to preserve it.

A Healer must have a body part at least the size of a torso to attempt the resurrection of a being. A Healer will not succeed if he attempts the resurrection of a living being from a severed body part (there is only one life-force). If a body is completely destroyed (perhaps burned), which prevents the resurrection of the being, that thing may become a revenant.

When a Healer attempts to use the resurrect the dead ability, the base success percentage is equal to $([8 \times \text{Healer's Rank}] + [\text{Patient's Endurance}])$. The base percentage is modified as follows:

1. Add 5% if the Healer is life-aspected;
2. Add 5% if the patient is life-aspected;
3. Subtract 5% if the Healer is death-aspected;
4. Subtract 5% if the patient is death-aspected;

Subtract 1% for each year (or fraction thereof) the patient's life has been prolonged;

Subtract 1% for each day of regeneration (see rule 98.8) it would normally require to make the patient's body whole;

Subtract 10% if the patient's body is whole but suffered Damage Points equal to or greater than twice his Endurance when he died (the patient's slayer may carve up the body to bring this provision into effect); and

Subtract 10% for each unsuccessful resurrection attempt since patient died.

The minimum success percentage for resurrection is equal to the Rank of the Healer, regardless of the total modifiers.

If the roll in D100 is equal to or less than the success percentage, the patient is resurrected with his body whole. His Endurance is decreased by one, though all of his other values remain as before he died. If the roll is greater than the success percentage, the patient is not resurrected and his Endurance is decreased by one. His body is preserved for one full day after an unsuccessful resurrection attempt.

If the roll for resurrection is equal to or greater than $(90 + [\text{Healer's Rank}])$, the Healer has summoned a malignant phantasm, rather than his patient's life-force. The phantasm will drain some power from the Healer, reducing his Endurance value by D10-5 (minimum of 1). The phantasm will then return to the netherworld.

When a being's Endurance Value is reduced to zero or less, that being may no longer be resurrected. Presumably, what remains of his life-essence is absorbed by one of the Great Powers.

A dead character may take no action with his body. An Adept may compel his body to speak by spell, and his life-force may be placed in another body, which the player would then control.

If a character's life-force is placed in another's body, he retains any magical abilities; his skill Ranks are halved (rounding down), his combat abilities are those of the previous inhabitant of the body. The temporary union of life-force and body uses the value of the body's first four characteristics, and the value of the life-force's characteristics for the remainder.

[98.8] A Healer can regenerate every portion of a being's body.

A being's vital organs are his heart, liver, stomach, small and large intestines, kidneys, genitals, brain, and eyes. A Healer must spend $(15 - \text{Rank})$ days regenerating each vital organ (i.e., creating a new one). A regenerated vital organ will immediately begin to function if enough of the rest of the being's body is in working order. Otherwise, the vital orphan will be dormant until the Healer can repair or regenerate the necessary body parts.

If a portion of the body has been severed, or there is a hole in a being's anatomy, the GM measures the body part of the player which corresponds to that which is missing from the character's body. The Healer will require a number of days to regenerate the character's missing body part equal to the measurement in inches of the player's corresponding part. The character's race does not affect the time requirement; the circulatory system regenerates at a constant rate for every race.

Example: A character's arm has been severed at the shoulder. His player's arm measures 24 inches. The Healer can regenerate the character's arm in 24 (not necessarily consecutive) days.

[98.9] A Healer can manufacture certain potions in conjunction with an Alchemist (see rule 93.).

| Potion | Base Value |
|----------------------------------|------------|
| Cure Disease | 600 |
| Cure Fever | 600 |
| (Graft) Skin Salve | 650 |
| Neutralize Poison (specify Type) | 700 |
| Cure Endurance Points | 1500 |
| Prolong Life | 2500 |

99. Mechanician

Quite sophisticated devices can be engineered without the aid of modern power sources and techniques. A Mechanician's most complex products will involve pulley-, hydraulic-, or spring-based motor systems, which cause the operation of well-greased moving parts. The Mechanician is most often called on to devise locks and traps to foil the best efforts of thieves. His second most popular line includes mechanisms for domestic use (e.g., windmills).

Mechanicians often build complex, sometimes non-functional inventions. This is, in part, due to the prevailing view that mechanical gadgets are less efficient than magic at all but the simplest jobs. Thus, the job of Mechanician is regarded more as an art than a skill.

A Mechanician must know how to read and write in one language at Rank 6 if he wishes to advance beyond Rank 0.

[99.1] A Mechanician's progress in his skill is inhibited by a low Manual Dexterity value, and aided by a high value in that characteristic.

A Mechanician character must pay an additional Experience Point increment of 10% to increase his Rank if his Manual Dexterity value is less than 15. Such a character decreases his Experience Point cost to increase his Rank by an increment of 10% if his Manual Dexterity value is greater than 29.

[99.2] A Mechanician can build increasingly sophisticated traps as his Rank increases.

The difficulty of removing a trap is determined by its Rank. A Mechanician may build a trap of up to his current Rank. The Mechanician must spend $(25 - [2 \times \text{Mechanician's Rank}])$ hours and at least $(125 \times \text{Trap's Rank})$ silver pennies to build a trap. The cost in silver pennies is just for the physical framework of the trap; if the trap is coated with poison, filled with an explosive, etc., the Mechanician must pay for that material.

If a being fails to remove a trap, he has triggered it.

1. If it is a physical trap, the being suffers $D10 + [\text{Trap's Rank}]$ Damage Points. If the trap is poisoned, coated with acid, etc., the being will suffer additional damage.

2. If it is an explosive trap, it will release its contents in a $(10 + [\text{Trap's Rank}])$ foot-long cone. The base of the cone will be (Trap's Rank) feet across. The hands of the being who attempts to de-trap it must be in the cone. An explosive usually consists of a gas, or something on the order of Greek Fire.

3. If it is a magical trap (see rule 99.3), the stored spell is cast upon the being who triggered the trap. The spell is successful unless backfire occurs.

Once a trap is triggered, it cannot again be detonated until reset by a Mechanician whose Rank is at least equal to that of the trap. A Mechanician must spend $(12 - \text{Rank})$ hours to reset a trap. The only outlay he must make in silver pennies is to replace the contents. It is assumed that any repairs necessary are made when a trap is reset.

A Mechanician cannot construct a trap of Rank 0.

[99.3] A Mechanician can construct a magical trap, in which an Adept can store a spell.

The Mechanician first must construct a Ranked trap. He then silvers and enchants it in conjunction with the mage, at a cost of (100×Spell Rank) additional silver pennies. The Adept must employ Ritual Magic for ([Spell Rank+10]-[Mechanician's Rank]) hours. The spell is stored in the trap, unless backfire occurs.

When a magical trap is triggered, the GM rolls percentile dice. If the roll is less than the Adept's chance of backfire at the time the trap was enchanted, the being who triggered the trap may only try to Resist the spell. If the roll is within the backfire range, the silver on the trap transmutes to slag.

[99.4] A Mechanician may construct a lock or a safe of up to his Rank.

A Mechanician must spend (330-[30×Mechanician Rank]) minutes and (25×Lock Rank) silver pennies to construct a lock. A Mechanician must spend (15-Mechanician Rank) days and (100×Safe Rank) silver pennies to build a safe.

A Mechanician may store up to one-fifth his Rank (round up) traps on or adjacent to a lock. A Mechanician may store up to one-half his Rank (round up) traps on or adjacent to the lock mechanism of a safe. A trap which is on or adjacent to a lock is automatically triggered if not de-trapped before a lock or safe is open.

[99.5] A Mechanician may earn (25+[10×Rank]) silver pennies per day for building or supervising the construction of domestic devices.

Domestic goods will usually be mundane products on the order of children's toys, mechanical scythes, pulley lifts, and so on. The Mechanician must either establish himself in a town or promote his products for few days if he wishes to be supplied with work.

[99.6] The GM may, at his discretion, allow a Mechanician character to construct devices of use on adventures

Under no circumstances may a Mechanician build post-Renaissance weaponry.

[99.7] A Mechanician can remove his own trap, open his own lock or safe without disturbing or harming his device in (12-Rank) minutes.

A Spy or Thief (see rule 104.) is able to do the same to the constructs of others.

[99.8] A Mechanician must pay (150+[150×Rank]) silver pennies per year to supply himself with a tool kit, raw materials, and an area in which to work.

A Mechanician who does not spend the above amount operates as if he were two Ranks less proficient. If the Rank of a Mechanician is reduced to a negative number, the use of the skill is temporarily lost.

A Merchant must be able to read and write in at least three languages at Rank 6 to use their assaying ability.

[100.1] The Merchant's ability to buy and sell a particular item is dependent upon its type.

Any item will be classified as one of three types: common, uncommon, and rare or costly. Items listed on the Basic Goods Cost List (see rule 155.4) are of the common type. Jewellery set with semi-precious stones, spices from another continent, and fine paintings are examples of the uncommon type. Rare and costly items include magic-invested objects, diamonds, roc's eggs, giant slaves, etc. The GM must classify each item with which a Merchant wishes to deal.

[100.2] A Merchant can buy items at a cost cheaper than the asking price.

| Item Type | Discount to Merchant |
|----------------|----------------------|
| Common | [5×Rank]% |
| Uncommon | [2×Rank]% |
| Costly or Rare | [1×Rank]% |

If the GM is actively playing the role of the seller, or another player is the seller, the Merchant must do their own haggling. There will also be those items that the vendor cannot afford to sell at the usual discount to the Merchant. The GM should use their discretion here.

[100.3] A Merchant may mark up the price of an uncommon or rare item.

A Merchant can gain (1.5×Rank)% above the value of an uncommon item they are selling. They can gain (0.5×Rank)% above the value of a costly or rare item they are selling.

[100.4] A Merchant can assay an item to determine its exact worth.

The player characters will generally receive a fair quote on the price of basic goods, but must accept the word of the being with whom they are dealing when conducting a transaction involving uncommon, rare or costly items. The odds of the player characters being billed increase as they venture forth from their native land(s). However, if a Merchant is amongst them, they can assay the value of any item after (11-Rank) minutes.

The success percentage for a Merchant to assay a common item is equal to his (PC+[12×Rank])%. To assay an uncommon item is equal to his (PC+[9×Rank])%. To assay a rare or costly item is equal to his (PC+[6×Rank])%. If the GM's roll is equal to or less than the success percentages, the Merchant character is told the exact value of the item in question. If the roll is greater than the success percentage, the GM's quote increasingly diverges from reality as the result approaches 100. If the result is odd, the quote is below the actual asking price; if even, it is above.

[100.5] A Merchant character may use their skill to affect transactions involving up to (250-[50×Rank²]) silver pennies per month, or a single transaction of any amount.

The Merchant must buy and sell at the asking price for any transactions over their monthly limit.

[100.6] A Merchant can specialize in a specific category of item assaying every time they achieve a positive Rank divisible by three.

The Merchant chooses their specialty from the following list (and any the GM should add):

1. Ancient Writings
2. Antiques
3. Archaeological Finds
4. Art
5. Books
6. Gems
7. Jewellery
8. Land
9. Magic-Invested Items

100. Merchant

Since adventurers are highly talented individuals who often risk their lives, and a person is usually compensated for the value of the work they do, the player characters will fare better than most economically. A Merchant character, blessed with the ability to earn even more silver pennies, has the best of all worlds. Their business acumen enables them to command a stiff price for those goods they vend, and to acquire that which they covet at bargain rates. The Merchant is not often fooled in monetary matters, for them can be an expert in evaluating the worth of rare and costly goods.

The economies of most DragonQuest worlds do not promote the growth of capitalism. Basically, the nobility has a vested interest in all rural lands, which comprise the vast majority of human-settled areas. An ambitious, dynamic Merchant could perhaps own the entirety of a large town, but it is quite likely that a jealous duke or prince would twist the king's justice to break the Merchant's power. Therefore, it behaves a Merchant to cultivate powerful allies when their holdings burgeon.

10. Monster and Animal Products (e.g., furs, eggs)
11. Precious Metals
12. Slaves

When a Merchant assays an item of a category in which they specialize, they add $(2 \times \text{Rank})\%$ to their success percentages. It is possible for a Merchant to attain a 100% chance of accurately pricing a specialty item (exception to rule 91.4).

If a Merchant wishes to add a new specialty after they attain Rank 10, they must expend 1500 Experience Points per specialty.

[100.7] A Merchant must spend $(15 + [5 \times \text{Rank}])$ silver pennies per week to keep up appearances, and $(100 + [175 \times \text{Rank}])$ silver pennies per year to buy assaying reference works.

If the Merchant fails to spend the former amount, they operate as if they were two Ranks less proficient for a full month. If they do not spend the latter amount, they operate as if they were four Ranks less proficient when conducting an assayal (though they retain all specialties). If their Rank is reduced to a negative number they temporarily lose the Merchant ability.

101. Military Scientist

A Military Scientist can capably lead an increasing number of men as he improves their skill. He can prevent their men from fleeing after he has gained their confidence. The main ability of a Military Scientist is to anticipate and react to enemy maneuvers quickly because of their knowledge of tactics.

It is difficult for a commander to remain in communication with their sub-commanders during a large battle. Traditionally, when an army exceeded 1500 men, the commander-in-chief would divide their forces into a center, left, and right flank. Once the fray begins in earnest, the din, dust clouds, and general confusion effectively isolates the commander from all but the troops immediately in front of him. Magic, of course, can abate this problem. However, any magic used to facilitate communications will not aid the troops in the field. Usually, the best tactic is to devote magic to the combat proper except when a critical message must be relayed. If this is the case, the outcome of the battle depends largely on the efforts of the individual sub-commanders.

A Military Scientist must be able to read and write in one language at Rank 6 if he wishes to advance beyond Rank 2.

[101.1] A Military Scientist can lead $(15 + [\text{Rank}^2] + [4 \times \text{WP}])$ troops effectively in battle.

Any being may attempt to lead an unlimited number of troops in battle. However, any troops beyond a being's effective limit (assuming he is a Military Scientist) will usually become disorganized in the midst of battle. Generally, disorganized troops will be left to their own initiative, and the individual soldier is unlikely to be able to coordinate with their fellows left to their own devices.

A Military Scientist can form a personal guard. After drilling for $(12 - \text{Rank})$ months, or being in combat for a like number of weeks, the Military Scientist forms a personal guard of up to $([\text{WP} \div 2] + [\text{Social Status} \div 4])$ knights and $(20 + [2 \times \text{WP}] + [\text{Social Status} \div 3])$ troops. These troops will be steadfastly loyal to him, so he gains $(2 \times \text{Rank})\%$ above and beyond their normal success percentage when commanding only their personal guard. A personal guard will follow all rational commands from its leader (i.e., the Military Scientist) in all but stress situations.

[101.2] A Military Scientist can rally beings with whom he has drilled or adventured to prevent them from fleeing battle.

A Military Scientist must either have shared one adventure with or drilled for $(12 - \text{Rank})$ weeks with any being who he will attempt to rally. The Military Scientist may not attempt to rally a being who has fled for over $30 + [5 \times \text{Rank}]$ seconds.

The Military Scientist must declare how many beings he wishes to rally during one round. If he is on the Tactical Display, he must take a

Pass action. His success percentage is his $(\text{WP} + [10 \times \text{Rank}] - [\text{Number of Beings}])\%$. If the GM's roll on percentile dice is less than or equal to the success percentage, the beings cease to flee and will advance against the foe beginning next round (unless seriously injured, in which case they will hold a position a safe distance away from the nearest enemy being). If the roll is greater than the success percentage, the beings continue to flee.

The success percentage is decreased by 25% for each time a Military Scientist fails to rally a being(s) during one battle. If more than one Military Scientist is attempting to rally the same being, the highest success percentage of all is used, and the Ranks of the remaining Military Scientist(s) is added to that percentage.

A player must choose before the GM rolls percentile dice whether he wishes his character to be affected by a Military Scientist rally attempt.

[101.3] A Military Scientist can sometimes perceive the tactics employed by his enemy before they are put to use.

When a Military Scientist attempts to use his Perceive Tactics ability, his success percentage is his $(\text{PC} + [9 \times \text{Rank}])\%$. The GM rolls D100; if his roll is equal to or less than the success percentage, he informs the player of the Military Scientist character of the enemy's plan in general terms. If the roll is greater than the success percentage but less than the success percentage plus $(2 \times \text{Rank})$, the Military Scientist is unsure of the enemy plan. If the roll is greater than or equal to the success percentage plus $(2 \times \text{Rank})$, the GM misleads the Military Scientist, with the information becoming completely false as the roll approaches 100.

The Military Scientist character must take a Pass action to use his perceive tactics ability in combat.

[101.4] A Military Scientist may add his Rank to the initiative die roll in combat.

This addition to the initiative die roll occurs only if the character is the Leader, not Stunned or otherwise incapacitated, or engaged in Melee or Close Combat.

[101.5] The player of a Military Scientist character may use more time to plan his character's (and companions) actions when engaged in combat on the Tactical Display.

Normally, the GM will not allow the players any time to plan their actions between or during rounds. However, the player of a Military Scientist character can request a break period of $(20 + [10 \times \text{Rank}])$ seconds between each and every round.

No more than one Military Scientist character may use this ability per round.

[101.6] A Military Scientist can temporarily increase the Willpower value of the beings he leads.

A Military Scientist may increase the Willpower value of all beings that he leads by one-half his Rank (rounded down) as long as he takes a Pass action every second round. If the Military Scientist character is stunned or wounded during a round, his followers lose the Willpower bonus until he can Pass unmolested again.

[101.7] A Military Scientist must spend $(50 + [50 \times \text{Rank}])$ silver pennies per year to supply himself with texts on strategy and tactics.

If the Military Scientist fails to spend the above sum, he operates as if he were one Rank less proficient. If he is at Rank 0, he loses his perceive tactics ability.

102. Navigator

The art of piloting a sea-going vessel and that of ascertaining one's location are inextricably linked. Humanoids must venture across the waters in awkward ships, and are unable to survive immersion in the sea except for relatively short periods of time. Yet there are many beings who dwell beneath the surface of the ocean, and it is profitable for land-bound peoples to engage in commerce with them.

Adventurers, with the assistance of an Adept, will probably choose to try to despoil some of the treasures of the deep.

A Navigator can manage ships of increasing size as he becomes more experienced. There is a limit to the size of ships constructed, because of their relative fragility (sea-creatures are wont to destroy those vessels they consider overly large). The Navigator's other chief ability allows him to locate directions with instruments and read maps.

[102.1] A Navigator can determine all compass directions if he can view the stars.

If the night is cloudy, or during the day, the Navigator's chance of correctly locating the compass direction is equal to $(25+[7 \times \text{Rank}])\%$. If the roll is less than or equal to the success percentage, the Navigator has an exact reading on the compass directions. If the roll is greater than the success percentage, his reading is off by one degree for each percentage point by which he exceeds his success percentage (the GM must decide in which direction the error is made).

[102.2] A Navigator may always determine the compass direction of a landmark relative to his position.

A landmark is defined as any object which can be seen or to which a being can precisely point (presumably by either instinct or magic). A Navigator may also judge the distance between his position and a landmark if he can see it. His success percentage to precisely gauge the distance is equal to his $(\text{PC}+[10 \times \text{Rank}])$. If the GM's percentile roll is less than or equal to the success percentage, the Navigator character is informed of the correct distance. When the roll exceeds the success percentage, the measurement is off by a percentage equal to the difference between the success percentage and the roll (the GM must decide whether long or short).

[102.3] A Navigator can read a map if he can relate his physical surroundings to the symbols on that map.

If a Navigator tries to read a map which is of the area in which he is presently located or is of an area with which he is quite familiar, his success percentage is equal to $([2 \times \text{PC}]+[8 \times \text{Rank}])$. If the GM's roll on percentile dice is less than or equal to the success percentage, the Navigator is told the orientation of the map (and his position, as near as can be estimated). If the roll is between the success percentage and $([4 \times \text{PC}]+[10 \times \text{Rank}])\%$, the Navigator is baffled by the map. If the roll is greater than or equal to the second percentage, the Navigator character is given false information by the GM.

[102.4] A Navigator can competently pilot a ship of up to $(25+[25 \times \text{Rank}])$ feet in length.

A competent pilot of ship has a negligible chance of damaging or sinking a ship when faced with normal weather and sea conditions. When a ship is not steered by a competent pilot, it is in very real danger of experiencing an accident in choppy seas or during a storm.

[102.5] A Navigator can consistently maintain a ship's speed at $(50+[5 \times \text{Rank}])\%$ of its optimum speed.

If the ship is under crewed, the optimum speed is calculated for the ship with its current crew complement.

[102.6] A Navigator can predict weather at sea with a $(\text{PC}+[5 \times \text{Rank}])\%$ chance of accuracy.

The GM rolls percentile dice; if the roll is equal to or less than the success percentage, a Navigator can correctly predict the weather for the following $(4+[2 \times \text{Rank}])$ hours. If the roll is greater than the success percentage, the Navigator's version of the upcoming weather becomes more and more inaccurate as the roll approaches 100.

[102.7] A Navigator can sometimes recognize non-magical danger at sea before subjecting his ship to it.

A Navigator's success percentage to use his perceive danger ability is $([3 \times \text{PC}]+[7 \times \text{Rank}])\%$. If the GM's roll is equal to or less than half the success percentage (rounded down), the GM informs the Navigator character of the precise danger his ship is facing. If the roll is between one-half and the full success percentage, the Navigator intuitively senses the direction and distance of the danger. If the roll is greater

than the success percentage, the Navigator is unaware of impending doom.

[102.8] A Navigator must spend $(250+[25 \times \text{Rank}])$ silver pennies per year to maintain the best directional equipment and nautical charts he can use.

If the Navigator fails to spend the above sum, he operates as if he is two Ranks less proficient. If his Rank is reduced to a negative number, he temporarily loses the use of the skill.

103. Ranger

A few hardy souls, known as rangers, are trained to survive unequipped in wilderness environments. A Ranger develops an instinctive sense of direction. He will become extremely sensitive to signs of intrusion by humanoids, and so will become an expert tracker and recogniser of ambushes. The Ranger is knowledgeable in herbalist lore, which allows him to distinguish the properties of plants. A Ranger will become comfortable with one particular environment, and will operate best there.

[103.1] A Ranger acquires a "bump" of direction as he increases his Rank.

A Ranger instinctively knows the relationship of each of the cardinal directions (of the compass) to each other. He is able to pinpoint true north to within $(10-\text{Rank})$ degrees. A Ranger can also estimate the distance he has traveled overland to within $(90+\text{Rank})\%$ accuracy. The maximum amount of travel which can be estimated by a Ranger is $(1+\text{Rank})$ consecutive weeks worth (see rule 157.4). A check must be made to determine the accuracy of the Ranger's estimate each time he reaches his time limit. Both the above rules are exceptions to rule 91.4.

If a Ranger is lost or wishes to travel out of a wilderness by a direction other than that by which he came, his success percentage to discover the shortest route out is $([2 \times \text{PC}]+[7 \times \text{Rank}])\%$. The GM rolls percentile dice, and if the roll is equal to or less than the success percentage, the Ranger character chooses the quickest route. If the roll is between one and two times the success percentage, the Ranger is unsure of which direction to go, and may check again in $(12-\text{Rank})$ hours. If the roll is equal to or greater than twice the success percentage, the Ranger has decided upon a random direction as the best.

[103.2] A Ranger can sometimes recognize an ambush in a natural setting before he (or a fellow party member) blunders into it.

A Ranger has a $([3 \times \text{PC}]+[5 \times \text{Rank}])\%$ chance to detect an ambush or trap before he steps into it. Subtract 5% per Rank of the Thief or Ranger who set the trap or ambush from the success percentage.

[103.3] A Ranger can attempt to track the progress of land bound beings through certain types of terrain.

A Ranger may only try to track somebody through terrain which will show traces of passage. For example, a human in armor can be tracked through underbrush, but not across a mountain normally.

A Ranger's success percentage to track, assuming that his quarry has attempted to obscure signs of his passage, is $(\text{PC}+[6 \times \text{Rank}])\%$. The percentage is doubled if the quarry did not attempt to cover their tracks; it is decreased by four times the Rank of a Ranger who used his craft in covering the tracks. If the GM's roll on percentile dice is equal to or less than the success percentage, the Ranger may track his quarry as far as the spoor goes. If the roll is greater than the success percentage, the Ranger loses the trail an appreciable distance before he could run his quarry to ground.

If a quarry's tracks can weather the passage of time; a Ranger may trace tracks of up to $(2+\text{Rank}^2)$ days ago.

[103.4] A Ranger can usually recognize the effect a particular plant or animal product will have upon a humanoid.

A Ranger can always recognize a common animal or plant product (e.g., pine cones, deer meat). When a Ranger tries to determine the use

of a less common animal or plant product, his success percentage is equal to $(PC+[10 \times \text{Rank}])\%$. If the GM's roll on percentile dice is equal to or less than the success percentage, the Ranger discovers the properties of the substance under analysis. If the roll is between one and two times the success percentage, the Ranger is unsure of the substance's use. If the roll is equal to or greater than twice the success percentage, the Ranger mistakenly identifies the substance as something else which it could appear to be.

[103.5] A Ranger can forage for curative plants in a woods habitat.

If a Ranger spends a full day (about 12 hours) foraging in a woods area, he may do one of the following:

1. Cure disease
2. Cure fever
3. Salve skin irritations
4. Restore lost Endurance Points

The herbs gathered by the Ranger will, when applied to his patient for (12-Rank) minutes, cure as if he were a Healer of his Ranger Rank (see rule 98.3 and rule 98.5).

[103.6] A Ranger can specialize in one particular environment.

When a Ranger achieves Rank 2, he may choose one of the environments listed in rule 131.1 as his specialty. When a Ranger performs an ability in the environment of his specialty, he gains $(2 \times \text{Rank})\%$ to his success percentage.

A Ranger may not specialize in more than one environment.

[103.7] A Ranger may increase the chance of a favorable reaction (see rule 132.) when encountering an animal in the environment of his specialty.

The reaction dice roll is increased by two for every Rank the Ranger has achieved. The Ranger forfeits this bonus if he (or any accompanying party member) takes hostile action towards the beast.

104. Spy and Thief

The Spy and the Thief practice their trades covertly, in order to avail themselves of the well-guarded wealth of the powerful. The Spy represents himself as one worthy of their victim's trust to gain access to valuable information. They will continue their impersonation until the victim is sucked dry of everything of value or until the Spy is discovered. The Thief has a more prosaic task to accomplish: for (hopefully) undisturbed removal of property from a supposedly secure place of storage. A Thief usually seeks monetary rewards for their efforts, and will cultivate contacts in the underworld of their area of operations. These contacts will enable them to discover where the choicest items are stored, and aid them in disposing of their ill-gotten gains.

If a Spy or Thief character wishes to use their skill while not accompanied by the rest of the party, the GM should run a solo adventure (unless the task the Spy or Thief sets himself is very easy). A Thief who is caught in the act of burglary is liable to the stiff penalties of medieval times: a hand is removed for the first (known) offense, a second time merits the removal of the other hand or the eye opposite the missing hand, with a greater degree of dismemberment for each succeeding offense. A Spy had best not be captured after discovery: the traditional punishment for an exposed Spy was to draw and quarter the prisoner.

The abilities of the Thief and Spy are similar, but the two are separate skills. A Thief must be able to read and write in one language at Rank 3 if he wishes to advance beyond Rank 3; a Spy must be able to read and write in one language at Rank 4 if he wishes to advance beyond Rank 2.

When a character is both a Spy and a Thief, his player may use the better of the two percentages to perform a given ability.

[104.1] If a character's Rank as a Spy is greater than his Rank as a Thief, the character expends one-half the necessary Experience Points to acquire or improve the latter skill.

The reverse is also true.

[104.2] A Spy or Thief can pick locks or open safes with the aid of their tools.

The time a Spy must spend to implement their pick lock ability is $(240-[20 \times \text{Rank}])$ seconds, and $(30-[2 \times \text{Rank}])$ minutes to use their open safe ability. A Thief requires half the time listed to perform either ability.

If the GM's roll on percentile dice is equal to or less than the success percentage, the Spy or Thief has opened the safe or picked the lock. If the roll is greater than the success percentage, the safe or lock resists the Spy's or Thief's best efforts. If any trap remains in place when a Spy or Thief attempts to open a safe or pick a lock, it is triggered by that action.

For Spy to Pick Lock:

$([\text{Manual Dexterity}] + [4 \times \text{Rank}] - [6 \times \text{Lock Rank}])$

For Thief to Pick Lock:

$([2 \times \text{Manual Dexterity}] + [6 \times \text{Rank}] - [6 \times \text{Lock Rank}])$

For Spy to Open Safe:

$([\text{Manual Dexterity}] + [3 \times \text{Rank}] - [7 \times \text{Safe Rank}])$

For Thief to Open Safe:

$([2 \times \text{Manual Dexterity}] + [5 \times \text{Rank}] - [7 \times \text{Safe Rank}])$

[104.3] A Spy or Thief can attempt to detect traps and, should the Spy or Thief succeed, can try to remove them.

A Spy or Thief can make one attempt to detect traps (which requires 10 seconds) in a particular location per day. A Spy must spend $(24 - [2 \times \text{Rank}])$ minutes to use their remove trap ability, while a Thief requires half that time.

The GM must make one percentile roll for each trap to see if the Spy or Thief detects it. If the roll is less than or equal to the success percentage, the Spy or Thief notices the location of the trap. If the roll is above the success percentage, they remain blissfully unaware of the trap's presence.

For Spy to Detect Trap:

$([2 \times \text{Perception}] + [7 \times \text{Rank}])$

For Thief to Detect Trap:

$([\text{Perception}] + [11 \times \text{Rank}])$

For Spy to Remove Trap:

$([\text{Manual Dexterity}] + [7 \times \text{Rank}] - [5 \times \text{Trap Rank}])$

For Thief to Remove Trap:

$([2 \times \text{Manual Dexterity}] + [11 \times \text{Rank}] - [5 \times \text{Trap Rank}])$

When a Spy or Thief attempts to remove a trap, the GM rolls percentile dice. If the roll is less than or equal to the success percentage, the Spy or Thief has removed the trap without triggering it. If the Spy or Thief has a trap container (see 104.9), he may store the removed trap. If the GM's roll is greater than the success percentage, the trap is triggered (see 100.2).

[104.4] A Spy or Thief can sometimes detect a secret or hidden aperture.

Any character can try to find a secret or hidden aperture if they spend time sounding and searching the appropriate wall, floor, or ceiling.

A Spy or a Thief has a $([2 \times \text{Perception}] + [5 \times \text{Rank}])\%$ chance of noticing that a secret or hidden aperture is within $(5 + \text{Rank})$ feet of them.

If the GM's roll on percentile dice is equal to or less than the success percentage, the Spy or Thief character senses that at least one hidden or secret door is in their detection area (but is not told how many). If the roll is greater than the success percentage, the Spy or Thief does not notice the aperture(s).

[104.5] A Spy or Thief can attempt to pick the pocket of another being without being detected.

A Spy or Thief has a base success percentage equal to $([3 \times \text{Manual Dexterity}] + [6 \times \text{Rank}])\%$ to pickpocket a being. The following modifiers are applied to the success percentage:

| | |
|-------------------------------------------------------------------------------------------------------------------------------------|----------------------------------|
| The victim is unconscious | +50% |
| The victim is sleeping or stunned | +25% |
| The victim cannot see well in current circumstances (e.g., human at night) | +10% |
| The victim is inebriated | +5% |
| The pickpocket attempt is made in an uncrowded area and the victim has at least a slight suspicion of the Spy or Thief's intentions | -15% |
| The object to be pickpocketed is in a sealed pocket, pouch or compartment | -20% |
| The object to be pickpocketed is affixed to the victim's person or is something used constantly during the day by the victim | -30% |
| The object makes noise when moved | -25% |
| The victim wears metal armor or garments | -5% |
| The victim is an Assassin Thief or Spy | Subtract (5 × Victim's Rank)% |

It is assumed that the Spy or Thief attempting to pickpocket is not handicapped by their physical condition; if they are, the GM should modify the success percentage accordingly.

If the GM's roll on percentile dice is equal to or less than the success percentage, the Spy or Thief filches the object desired without their victim noticing. If the roll is between one and two times the success percentage, the Spy or Thief is detected by the victim just after the object has been removed from its storage place. If the roll is equal to or greater than twice the success percentage, the Spy or Thief is caught with their hand in the victim's pocket.

[104.6] A Spy or a Thief will develop a photographic memory as they gain experience.

A Spy's success percentage to employ their photographic memory ability is $([2 \times \text{Perception}] + [12 \times \text{Rank}])\%$. A Thief's success percentage is $([\text{Perception}] + [10 \times \text{Rank}])\%$. A Spy or Thief can use the ability without error for up to $(1 + [1 \times \text{Rank}])$ days. When a Spy or Thief uses the ability after the error-free time limit is expired, reduce their Rank for success percentage calculation (only) by one for each day over that time limit.

If the GM's roll on percentile dice is equal to or less than the success percentage, the Spy or Thief can recall visual details, such as those of a room or a piece of parchment, etc. if they observed it for the requisite length of time. A Spy must have observed the object in question for $(120 - [10 \times \text{Rank}])$ seconds to use the ability, and the Thief must have spent twice that time. If the roll is greater than the success percentage, the Spy's or Thief's memory has more and more gaps in it as the roll approaches 100.

A Spy or Thief tests their photographic memory ability whenever they try to verbally describe an object or place, whenever they call on their memory to gain a mental image of the object or place, or whenever they record it in writing. If a Spy or Thief fails to recall an object or place once, they cannot use the ability again to try to recall the image of that object or place unless they have since returned to it.

[104.7] A Spy increases their chance of performing an activity involving stealth (see 157.3) by 2% per Rank they have achieved; a Thief increases their chance to perform stealth-related action by 1% per Rank.

[104.8] A Spy or Thief acquires an ability unique to their skill.

A Spy may use their photographic memory ability to recall spoken phrases. Even if a Spy does not know the language used, they can reproduce the phrases phonetically. Additionally, when a Spy concentrates for $(60 - [5 \times \text{Rank}])$ seconds, they can extend their range of vision and hearing to $(100 + [5 \times \text{Rank}])\%$ of what it normally is.

A Thief can, as long as they can find a purchase sufficient to bear their weight, climb any structure. Their success chance when climbing on a structure not made for that purpose is $([4 \times \text{Manual Dexterity}] + [10 \times \text{Rank}] - [\text{Structure Height in Feet} / 10])\%$. Round the structure height down. If the GM's roll is greater than the success percentage, the Thief has fallen in climbing the structure. To determine the height at which the Thief falls, roll D100. Round the number off to the nearest 10% (a roll of 5 is rounded down), and multiply the height the Thief sought to attain by that percentage. A Thief suffers $([\text{Height in Feet} / 10] \text{ Squared})$ Endurance Points when they fall.

[104.9] A Spy or Thief must spend (250 + [150 × Rank]) silver pennies per year to maintain a proper set of thieving equipment.

A Spy or Thief who does not spend the above amount operates as if he were two Ranks less proficient when performing any of the abilities described in 104.2, 104.3, and 61.5. If their Rank for these abilities is temporarily reduced to a negative number, they cannot perform them until they meet expenses.

The above cost does not include any trap containers (see the Basic Goods Cost List, 158.4) that the Spy or Thief may wish to purchase

105. Troubadour

In a DragonQuest world, a minstrel who wishes to be welcome for his entertainment abilities during his travels is known as a troubadour.

A troubadour becomes a multi-talented performer as he increases his experience in the field. The troubadour is also a student of the people he visits, and is as knowledgeable as a scholar in the matter of customs. A troubadour, being a skilled actor, can also be a master of disguise. The most useful ability a troubadour will gain is his bardic voice, which enables him to influence the actions of all but the deaf.

The abilities subsumed in the troubadour rules are usable by such a character in situations not explicitly covered in the next few pages. The GM should improvise and allow a troubadour character to use his skill in appropriate instances.

[105.1] A troubadour acquires one ability per Rank.

The character begins with one of the following abilities at Rank 0. All acquired abilities can be performed skillfully.

1. Play the instrument of the player's choice. The character must acquire this ability anew for each separate instrument he wishes to use.
2. Sing or chant.
3. Recite stories and legends.
4. Compose stories and legends.
5. Perform mime.
6. Mimic speech.
7. Act out skits or parody.
8. Tell and compose jokes.
9. Dance (especially folk dance).
10. Dress appropriately to all situations.
11. Simulate wide range of emotions.
12. Execute acrobatics.
13. Amuse small children.
14. Amuse semi-intelligent creatures.
15. Appear attractive.

A troubadour may gain additional abilities after achieving Rank 10 by the expenditure of 500 Experience Points per ability.

[105.2] **A troubadour's chance of successfully performing minor magic (see 4.2) is increased by 2 per Rank.**

[105.3] **If a troubadour is a mage of the College of Illusions (see 54.), they add 1 to their modified chance to cast a spell for every Rank they achieve.**

[105.4] **When a troubadour uses his Perception value to gain information (see 4.3) about the customs or habits of humanoids, add 2 per Rank he has achieved to his success percentage.**

[105.5] **A troubadour can use disguise to appear of a different humanoid race, gender, or profession.**

A troubadour cannot disguise himself as a member of a race for which his size is inappropriate (e.g., an elf troubadour cannot disguise himself as a halfling) or as practitioner of a profession for which he is basically unsuited (e.g., a frost giant troubadour could not imitate a jockey). A troubadour's disguise ability is intended to fool someone who does not know the humanoid the troubadour is masquerading; if the troubadour is attempting to pass himself off as an acquaintance of a particular being, the GM will have to determine the chance of the substitution being noticed.

A troubadour's base success percentage to use this disguise ability is $(12 \times \text{Rank})\%$. Subtract:

1. Two times the Perception of the being to be deceived by the troubadour if the troubadour is impersonating a member of his own race.
2. Four times the Perception of the being to be deceived by the troubadour if the troubadour is impersonating a member of another race.
3. $(11 - [\text{Troubadour's Rank}])$ if he impersonates a person of opposite gender.

If the GM's roll on percentile dice is equal to or less than the troubadour's success percentage, the being to whom the troubadour is falsely representing himself is taken in. If the roll is greater than the success percentage, the being notices inconsistencies (with the role being assumed) in the troubadour's appearance or behaviour. The inconsistency becomes more glaring as the roll approaches 100.

If a troubadour is using disguise in close proximity to a being, a check against their success percentage must be made every hour.

[105.6] **A troubadour can use his bardic voice to charm, several beings at once.**

A troubadour may use his bardic voice on not more than $(2 + [2 \times \text{Rank}])$ beings who can understand the language which he speaks. The troubadour may not use the voice ability in combat, but may use it against hostile beings. A Willpower check must be made for every being the troubadour hopes to affect. The success percentage for the Willpower check is $([10 \times \text{Troubadour's Rank}] - [2 \times \text{Being's Willpower}])\%$. If the roll is less than or equal to the success percentage, the being is charmed, as described in the College of Enchantment and Enchantment spell of the same name (see 221). If the roll is greater than the success percentage, the being is not affected.

A troubadour must spend $(15 - \text{Rank})$ Fatigue Points every time he uses the bardic voice ability.

[105.7] **A troubadour must spend $(50 + [100 \times \text{Rank}])$ silver pennies per year to supply himself with the props necessary for his trade.**

A troubadour who does not spend the above amount operates as if he were two Ranks less proficient. If the rank of a troubadour is reduced to a negative number, the use of the skill is temporarily lost.

IX. MONSTERS

The player characters represent only an infinitesimal fraction of the inhabitants of the DragonQuest world. The GM is responsible for playing the part of those inhabitants that the characters meet during their adventures. These inhabitants will be of roughly two types: non-player characters (NPCs) and monsters.

Non-player characters are those inhabitants who are of races or species from which a player character could also come or which are closely-related to those races. Monsters consist of those inhabitants who come from races or species from which a player character could not come. These two classes are further broken down into other categories depending upon the element in which the Players are most likely to encounter them and whether or not they are common or fantastical. Common monsters are those that dwell throughout the DragonQuest world (as interpreted by the GM) while fantastical monsters are those rare species which are highly magical and will tend to be found only in isolated areas (especially areas that are mana-rich).

The GM pre-generates some monsters and NPCs prior to play so that they may be brought into play whenever the players' characters arrive at their destination or otherwise stumble on them. He need not keep detailed records on all monsters. Instead, he may write the most important information concerning a monster on a 3"×5" index card, with a master list of all monsters kept on a single sheet. The GM may wish to save time and effort by using the same numbers for all NPCs/monsters of the same race or species found in the same place, possibly varied for one or two characteristics if additional flavor is desired. The GM creates these characters and monsters by choosing (or randomly generating) a number which falls within the parameters given for each type of character or monster under the monster descriptions in this section.

Alternatively, the GM may wish to keep index cards for various monsters, and pull one at random whenever the characters are due to encounter an NPC/monster. The GM may wish to present his own monsters and NPCs to characters whenever they randomly encounter wandering monsters or NPCs (those not placed in advance) or he may wish to use the mechanic provided in this rule section (see rule 131.).

131. Encountering Monsters and Non-Player Characters

The frequency with which players' characters will encounter monsters and NPCs will be determined by the GM. There are two types of encounters the players' characters may have: encounters with pre-positioned monsters and NPCs (usually in their lair or dwelling) and encounters with wandering monsters and NPCs in a more or less random pattern. The GM may choose to use his own system for determining when and how the latter are encountered or he may choose to use the following system:

The GM secretly chooses the "Danger Level" of the area through which the players are adventuring. This level determines how frequently the GM must check to see if the characters encounter a random (not previously emplaced) monster or NPC, the Base Chance of encountering anything (dependent in part on the terrain), and the number which is added to the dice roll to determine the type of encounter the characters have. All of these factors are included on the Danger Table (see rule 131.1). If an encounter takes place, the GM then consults the Encounter Table (see rule 131.2) to ascertain the exact nature of the monster or NPC encountered.

Whenever the Danger Table indicates that an Encounter Check must be made, the GM indexes the Danger Level of the area with the type of terrain that is predominant. The intersection of line and column on the Danger Table results in the Base Chance of there being an Encounter. The GM then rolls D100, and if the result is less than or equal to the Base Chance of an encounter, an encounter occurs. The GM rolls D100 and adds to the resulting number the modifier listed on

the Encounter line of the Danger Table for the Danger Level of the area in which the encounter takes place. The result is indexed with the appropriate terrain type on the Encounter Table to find the name of the monster or NPC the players encounter. Beside the name of each monster/NPC is a number which the GM adds to the result of a D10 die roll. The modified die result is the number of monsters or NPCs of the appropriate type which the characters encounter (minimum ~ of 1). If the designation "Human" results, the GM must again roll D100 and add to the result the modifier given on the appropriate Encounter Line of the Danger Table. The resulting number is indexed with the Humans column on the Encounter Table to determine the class of humans the players encounter. Next to the class is a number which is added to the dice roll used to determine the initial reactions of the monsters or NPCs encountered (see rule 132.).

NOTE: Treat modified results greater than 125 as 125. Treat modified results less than 1 as 1.

The GM may wish to vary slightly the regularity with which he makes Encounter Checks so as to keep the players from anticipating danger too easily.

[131.1] Danger Table

| Danger Level | Low | Small | Moderate | High | Extreme |
|------------------|-----|-------|----------|------|---------|
| Frequency | 168 | 72 | 24 | 6 | 2 |
| Cavern | — | 10% | 20% | 30% | 45% |
| Crypt | 2% | 17% | 27% | 37% | 52% |
| Field | 25% | 40% | 50% | 60% | 75% |
| Marsh | 5% | 15% | 30% | 40% | 55% |
| Plain | — | 10% | 20% | 30% | 40% |
| Ocean | — | 10% | 25% | 35% | 55% |
| Rough | — | 3% | 13% | 25% | 40% |
| Ruin | — | 10% | 25% | 35% | 50% |
| Waste | — | 5% | 15% | 25% | 40% |
| Woods | — | 15% | 25% | 40% | 50% |
| Encounter | -25 | -10 | +5 | +10 | +25 |

Danger Level: The relative chance of an encounter with potentially hostile NPCs or monsters, given in five increments in ascending order of danger from Low to Extreme. **Frequency:** The frequency (in hours) with which the GM must make an Encounter Check depending upon the Danger Level of the area occupied by the characters. **Cavern, Crypt, etc.:** The ten major terrain types in which the characters may adventure. The percentage found by indexing the terrain type with the Danger Level is the Base Chance of any encounter (of any type) occurring when the characters are in that type of terrain. *Cavern* includes all caves, tunnels, natural caverns, and other underground areas which are not part of an inhabited dwelling. *Crypt* includes all barrows, crypts, burial mounds, graveyards, and other places of internment for the dead. *Field* includes cultivated fields, vineyards, moors, heaths, etc. (usually near inhabited areas). *Marsh* includes all swamps, metes, ponds, etc. In addition, small streams and rivers are included herein, but 10 is subtracted from the Base Chance if checking for an encounter as a result of a stream or river crossing when other terrain of this type is not present. *Plain* refers to all plains, steppes, and other more or less open and flat or rolling terrain. *Ocean* includes oceans, seas, and large lakes. If the adventurers are on a lake, the Base Chance for this type of terrain is reduced by 10. *Rough* refers to both hills and mountains, but 20 is added to the Base Chance if the characters are in mountains instead of hills. *Ruin* includes all abandoned dwellings (cities, castles, monasteries, villages, etc.). *Waste* includes all deserts, wastelands, salt flats, etc., where life is not likely to be found in profusion. *Woods* refers to all wooded glens, forests, brush land, etc., where large amounts of common wildlife are likely to be found and where few humanoids dwell. If the area is deep forest, add 10 to the Base Chance of an encounter.

Encounter: The number added to the dice roll on the Encounter Table which is used to determine exactly what type of NPC or monster is

encountered. #%: The Base Chance of an encounter in the terrain type the adventurers occupy at the current Danger Level. (—): No chance of an encounter occurring in this type of terrain at this Danger Level.

NOTE: Inhabited dwellings, cities, towns, etc., have not been included on this table, since the GM will almost always prefer to inhabit these areas with monsters/NPCs of his own choice.

[131.2] Encounter Table

| Cavern | Crypt | Field | Marsh | Ocean | Plain | Rough | Ruin | Waste | Woods | D100 | Humans |
|-----------------|-----------------|--------------|----------------|-----------------|--------------|----------------|----------------|---------------|---------------|---------|----------------|
| +3 Rat | +5 Rat | +3 Rat | +3 Rat | +1 Human | +2 Buzzard | +5 Gnome | +3 Rat | +1 Dingo | -8 Weasel | 01-05 | +10 Resident |
| +5 Rat | +7 Rat | -4 Human | +1 Mongooose | +3 Human | +5 Buzzard | +8 Gnome | +8 Bat | +5 Dingo | -4 Weasel | 06-10 | +8 Resident |
| +12 Bat | +10 Bat | +1 Halfling | +1 Land Turtle | +5 Human | +3 Dingo | +12 Dwarf | +8 Gnome | -1 Jackal | -8 Wildcat | 11-15 | +5 Resident |
| +5 Gnome | +8 Gnome | +1 Brownie | -4 Wildcat | +10 Human | +8 Dingo | +6 Hobgoblin | +10 Hobgoblin | +2 Hyena | -6 Wildcat | 16-20 | +15 Merchant |
| +9 Gnome | +2 Hobgoblin | +1 Kobold | -8 Boar | +15 Human | -2 Jackal | -5 Human | -1 Ghost | +3 Buzzard | -8 Goshawk | 21-25 | +5 Merchant |
| +3 Kobold | +1 Ghost | +3 Kobold | -3 Human | -2 Barracuda | +1 Hyena | -3 Human | -5 Human | +8 Scorpion | -4 Goshawk | 26-30 | +15 Soldier |
| +8 Goblin | +3 Ghost | +2 Hobgoblin | -1 Human | +1 Shark | -4 Human | -1 Human | -3 Human | -2 Asp | -7 Orangutang | 31-35 | -5 Brigand |
| +12 Hobgoblin | +3 Ghoul | +6 Hobgoblin | +2 Human | +5 Shark | -3 Human | -6 Wildcat | -1 Human | -1 Camel | -4 Owl | 36-40 | -10 Brigand |
| -2 Human | +5 Ghoul | +1 Ghoul | +4 Hobgoblin | +25 Human | -2 Human | -6 Leopard | +3 Skeleton | +1 Camel | -6 Bear | 41-45 | +10 Soldier |
| -1 Human | +9 Ghoul | +3 Ghoul | +5 Gnome | +30 Human | -1 Human | +3 Neanderthal | +5 Skeleton | +1 Jackal | -8 Bear | 46-50 | +5 Resident |
| +10 Dwarf | -4 Zombie | +5 Ghoul | +5 Crocodile | -6 Eel | +3 Elephant | +6 Neanderthal | +2 Zombie | +4 Jackal | -4 Wolf | 51-54 | +5 Adventurer |
| +15 Gnome | +1 Zombie | +1 Gnome | +10 Crocodile | -4 Eel | +9 Elephant | -7 Boar | +4 Zombie | +5 Hyena | -4 Human | 55-58 | +5 Soldier |
| +15 Orc | +3 Zombie | +3 Gnome | -8 Python | -4 Octopus | +4 Mustang | -6 Bear | +3 Ghoul | +6 Buzzard | -2 Human | 59-62 | +5 Pilgrim |
| -4 Bear | +1 Skeleton | +2 Satyr | -7 Mamba | -3 Octopus | +8 Mustang | -6 Troll | +5 Ghoul | +2 Tarantula | -1 Nymph | 63-66 | +5 Merchant |
| -6 Bear | +3 Skeleton | +4 Satyr | -3 Cobra | +3 Manta Ray | +1 Human | +5 Human | -4 Troll | +4 Tarantula | +3 Satyr | 67-70 | -5 Resident |
| +1 Wolf | -3 Human | -3 Ghost | +20 Piranha | +5 Manta Ray | +3 Human | -3 Ogre | -7 Troll | -1 Hobgoblin | -8 Python | 71-74 | +5 Adventurer |
| -7 Sabre-Tiger | -3 Night Gaunt | -1 Ghost | +40 Piranha | +1 Harpy | -6 Cheetah | +20 Orc | -6 Ogre | +1 Hobgoblin | -6 Mamba | 75-78 | -10 Brigand |
| +6 Neanderthal | -1 Night Gaunt | -1 Human | -8 Troll | +3 Harpy | -4 Lion | +1 Hill Giant | -5 Gargoyle | +3 Hobgoblin | -3 Cobra | 79-82 | -5 Reaver |
| -4 Minotaur | -3 Gargoyle | +1 Human | -7 Troll | +1 Killer Whale | +3 Dire Wolf | +5 Dire Wolf | -3 Gargoyle | +5 Hobgoblin | -8 Naja | 83-86 | +5 Merchant |
| -3 Manticore | -1 Gargoyle | +3 Human | +1 Fossegrim | +3 Killer Whale | +5 Dire Wolf | -3 Sasquatch | -1 Gargoyle | -3 Orc | +5 Leprechaun | 87-90 | +5 Adventurer |
| -1 Manticore | -1 Wight | -3 Elf | +3 Fossegrim | -1 Merfolk | +10 Baboon | -6 Manticore | +2 Human | -1 Orc | +10 Pixie | 91-93 | -10 Brigand |
| +1 Dire Wolf | +1 Wight | -1 Elf | +5 Nixie | +1 Merfolk | +20 Baboon | -8 Gryphon | +5 Human | -5 Human | -8 Dryad | 94-96 | -5 Soldier |
| +1 Ogre | +3 Wight | -1 Dire Wolf | +10 Nixie | +5 Merfolk | +30 Baboon | -7 Hydra | +9 Human | -1 Human | -8 Tiger | 97-99 | -5 Merchant |
| -7 Troll | -1 Wraith | -8 Troll | +15 Nixie | +8 Merfolk | +1 Centaur | -2 Stone Giant | +9 Gorilla | +5 Human | -6 Leopard | 100-102 | -10 Resident |
| -8 Chimera | +1 Wraith | +3 Orc | +20 Nixie | +10 Merfolk | +5 Centaur | +3 Frost Giant | +10 Orc | +10 Human | -7 Stag | 103-105 | -5 Pilgrim |
| +15 Gnome | -8 Doppelganger | -8 Were | +1 Suarime | -6 Squid | +9 Centaur | -3 Hippogriff | +20 Orc | +15 Human | -5 Minotaur | 106-107 | -10 Adventurer |
| +15 Goblin | -5 Doppelganger | -6 Vampire | +3 Suarime | -4 Squid | +15 Orc | -4 Cloud Giant | -4 Naga | +20 Human | -4 Sasquatch | 108-109 | -10 Reaver |
| +20 Hobgoblin | -1 Doppelganger | -5 Vampire | +5 Suarime | -2 Squid | +5 Human | -4 Eagle | -8 Chimera | +10 Orc | +2 Human | 110-111 | -10 Soldier |
| +20 Gnome | -8 Basilisk | -4 Vampire | +7 Suarime | -8 White Whale | +9 Human | -8 Chimera | -4 Night Gaunt | +20 Orc | +5 Gorilla | 112-113 | -5 Merchant |
| +20 Orc | -7 Basilisk | -3 Vampire | +9 Suarime | -8 White Whale | +12 Human | -8 Sylph | -3 Wight | +25 Orc | +10 Gorilla | 114-115 | -15 Resident |
| -2 Sasquatch | -1 Vampire | -8 Wight | -8 Wyvern | -8 Kraken | -8 Unicorn | -8 Pegasus | -2 Wraith | -8 Gryphon | +10 Elf | 116-117 | -30 Brigand |
| -7 Gorgon | +1 Vampire | -6 Wight | -7 Wyvern | -8 Kraken | -6 Unicorn | -8 Titan | -4 Vampire | -8 Basilisk | +20 Elf | 118-119 | -30 Reaver |
| -8 Doppelganger | +3 Vampire | -7 Wraith | -6 Wyvern | -8 Kraken | -3 W Mammoth | -8 Roc | -7 Spectre | -8 Salamander | -6 Unicorn | 120-121 | -20 Resident |
| -7 Basilisk | -7 Spectre | -5 Wraith | -5 Wyvern | -8 Titan | -1 W Mammoth | -7 Storm Giant | -8 Basilisk | -8 Phoenix | -4 Unicorn | 122-123 | -25 Resident |
| -8 Dragon | -5 Spectre | -3 Wraith | -4 Wyvern | -8 Titan | +1 W Mammoth | -8 Dragon | -8 Titan | -8 Sphinx | -8 Titan | 124-125 | -30 Resident |

KEY: The names in each terrain column are those of the species the characters encounter when the dice roll for that species occurs. The Humans column of the Encounter Table gives the class of the humans (or humanoids) encountered followed by a number, which is added to the initial Reaction Check (see rule 132.). Human classes include the following:

Resident: The indigenous inhabitants of the area, including local tradesmen, farmers, nobles, witches, warlocks, village idiots, constables, etc. Except in extremely dangerous areas, the locals are likely to be friendly (or at least neutral) and to be generally mundane (few heroes or great mages will be found among them). There will be exceptions to this rule, especially when the players stumble on isolated cots in the woods occupied by elderly women who keep cats. Substitute Merchant for resident if at sea.

Merchant: Those traders who travel long distances between trading centers, making high profits as a result of their willingness to risk venturing through wild areas to ply their wares. Merchants will almost always be accompanied by slaves and armed body guards. They will generally carry [D10+5]×3,000 silver pennies worth of treasure or trade goods. Large parties (10 or more) will usually include an Adept and/or heroic fighter (a fighter with exceptional characteristics and Rank with weapons) hired by the Merchant for protection. If encountered at sea, the value of any treasure or trade goods will be tripled and at least two thirds of the party will be armed soldiers with slaves and sailors making up the balance. Sea-going Merchants will always have at least one (and possibly two or three) Adepts on board ship.

Soldier: This class includes everything from individual messengers of the local potentate through medium-sized companies of condottieri. Soldier bands will include one heroic fighter for every 10 soldiers and one Adept and one Military Scientist in every band of 20 or more. Soldiers will usually be heavily armored (chainmail at the least) and armed and will often possess booty worth [D10-2]×100 silver pennies. per man. If at sea, double the value of treasure carried. Soldiers encountered in military vessels at sea will always be accompanied by at least one (and sometimes more) Military Scientists and Adepts.

Brigands: This class encompasses thieves, highwaymen, cutpurses, pirates, and other unsavory types indigenous to the area. They will usually be lightly armed and will seldom include in their ranks Adepts or Military Scientists, though heroic fighters will usually be present. Brigands will usually carry [D10-3]×100 silver pennies worth of coins and jewellery in addition to the value of their weapons (which are often bejewelled). Sea borne brigands will have twice the treasure of their land faring brethren. Usually, brigands will be content to steal all of the worldly possessions of their victims and then allow them to depart with their lives. Seagoing brigands may, however, impress one or more of their victims as galley slaves and will sometimes amuse themselves by keelhauling the remainder of the party or otherwise killing them all.

Reavers: Reavers are much like brigands except that they are not indigenous to the area and tend to enjoy slaughter almost as much as looting. Reavers will always be accompanied by 1 heroic fighter for every 8 men and 1 Military Scientist per 15 men. Each party will have one (and only one) Adept along (usually one versed in the Elemental Colleges). They will always be mounted if encountered on land. They will possess the same treasure and weapons as brigands, but will be more heavily armored (chainmail or leather in addition to a cloth armor undergarment). Reavers always kill their victims, usually by torture. If they haven't the time to torture their victims on the spot, they will carry them off and torture them later. Seagoing reavers will lock any of their victims they do not make into galley slaves in the hold of the victims' ship, which they will then set afire.

Adventurer: This class includes characters similar to those of the players, themselves. Adventurers will usually be in the company of one or more non-humans or monsters. They will always be heavily armed and armored, will inevitably include one or more Adepts in their company and will possess [D10+5]×300 silver pennies each on the average.

Pilgrims: All monks, holy men, wandering hermits and the like are included in this class along with religious pilgrims bound for one or another shrine. They will generally be lightly armed, wear little or no armor and include no heroic fighters or Military Scientists. They may number an Adept or two (usually of little note) among their company. Except for hermits, they will possess [D10+3]×100 silver pennies each on the average.

They will usually mind their own business, attacking only out of fear and may sometimes be robbed without a fight. If a holy man or monk is part of the company, he may secretly lay a curse on the players' characters if they do the pilgrims harm.

132. Reactions to Encounters

Unless the GM has established a reaction for the NPC/monster the player characters have encountered, he consults the Reaction Table, rolling D100 and modifying the result by whatever value he believes appropriate to the situation, in addition to those modifiers listed on the Humans column of the Encounter Table (see rule 131.2), where appropriate. The GM determines the modifier (positive or negative) before rolling the dice. It should seldom exceed ± 30 . The modified result indicates the reaction of the monster(s) or NPC(s) to the encounter, as follows:

Reaction Table

D100 Reaction

| | |
|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01-10 | Enraged: Immediately attacks party. |
| 11-30 | Belligerent: Immediately attacks unless somehow mollified. |
| 21-30 | Wary: Inclined to attack, but does not immediately charge. |
| 31-40 | Unfriendly: Willing to communicate on a limited basis, but will not cooperate and may attack if patience is tried too severely. |
| 41-60 | Neutral: Willing to communicate or to allow the party to pass by without hindrance. Has no positive or negative feelings about the party. |
| 61-75 | Pleasant: Willing to communicate, including in his conversation useful hints about the area, but still intent upon his own business. |
| 76-85 | Friendly: Willing to communicate and provide minor assistance (such as providing temporary lodging). |
| 86-95 | Charmed: Willing to assist the party in any way which does not imperil the NPC/ monster's own interests. He may even be talked into joining the party temporarily. |
| 96-00 | Enraptured: Willing to join the party immediately upon being asked. Will totally identify with the party and its interests even to his own peril. |

The nature and degree of any modification will depend upon the race or species of the monster or NPC encountered, on the manner in which the characters habitually treat entities they encounter, and on such unpredictable details as whether the monster currently has its young in tow and is thus primarily concerned with their welfare. Once the initial reaction has been determined, the ensuing interaction of the characters with the monster or NPC will depend upon the actual interaction of the players and the GM, as modified by their respective perceptions of the prejudices, perceptions, and characteristics of their characters.

[132.1] The Physical Beauty of a Monster (or lack thereof) may cause characters to react in unpredictable ways.

Whenever characters encounter a monster whose Physical Beauty is less than 6, they must make a 4xWP check on D100. If they roll above this result, they must then roll on the Fright Table (see rule 60.8), and apply any results before they take any other action. If affected they receive another Willpower check every second Pulse until they recover. Until that time, they will act as the result on the Fright Table indicates.

NOTE: The relative Physical Beauty of monsters will in part determine character interaction with them and will also determine in part the interaction of a party of characters accompanied by such a monster with other randomly-encountered NPCs or monsters.

133. How to Read the Monster Descriptions

Rule 134. through rule 144. list the various types of fauna that may be encountered in the DragonQuest world. Each Section describes one type of fauna and provides detailed information on some specific representative examples of that type. These sample creatures are discussed in detail according to the format given above right.

Name: The name of the monster (or NPC type, hereafter called simply "monsters").

Natural Habitat: The environment(s) in which the monster is most likely to be found, including subclasses of the 10 basic terrain types discussed in rule 131.

Frequency of Appearance: There are 4 designations given under this heading, each representing the relative rarity of the monster as a guide to the GM in placing them in his world. In ascending order of rarity, they are: Common, Uncommon, Rare, Very Rare.

Number: The average number of specimens of the monster which will be found together in one place, usually expressed as a span of numbers. In some cases, this span will be followed by a single number which indicates that this is the number most frequently found together.

Description: A description of the monster as perceived by human senses.

Talents, Skills, and Magic: Includes a list and description of all the talents possessed by the monster as well as any skills mastered and whether the monster possesses any magical talents or is an Adept of a College of magic.

Movement Rates: A list of the Flying, Swimming, Running, Climbing, Crawling, and Tunnelling speeds of the monster. These are given in yards (usually hundreds) per minute. These numbers are used primarily in the Adventure Sequence for purposes of establishing chase speeds. The Movement Rate of humanoids is Running: 250.

PS: Physical Strength. **MD:** Manual Dexterity. **AG:** Agility. **MA:** Magical Aptitude. **EN:** Endurance. **FT:** Fatigue. **WP:** Willpower. **PC:** Perception. **PB:** Physical Beauty. **TMR:** Tactical Movement Rate. TMRs are listed in the same order as they are listed in Movement Rates. A monster's TMR is equal to its Movement Rate divided by 50. These characteristics function in the same manner as the characteristics of player characters except for Physical Beauty, which measures the relative emotional response (in ascending order of approval from 1) of player characters to the physical appearance of the monster (but not NPC). These characteristics are given as a span of number in most cases. The GM may choose to pick a number from the span or he may randomly generate a modifier to the lowest number in the span (which serves as a base).

NA: The monster's Natural Armor, given as the number of Damage Points (DP's) absorbed by the monster's skin, scales, etc., for each Strike.

Weapons: The natural weapons of the monster in the forms of claws, teeth, talons, etc. The damage done by each natural weapon, its Base Chance and, in some cases, its possible Rank, are listed along with each weapon. Monsters always add their MD to their BC with any natural weapon whether Ranked or not. For purposes of Grievous Injury, all teeth, horns, and tusks inflict Class A damage. Talons and claws inflict Class B damage. Hooves and other appendages to butt or kick inflict Class C damage.

Comments: Any special characteristics of the monster, including its preferences in diet, treasure that it may have scavenged, etc., are discussed under this heading.

134. Common Land Mammals

[134.1] Apes and Pre-Humans

Apes and pre-humans include baboons, gorillas, and orang-utans in addition to two classes of pre-humans: neanderthals and sasquatch. All of these tend to be shy of humans and will usually dwell in high mountains or deep jungle. They have three times the stealth of an average human (30) and are often Adept at tracking and have other talents sometimes associated with the Ranger Skill.

BABOON

Natural Habitat: Plains

Frequency: Common

Number: 1-100 (20)

Description: Baboons are medium-sized apes, usually no more than 4 feet tall, and 120 pounds in weight. They are characterized by their large heads and long sharp fangs. Baboons generally have light brown fur, but may have brightly-colored (orange, blue, purple or red) faces and/or rumps (especially females).

Talents, Skills, and Magic: Baboons possess no special talents or skills. They are neither magic nor tool users and are only semi-intelligent.

Movement Rates: Running: 350

| | | | | |
|------------------|------------------|-----------------------------|------------|-------|
| PS: 12-18 | MD: 16-20 | AG: 18-22 | MA: | None |
| EN: 6-10 | FT: 10-15 | WP: 7-9 | PC: | 17-21 |
| PB: 6-9 | TMR: 7 | NA: Fur absorbs 2 DP | | |

Weapons: Baboons cannot attack except in Close Combat. They will swarm over their victim, using their bite (BC 65%, D10+4 damage) to kill by increasing blood loss.

Comments: Baboons tend to be vicious and unpredictable, attacking without warning. They are tribal in nature and do not fear men when in company with the rest of the tribe. They can sometimes (30% chance) be assuaged by food (usually meat).

CHIMPANZEE

Natural Habitat: Woods, Forest (Rainforest)

Frequency: Uncommon **Number:** 1-5 (40)

Description: Chimpanzees are smaller sized apes, usually no more than 3 feet tall. Males weigh about 100 pounds, females slightly smaller at about 70 pounds. They have brown fur, are quite social, and are excellent climbers. They usually forage for food in groups of 4-6, carrying their young with them as they go. Males “patrol” the area surrounding the females. They walk and climb on all fours, but can stand up on their hind feet. Chimpanzees are omnivorous, but their diet consists mostly of fruit and plants. Occasionally, they will hunt and eat small antelope, snakes, or other woodland creatures.

Talents, Skills, and Magic: Chimpanzees have no special talents or skills, except their amazing ability to climb almost any surface. A trained Chimp would make an excellent ally for a Thief or Spy. Chimpanzees are not tool-users, but will occasionally use small sticks or stones to crack open nuts or for other simple tasks.

Movement Rates: Running: 300; Climbing: 200

| | | | | |
|------------------|------------------|-----------------------------|------------|-------|
| PS: 10-15 | MD: 16-22 | AG: 18-23 | MA: | None |
| EN: 8-12 | FT: 16-20 | WP: 8-12 | PC: | 17-22 |
| PB: 8-10 | TMR: 5/3 | NA: Fur absorbs 2 DP | | |

Weapons: Chimpanzees attack in Melee or Close Combat in the same manner as humans (bare hands). They can have Rank 1-3 with this attack and receive 1 attack per Pulse. In Close Combat, they can bite (BC 25%, D10-2 damage).

Comments: Chimpanzees are curious, social, and generally friendly creatures. However, they will attack if their young are threatened. They are quite intelligent, and can be easily trained by a Beast Master who specializes in Apes (+10% chance for checks). An untrained young Chimpanzee will fetch about 400 silver pennies in most cities. Adults are worth about 3 times that amount.

GORILLA (Mountain Gorilla/Great Ape)

Natural Habitat: Woods, Forest and Mountains

Frequency: Rare **Number:** 1-40 (20)

Description: Gorillas reach 650 pounds and 6 or more feet in height. They usually have arm spans when full grown of over 10 feet. Gorillas tend to have black fur, but older males will often have grey or silver fur. Some species are entirely white. Both males and females have prominent canines and are vicious fighters. Due to their great weight, gorillas cannot move between trees in the manner of other apes.

Talents, Skills, and Magic: Gorillas have no special talents or skills. They are not tool or magic users.

Movement Rates: Running: 350

| | | | | |
|------------------|------------------|-----------------------------|------------|-------|
| PS: 30-40 | MD: 20-23 | AG: 14-17 | MA: | None |
| EN: 28-33 | FT: 33-38 | WP: 6-8 | PC: | 12-18 |
| PB: 3-7 | TMR: 7 | NA: Fur absorbs 3 DP | | |

Weapons: Gorillas may only attack via Close Combat. However, they may enter Close Combat with an entity whose combined modified AG+PS is half or less their own by grabbing the victim and pulling him into their hex. This maneuver requires a Charge Action and is implemented in the same manner (except that the victim is pulled out of his hex into the gorilla’s. Gorillas may bite (BC 30%, D10-2 damage) or rend (BC 50%, D10+6 damage) in Close Combat, but not in the same pulse.

Comments: Gorillas will usually flee humanoids, but will occasionally attack if led by a large, powerful male.

MONKEY

Natural Habitat: Forest, Jungle, Plains

Frequency: Common **Number:** 1-3 (20)

Description: Monkeys are the smallest of the apes, ranging is size from 6 inches to as much as 2 feet in height and as much as 10 pounds. They have small round faces, grey or brown fur, and are generally playful and curious creatures. Monkeys are actually bipedal, although they will use their hands to move, climb, and run. They are also quite intelligent, and can be trained to perform many tasks and tricks for entertainment (or other) purposes. Monkeys are generally vegetarian, although they do eat small insects and rodents from time to time.

Talents, Skills, and Magic: Monkeys have no special skills or magical abilities. However, they are apt climbers, and can use their tails as a “fifth” hand, for climbing, holding, grabbing, etc.

Movement Rates: Running: 250; Climbing: 250

| | | | | |
|-----------------|------------------|-----------------------------|------------|-------|
| PS: 3-6 | MD: 18-24 | AG: 20-24 | MA: | None |
| EN: 4-8 | FT: 12-16 | WP: 10-12 | PC: | 17-22 |
| PB: 5-10 | TMR: 3/3 | NA: Fur absorbs 1 DP | | |

Weapons: Monkeys will only attack if they are completely cornered. Even when they are involved in combat, they will simply look for the soonest chance they have of escaping and fleeing. They can only attack in Close Combat with their bite (BC 55%, D10-5 damage).

Comments: Monkeys can be valuable as pets, and therefore an adult monkey captured will sell for as much as 200 silver pennies. A domesticated or trained monkey will sell for three times this amount.

NEANDERTHAL

Natural Habitat: Woods, Rough, Caverns

Frequency: Rare **Number:** 1-30 (8)

Description: Neanderthals are a species of pre-human characterized by sloping foreheads, hairy bodies, limited intelligence, and a semi-erect posture.

Talents, Skills, and Magic: Neanderthals may have limited Beast Master skills and will possess most Ranger skills at Ranks 1-6 (some at higher Rank). They will have no talents and will not be magic users. Neanderthals will have only a limited tool-using capacity and will generally not use weapons more complicated than stones and clubs.

Movement Rates: Running: 300

| | | | | |
|------------------|------------------|------------------------------|------------|-------|
| PS: 18-25 | MD: 13-15 | AG: 12-14 | MA: | None |
| EN: 14-16 | FT: 20-24 | WP: 8-10 | PC: | 13-18 |
| PB: 8-10 | TMR: 6 | NA: Skin absorbs 1 DP | | |

Weapons: Neanderthals will use rocks and sticks and sometimes simple clubs and axes. They will rarely (15%) pick up and use a dropped weapon of a more complex nature. They will be at a total loss to figure out the workings of such complex weapons as bows. They have prominent canines and will always attempt to enter Close Combat where they will bite (BC 30%, D10-3 damage) in addition to striking.

Comments: Neanderthals fear other humanoids and will flee them if possible. Some, however, are cannibals and will stalk other humanoids as prey.

ORANG-UTAN (Man-Apes)

Natural Habitat: Woods, preferably deep Forest

Frequency: Uncommon **Number:** 1-3 (1)

Description: Orang-utans are 4-5 feet tall and may weigh up to 200 pounds. They are characterized by long, rust-colored fur over their entire body except for the chest and belly. They stand semi-erect and have long fore-limbs that reach almost to the ground. They use these limbs to assist them in running and in climbing.

Talents, Skills, and Magic: Orang-utans possess no skills or talents and are neither magic nor tool users.

Movement Rates: Running: 300; Climbing: 100

PS: 15-15 **MD:** 16-22 **AG:** 18-23 **MA:** None
EN: 10-12 **FT:** 15-17 **WP:** 8-12 **PC:** 17-21
PB: 7-9 **TMR:** 6/2 **NA:** Fur absorbs 2 DP

Weapons: Orang-utans attack in Melee Combat in the same manner as humans (striking with bare hands). In Close Combat, they receive one attack per Pulse (BC 40%, D10-1 damage, Rank 0-3).

Comments: Orang-utans are not social in nature. They have a strong sense of territory and will waylay trespassers. They are vegetarians.

SASQUATCH (Yeti/Abominable Snow Man)

Natural Habitat: Woods, Rough (Lair in clearings or caverns)

Frequency: Very Rare **Number:** 1-6 (1)

Description: The sasquatch is a large humanoid being, very shy. It is covered in long brown fur which allows it to survive in even the coldest climes. The sasquatch tends to be shy of humans and will run or hide rather than attack except when its lair is threatened.

Talents, Skills, and Magic: The sasquatch is a natural tracker and forester and will possess the Ranger skill at Ranks 1-8. The sasquatch will not, however, possess any magic abilities and will not employ any skill involving tools or weapons.

Movement Rates: Running: 300

PS: 24-30 **MD:** 15-25 **AG:** 14-18 **MA:** 1-6
EN: 25-35 **FT:** 30-40 **WP:** 10-15 **PC:** 22-26
PB: 5-8 **TMR:** 6 **NA:** Fur absorbs 3 DP

Weapons: Bare hands as per the Unarmed Combat rules, but inflicting D10+1 damage. Hands may not be Ranked.

Comments: The sasquatch is a fairly docile creature, but the yeti (the mountain-dwelling version of the species) tends to be much larger and meaner and will attack instead of running when its privacy is invaded.

[134.2] Felines

The following felines are covered in this section: cheetahs, house cats, leopards, lions, sabre tooth tigers, tigers and wildcats. Pumas, panthers, cougars, jaguars and mountain lions are all similar to leopards in their size and characteristics, though not in coloration. Lynx, bobcats and ocelots all have the same size and characteristics as the wildcat, though their appearance may differ somewhat. Siamese and Burmese temple cats have the same general characteristics as house cats, but their teeth and claw attacks are more savage (BC 25%, D10-5 damage).

With the exception of house cats, all felines attack in the same way. They have the option of making one bite or two claw attacks per Pulse in Melee Combat and can make one bite and four claw attacks in Close Combat. All cats will attempt to enter Close Combat when forced into battle. Individual modifiers and Base Chances are given for each feline. All felines will possess four times the stealth of the average human (40).

CHEETAH

Natural Habitat: Plains and (sometimes) Woods

Frequency: Rare **Number:** 1-4 (1)

Description: The cheetah is spotted, but without the characteristic pattern of the leopard. It is possessed of retractable claws and is leggy and slender. Its head is dog-like in appearance. The cheetah is usually a nocturnal hunter and will often advertise its presence by a hunting scream as it leaps upon its victim.

Talents, Skills, and Magic: Cheetahs have no talents or skills and are neither magic nor tool users.

Movement Rates: Running: 1200

PS: 20-23 **MD:** 22-25 **AG:** 30-34 **MA:** None
EN: 14-18 **FT:** 20-25 **WP:** 5-7 **PC:** 18-23
PB: 6-9 **TMR:** 24 **NA:** Fur absorbs 2 DP

Weapons: Bite (BC 25%, D10-2 damage) in Close Combat. Claws (BC 30%, D10-3 damage, Rank 0-5), in either Melee or Close Combat.

Comments: Cheetahs are extremely fast over short distances, but tire rapidly. Their Movement should be quartered after their first few minutes at a dead run. If captured young, cheetahs are especially trainable. Cubs will generally sell for 300-400 silver pennies each.

COUGAR (Mountain Lion)

Natural Habitat: Rough, Mountains

Frequency: Uncommon **Number:** 1-2 (1)

Description: Cougars are very sleek relatives of lions, who make their homes in mountains and rolling hills. They have golden brown fur, which darkens around their face and paws. Unlike lions, male cougars do not grow thicker fur around their head and neck. Males can grow as large as 6 feet long, and weigh over 200 pounds. Cougars have powerful jaws, and are more agile than their cousins. They are also more solitary. They can climb trees with little difficulty, and are rarely affected by difficult terrain. Additionally, they have an amazing stamina, and can travel for long periods with little rest or sleep.

Talents, Skills, and Magic: Cougars possess no skills or talents and are not magic users.

Movement Rates: Running: 450; Climbing: 200

PS: 25-30 **MD:** 20-25 **AG:** 28-32 **MA:** None
EN: 20-25 **FT:** 28-32 **WP:** 10-14 **PC:** 18-23
PB: 6-11 **TMR:** 9/3 **NA:** Fur absorbs 3 DP

Weapons: Bite (BC 35%, D10+1 damage) and claws (BC 45%, D10-1 damage, Rank 1-6).

Comments: Cougars are wary of humans, and will usually shy away from their presence. However, a hungry cougar (or one feeding its young) may stalk a party of humanoids until the chance to waylay one of them alone presents itself. Often, they will drop from the limbs of a tree onto prey below. They are also very protective of their young and lair. During the spring, there is 70% that a pair of cougars will have a litter of (D10-6)+1 cubs. If captured alive, cubs will sell for 400-500 silver pennies. Adults will sell for twice this amount. Additionally, a cougar fur will sell for up to 200 silver pennies, depending on its condition.

HOUSE CAT

Natural Habitat: Fields (around people)

Frequency: Common **Number:** 1-20 (2)

Description: House cats tend to be around 10-24 inches long and weigh 12-35 pounds. The larger breeds of Siamese and Burmese cats are often bred for fighting ability and will appear more muscular and be much larger than the average house cat.

Talents, Skills, and Magic: House cats have no talents, skills, or magic. They are not tool users.

Movement Rates: Running: 450

PS: 3-4 **MD:** 19-21 **AG:** 22-24 **MA:** None
EN: 4-5 **FT:** 8-10 **WP:** 9-11 **PC:** 18-20
PB: 12-18 **TMR:** 9 **NA:** Fur absorbs 1 DP*

* Applies only to Burmese and Siamese breeds.

Weapons: House cats cannot attack in Melee Combat. They get one combined teeth and claw attack in Close Combat (BC 20%, D10-7 damage).

Comments: Familiars will frequently appear in the more or less permanent shape of house cats.

LEOPARD

Natural Habitat: Woods, Rough, Plains

Frequency: Rare **Number:** 1-4 (1)

Description: Leopards usually appear as butter-colored cats with 5 black spots. Some leopards, however, have shiny black coats and are

called black panthers. In either case, they usually weigh 130-180 pounds. They hunt during both day and night, though they will usually be encountered at night.

Talents, Skills, and Magic: Leopards have no special skills or talents and are neither tool nor magic users. They do have the ability to climb trees and move between branches with ease and will follow prey into the upper branches of trees if necessary.

Movement Rates: Running: 400; Climbing: 200

PS: 22-26 **MD:** 24-30 **AG:** 28-32 **MA:** None
EN: 15-18 **FT:** 20-25 **WP:** 6-8 **PC:** 18-23
PB: 7-10 **TMR:** 8/4 **NA:** Fur absorbs 2 DP

Weapons: Bite (BC 30%, D10-2 damage) and claws (BC 30%, D10-3 damage, Rank 0-3).

Comments: Leopards haunt game trails near rivers and streams (they sometimes eat fish). They are stealthier than most other felines and will seldom be seen except when they attack. The fur of adult leopards is worth 200-300 silver pennies.

LION

Natural Habitat: Plains

Frequency: Uncommon **Number:** 1-8 (2)

Description: Lions are large, tan cats. The males usually have great black (sometimes red) manes and will usually scare game in the direction of the females who are the better fighters and hunters.

Talents, Skills, and Magic: Lions possess no skills or talents and are neither tool nor magic users.

Movement Rates: Running: 450

PS: 25-30 **MD:** 20-25 **AG:** 25-30 **MA:** None
EN: 20-25 **FT:** 25-30 **WP:** 12-16 **PC:** 18-23
PB: 5-10 **TMR:** 9 **NA:** Fur absorbs 3 DP

Weapons: Bite (BC 35%, D10+1 damage) and claws (BC 45%, D10-1 damage, Rank 0-3 (males) or Rank 1-6 (females)).

SABRE TOOTH TIGER

Natural Habitat: Plains, Caverns

Frequency: Rare **Number:** 1-8 (1)

Description: Sabre tooth tigers are huge, dark yellow or dun colored hunting cats with disproportionate fangs.

Talents, Skills, and Magic: Sabre tooth Tigers have no special talents or abilities and use neither tools nor magic.

Movement Rates: Running: 600

PS: 30-32 **MD:** 18-20 **AG:** 23-25 **MA:** None
EN: 20-22 **FT:** 33-36 **WP:** 8-10 **PC:** 21-25
PB: 7-10 **TMR:** 12 **NA:** Hide absorbs 5 DP

Weapons: Bite (BC 50%, D10+4 damage) and claws (BC 60%, D10+3 damage, Rank 0-5).

Comments: These cats have no fear of humanoids. If hungry, they will readily attack a party of adventurers. They are valuable as curiosities, and live cubs fetch 400-500 silver pennies each, while mature cats fetch 3 times that amount.

TIGER (including Bengal Tiger and White Tiger)

Natural Habitat: Plains, Rough, Fields and Woods

Frequency: Uncommon **Number:** 1-4 (1)

Description: Tigers are usually orange with black stripes, though some types have thick, pale fur. All were-tigers will have the latter coloring when in their tiger form. Though varying greatly in size, most tigers will be between 4 and 7 feet in length and weigh several hundred pounds.

Talents, Skills, and Magic: Tigers have no special talents or skills. They are not tool or magic users.

Movement Rates: Running: 450

PS: 24-28 **MD:** 22-26 **AG:** 25-46. **MA:** None
EN: 20-24 **FT:** 25-29 **WP:** 8-10 **PC:** 18-23
PB: 5-9 **TMR:** 9 **NA:** Fur absorbs 3 DP

Weapons: Bite (BC 45%, D10+2 damage) and claws (BC 30%, D10-1 damage, Rank 0-2).

Comments: Tigers are solitary, nocturnal hunters. They will attack humanoids with little provocation, and some have been known to develop a positive craving for human flesh. They enjoy swimming and will be undeterred by a water barrier between them and their prey.

WILD CAT (Bobcat/Marsh Cat)

Natural Habitat: Plains, Woods, Marsh, Rough

Frequency: Uncommon **Number:** 1-6 (1)

Description: There is some form of wild cat in most climes. They will vary from 2 to 4 feet in length and from 25 to 90 pounds in weight. Most wild cats have blunt tails with black tips. They often have tufted ears and are sometimes spotted.

Talents, Skills, and Magic: Wild cats have no special talents or skills. They are not tool or magic users.

Movement Rates: Running: 300-400

PS: 12-17 **MD:** 14-20 **AG:** 18-24 **MA:** None
EN: 10-13 **FT:** 15-18 **WP:** 8-10 **PC:** 16-21
PB: 8-11 **TMR:** 6-8 **NA:** Fur absorbs 2 DP

Weapons: Bite (BC 20%, D10-5 damage) and claws (BC 25%, D10-6 damage, Rank 0-4).

Comments: Wild cats will usually not stray far from their lair. They be captured and sold as exotic pets in some areas, but will usually not fetch more than 100-150 silver pennies. There is a 70% chance that there will be D10-1 young in the lair.

[134.3] Great Land Mammals

This section describes large mammals which adventurers are likely to encounter during land adventures. They include bears, boars, camels, elephants, oxen, stags, and woolly mammoths.

ANTELOPE

Natural Habitat: Plains, Hills

Frequency: Common **Number:** 1-8 (35)

Description: Antelope are related to Deer and Cattle. They have thin, agile legs, and long spiral horns protruding from their heads. They vary in size, with males usually weighing about 300 pounds, and females about 220. They stand about 3 and ½ feet tall at the shoulder, but some rare breeds can be much larger. Antelope travel in herds, going wherever the food takes them. They are very fast, and can jump long distances (as much as fifty feet in one leap). Antelope have poor eyesight, but have an acute sense of smell. They are cud-chewers, preferring the long grass of the prairies over hay or other "farmed" flora.

Talents, Skills, and Magic: These creatures have not special talents, skills, and they do not use magic.

Movement Rates: Running: 750

PS: 30-35 **MD:** 19-24 **AG:** 25-30 **MA:** None
EN: 15-20 **FT:** 20-25 **WP:** 8-10 **PC:** 22-25
PB: 10-12 **TMR:** 15 **NA:** Hide absorbs 2 DP

Weapons: Antelope can attack in Melee Combat using their horns (BC 30%, D10+4 damage). In Close Combat they will use their hooves to kick at opponents (BC 20%, D10-4 damage). They will usually flee from combat if they are injured in any way.

Comments: Antelope are wary of humans, but will usually not run away unless threatened. They are afraid of horses and dogs, however, and will leave if a party has such animals with them. The horns of an Antelope will fetch anywhere from 60-300 silver pennies if recovered in good condition. Unlike deer, antelope do not shed their horns each spring.

BEAR (Brown, Black)

Natural Habitat: Woods, Rough, Caverns

Frequency: Uncommon **Number:** 1-4

Description: Bears exist in any climate and have even been known to live in desert habitats. Arctic and mountain bears will be white. Other

bears may vary in color from brown to black, and some will have creamy or rust tinged fur. They will generally weigh between 500 and 1,500 pounds. They tend to walk on all four feet, but may stand on their hind legs to fight.

Talents, Skills, and Magic: Bears possess no special skills or talents. They are not magic or tool users. However, Shape Changers may use tools (and weapons) in their bear form.

Movement Rates: Running: 300

PS: 35-40 **MD:** 10-15 **AG:** 10-15 - **MA:** None
EN: 30-35 **FT:** 35-40 **WP:** 8-10 **PC:** 18-22
PB: 6-10 **TMR:** 6 **NA:** Fur absorbs 4 DP

Weapons: Bears may make two claw attacks in Melee Combat (BC 35%, D10+2 damage, Rank 0-4). They may bite in Close Combat (BC 20%, D10+4 damage). Bears may bite and claw during the same Pulse while in Close Combat, or they can attempt to "hug" their victim (BC 60%, D10+8 damage).

Comments: Bears are omnivorous. They are also curious. They will, consequently, investigate and possibly attack a party of less than six humanoids. Larger parties will less likely be bothered. In spring, they will have 1-2 cubs in their lair. Each cub will fetch 400-800 silver pennies in an untrained state.

BISON (Plains Buffalo)

Natural Habitat: Plains, Fields

Frequency: Common **Number:** 1-20 (100)

Description: Bison are very large creatures vaguely resembling cattle, but with huge shoulders, large, muscular backs, large thick horns, and thick fur around the neck and forequarters. Males can be as tall as 7 feet, weighing more than 2000 pounds. Females are somewhat smaller, but do have horns like the males. They travel in herds, usually in large numbers. There will be many more females in a herd than males.

Talents, Skills, and Magic: Bison have no talents, skills, or magic.

Movement Rates: Running: 350

PS: 70-80 **MD:** 7-10 **AG:** 9-12 **MA:** None
EN: 35-40 **FT:** 40-45 **WP:** 12-16 **PC:** 13-16
PB: 8-10 **TMR:** 6 **NA:** Hide absorbs 5 DP

Weapons: Bison can attack in Melee Combat with their horns (BC 30%, D10+4 damage). In Close Combat they can trample (BC 40%, D10+6 damage) an opponent. They deliver 4 attacks per Pulse when trampling.

Comments: Bison are somewhat stupid animals, and will usually not run from human presence unless attacked. They will rarely attack any creature, unless cornered. The hide of a male bison is worth 500 silver pennies if not badly damaged. If leather armor is fashioned from bison hide, it will have a Protection Rating of 5 rather than the usual 4 for that type of armor. The entrails and bones of a bison are also valuable to nomadic tribes and human settlements for use as tools and implements.

BOAR (Wild Pig)

Natural Habitat: Woods, Marsh, Rough

Frequency: Uncommon **Number:** 1-3 (1)

Description: Boar weight up to 550 pounds, are covered in long, dark bristles and have long tusks. They tend to be both stupid and vicious.

Talents, Skills, and Magic: Boars have no special skills or talents and use neither tools nor magic.

Movement Rates: Running: 350

PS: 22-27 **MD:** 14-18 **AG:** 20-25 **MA:** None
EN: 20-25 **FT:** 25-30 **WP:** 4-10 **PC:** 12-16
PB: 6-10 **TMR:** 7 **NA:** Bristles absorb 4 DP

Weapons: Boars always attempt to charge their victims and either gore them with their tusks (BC 50%, D10-1 damage, Rank 1-2) or knock them to the ground and trample (BC 20%, D10-3 damage) them. A boar may only attack in Close Combat. He may not trample and gore in the same Pulse.

Comments: Boars tend to be nocturnal and will seldom be encountered in daylight. They are omnivorous and will devour anything they find laying about or will kill humanoids for food.

CAMEL

Natural Habitat: Waste, Plains

Frequency: Common **Number:** 1-6 (3)

Description: A camel is a tawny, thin-legged creature often used as a riding beast. Camels will have either one large hump on their back or two. If the latter is in the case, the camel is called a dromedary.

Talents, Skills, and Magic: Camels' metabolisms allow them to retain large quantities of fat and water, so they are able to survive for long periods without eating or drinking. On average, a camel can live for up to ten days without water without suffering substantial ill effects. While valued for this trait, they are difficult to train and so bring little money in an untrained state. Trained camels are worth 700-900 silver pennies.

Movement Rates: Running: 600

PS: 25-30 **MD:** 12-15 **AG:** 11-14 **MA:** None
EN: 27-30 **FT:** 20-25 **WP:** 10-12 **PC:** 14-18
PB: 7-9 **TMR:** 12 **NA:** Hide absorbs 3 DP

Weapons: Bite (BC 30%, D10-1 damage) in Melee or Close Combat. Camels may kick (BC 25%, D10+4 damage) instead of biting in Melee Combat, but only into their rear hexes.

ELEPHANT (Indian, African)

Natural Habitat: Plains,

Frequency: Common **Number:** 1-50 (20)

Description: Elephants are 10 to 14 feet high at the shoulder and weigh between 4 and 8 tons (with Indian Elephants being much smaller on average, when compared to African Elephants). They tend to be grey in color, but may appear brown, yellow or red, depending upon what type of mud they have been wallowing in. Elephants are four-hex monsters.

Talents, Skills, and Magic: Elephants have no talents or skills and are not magic or tool users. They are dexterous with their trunks and can often use them to lift large burdens, shake trees, crush or throw objects (like people) without much accuracy. They have a highly developed sense of smell and poor eyesight.

Movement Rates: Running: 450

PS: 60-75 **MD:** 15-18 **AG:** 10-12 **MA:** None
EN: 40-50 **FT:** 45-55 **WP:** 10-14 **PC:** 10-12
PB: 6-8 **TMR:** 9 **NA:** Hide absorbs 5 DP

Weapons: The elephant's main weapons are his tusks, which can be used to gore (BC 15% [60% if Charging], D10+2 [D10+8 if Charging] damage) in Melee or Close Combat. The elephant can also attack with his trunk (BC 80%, D10-2 damage) during the same Pulse in which he attacks with his tusks. If an elephant runs over an entity in Close Combat, he can trample (BC 50%, D10+6 damage) him for up to 4 attacks per Pulse.

Comments: Elephants will usually shy away from humanoids unless provoked (70% chance that any provocation short of attack will be ignored). If one elephant is attacked, however, all nearby elephants will come to his assistance, especially if the elephant is a cow or calf. Elephant tusks are valuable (up to 1,300 silver pennies per tusk). Calves will sell for 1,000 silver pennies and adult bulls will sell for three times that if unharmed. Adult females may fetch 1,500 silver pennies if still in their breeding years.

GIRAFFE

Natural Habitat: Plains, Woods

Frequency: Uncommon **Number:** 1-16 (6)

Description: Giraffes are tall mammals with long necks and a horse-like head. They can grow as tall as 18 feet, averaging 12 feet high at the shoulder, and can weigh over 3,000 pounds. They have long legs, round bodies, and are quite fast. Giraffes are vegetarian, feasting on the leafy tops of tall trees. Their fur ranges in color from

golden to brown, usually dotted with darker spots meant to help hide the creature from predators. The head of the giraffe has several small flesh-covered horns, valued for their chemical properties. Giraffes travel in small herds, led by one dominant male. They will usually flee from the presence of humanoids who come closer than 200 yards. They are four-hex monsters.

Talents, Skills, and Magic: Giraffes have no special skills or talents, and are not magic users.

Movement Rates: Running: 600

PS: 20-26 **MD:** 14-18 **AG:** 12-16 **MA:** None
EN: 22-26 **FT:** 30-35 **WP:** 10-12 **PC:** 18-22
PB: 12-16 **TMR:** 12 **NA:** Fur absorbs 2 DP

Weapons: Giraffes can attack with their hooves (BC 20%, D10+1 damage) in Melee or Close Combat. In Close Combat they are allowed 2 attacks per Pulse with no penalty.

Comments: Giraffe horn is valuable to Alchemists and Wizards. A horn from an adult giraffe can sell for 1,000 silver pennies or more. The horn is often used to make potions or as an item to be imbued with magical properties (effectively adds 1 Rank to spell cast into item, see rule 48.3).

HIPPOPOTAMUS (River Horse)

Natural Habitat: Plains, Marsh, Woods (Jungle Rivers)

Frequency: Uncommon **Number:** 1-10 (4)

Description: Hippopotami are huge aquatic mammals with long round bodies, short ears, and large oblong snouts. They can grow to lengths of over 14 feet, and often weigh more than 4 tons. They are somewhat short, however, growing to heights of only about 5 or 6 feet at the shoulder. Their skin is rough, usually dark brown or grey. They have round flat teeth (treat bite as Class C weapon), and horrible breath. These monsters have a great lung capacity, and can stay comfortably submerged for up to one hour. Young hippopotami nurse underwater. While submerged, hippos are difficult to spot, as usually only their nostrils and eyes protrude above the water. These animals are territorial, and will challenge any creature or boat that comes to close to their young. They will often attempt to surprise and capsize any craft that comes too close or appears hostile. Hippopotami often release a pink milky mucus through their skin when they are about to attack. They are four-hex monsters.

Talents, Skills, and Magic: These animals have no special skills accept their ability to stay submerged for long periods of time.

Movement Rates: Running: 250; Swimming: 250

PS: 40-50 **MD:** 7-9 **AG:** 7-10 **MA:** None
EN: 25-30 **FT:** 35-40 **WP:** 10-12 **PC:** 14-18
PB: 6-9 **TMR:** 5/5 **NA:** Skin absorbs 2 DP

Weapons: Hippopotami can attack in Melee or Close with their bite (BC 35%, D10+2 damage). Additionally, they can attempt to upend boats or small watercraft (20' long or shorter). The Base Chance for this attack form varies, but GMs should note the hippo's weight and strength when determining the success chance of this attack.

Comments: Hippopotami are herbivores, and will generally not attack other creatures unless threatened. On land, hippos are virtually defenseless, and are hunted by both tigers and suarime. An adult hippopotamus can provide as much as 1.5 tons of meat.

MOUNTAIN BEAR (Grizzly, Kodiak Bear)

Natural Habitat: Rough, Forest, Plains

Frequency: Rare **Number:** 1-2 (1)

Description: A mountain bear is larger than other bears, growing as tall as 12 feet and weighing as much as 2,500 pounds. They are also more easily enraged, although they do share the curiosity of their smaller cousins. They have brown fur, huge forepaws, and thick skin. They will rarely be afraid of parties of less than six humanoids. They cannot climb trees, but they will attempt to shake one loose if one attempts to evade them by climbing a tree. Breeds of this bear include Kodiak (plains), polar bears, and mountain grizzly bears.

Talents, Skills, and Magic: Mountain bears have no talents, skills, or abilities with magic.

Movement Rates: Running: 350

PS: 40-45 **MD:** 10-15 **AG:** 10-15 **MA:** None
EN: 35-40 **FT:** 40-45 **WP:** 12-14 **PC:** 18-21
PB: 6-10 **TMR:** 7 **NA:** Fur absorbs 5 DP

Weapons: Mountain bears can make 2 claw (BC 35%, D10+4 damage, Rank 0-4) attacks in Melee Combat. They can bite (BC 25%, D10+5 damage) in Melee or Close Combat. They can bite or claw during the same pulse while in Close Combat, or they can attempt to hug (BC 60%, D10+10 damage) their victims after two successful claw attacks in the same pulse while in Close Combat.

Comments: These bears are difficult to train, but it is possible (-10% modifier to Beast Master checks). A cub will sell for approximately 300 silver pennies. A trained adult will sell for as much as 1,200 silver pennies. The fur of an adult mountain bear is also valuable, and can fetch as much as 200 silver pennies.

OXEN

Natural Habitat: Plains, Fields (but only near humans)

Frequency: Common **Number:** 1-20 (2)

Description: Oxen are literally castrated cattle. This heading subsumes all such forms of domesticated beasts (water buffalo, caribou, etc.) used for pulling wagons, carts, ploughs, etc., or for carrying burdens. Oxen generally have horns, but will seldom use them unless directly attacked.

Talents, Skills, and Magic: Oxen have no special talents or skills and are neither tool nor magic users. They will almost always be trained to pull a plough or wagon.

Movement Rates: Running: 250

PS: 50-60 **MD:** 7-9 **AG:** 8-10 **MA:** None
EN: 25-30 **FT:** 32-40 **WP:** 7-9 **PC:** 12-15
PB: 6-8 **TMR:** 5 **NA:** Hide absorbs 3 DP

Weapons: Oxen may attack in Melee Combat with their horns (BC 20%, D10+3 damage). They may trample (BC 40%, D10+5 damage) in Close Combat, delivering up to 4 attacks per Pulse this way.

RAM (Big Horn Sheep)

Natural Habitat: Waste, Rough

Frequency: Rare **Number:** 1-2 (12)

Description: Rams are large sheep with huge curling horns which form an effective helmet above their head. They stand as high as 4 feet at the shoulder and males weigh about 380 pounds. They range in color from grey to dark-brown and their fur is coarse. They are agile climbers while in their natural habitat. Their movement rates are not affected by rough terrain. Rams are highly territorial toward any trespasser, especially another male. Males will often battle for a "harem" of females, usually about 10-12 ewes. These battles are ferocious, and the clashing of horns can be heard for several miles. Ewes will almost always be tending at least some young.

Talents, Skills, and Magic: Rams have no special talents or skills and are not tool users. However, they can climb through very rough terrain with little problem.

Movement Rates: Running: 650

PS: 26-30 **MD:** 12-15 **AG:** 24-26 **MA:** None
EN: 17-21 **FT:** 22-25 **WP:** 10-12 **PC:** 16-18
PB: 10-12 **TMR:** 12 **NA:** Hide absorbs 3 DP

Weapons: Rams attack in Close Combat using their hooves (BC 30%, D10+3 damage). In Melee Combat they attack with their massive horns (BC 60%, D10+6 damage, Rank 0-3) in a "head-butt" type style. Any man-sized or smaller character who suffers effective damage from this attack must make a successful PSx3 roll or be thrown prone, suffering an additional D10-6 damage. Rams can charge up to half their TMR and use their horn attack in Melee Combat with no penalty.

Comments: Rams will shy away from humanoids, but are somewhat territorial and will attack intruders who come too close to the herd. The horns of an adult ram are very valuable in most areas, and will fetch up to 300 silver pennies. If the male is particularly old, the value of the horns will be doubled.

RHINOCEROS (African Rhino)

Natural Habitat: Plains, Marsh, Woods

Frequency: Uncommon **Number:** 1-4 (1)

Description: A Rhino is a large land mammal with a huge head, small eyes, and one or two horns protruding from their snout. Their skin is grey and thick, generally with short abrasive hairs covering their head and neck. They can grow as large as 6 feet high at the shoulder, 8 feet long, and often weigh over 3 tons. Rhinos are solitary herbivores, although bulls will fight over females and territory during mating seasons: Spring and Autumn. These creatures are generally not afraid of anything, including lions, tigers, or humanoids. Additionally, they consume a great deal of food (about 400 pounds per day). Rhinos will usually not attack unless provoked. They are three-hex monsters.

Talents, Skills, and Magic: Rhinos possess no special skills or magic. They are not tool users.

Movement Rates: Running: 350

PS: 50-60 **MD:** 10-12 **AG:** 10-12 **MA:** None
EN: 35-45 **FT:** 45-50 **WP:** 10-14 **PC:** 12-14
PB: 5-8 **TMR:** 7 **NA:** Hide absorbs 7 DP

Weapons: A rhino can attack in Melee or Close Combat with his horn (BC 40% [60% if Charging], D10+2 [D10+6 if Charging] damage). Additionally, a rhino can trample (BC 25%, D10+2 damage) a target in Close Combat, delivering up to 4 attacks per Pulse this way.

Comments: Rhinos are not shy, but they do have a short temper and will attack if annoyed. Rhinos can be tamed with difficulty (treat as a rebellious creature (see rule 96.4)). Generally, a trained rhino is used as a mount or as a siege weapon (battering ram). A trained rhino will sell for 1,100 silver pennies or more. Their skin is also valuable as material for armor (Leather, Protection 5), and can sell for up to 500 silver pennies. Courtesans have also found use for rhino horn as an aphrodisiac. Horns will sell for 300 silver pennies each in most cities.

STAG

Natural Habitat: Woods (especially deep woods or forest)

Frequency: Uncommon **Number:** 1-5 (1)

Description: Stags are great male deer, boasting large racks of antlers. They will sometimes be accompanied by female deer and fawns (1-2 per couple). They generally have a tawny coat, but rare specimens are black.

Talents, Skills, and Magic: Stags have no special talents or skills and use neither tools nor magic.

Movement Rates: Running: 750

PS: 20-26 **MD:** 19-24 **AG:** 22-26 **MA:** None
EN: 15-20 **FT:** 20-25 **WP:** 10-11 **PC:** 20-25
PB: 12-13 **TMR:** 13 **NA:** Hide absorbs 3 DP

Weapons: Stags can attempt to gore with their horns (BC 30%, D10+5 damage, Rank 0-4) in Melee or Close Combat. They can kick (BC 50%, D10+3 damage) at a character occupying the hex opposite that they are facing in Melee Combat.

Comments: Stags will be wary of humanoids, but will not flee them. Their horn racks are extremely valuable (1,100 silver pennies or more). In addition, their hide will fetch 300 silver pennies (five times that if the stag is black).

WALRUS

Natural Habitat: Ocean (Arctic), Waste

Frequency: Uncommon **Number:** 1-5 (20)

Description: Walrus are huge marine mammals who inhabit the sub-arctic coastal regions feasting on fish, clams, and seals. They have plump, oblong bodies, with almost hairless skin. The walrus has no legs or feet, but they do have reversible front flippers which facilitate

movement across the ice. Walrus bulls can grow as long as 12 feet, and weigh as much as 3,200 pounds. They are generally grey in color, with thick hides, long sharp teeth (or tusks), and an abundant layer of blubber to protect them from the cold waters of the sea, in which they hunt and live. Walrus will sometimes lurk in the water below the ice of a frozen piece of water, and attack creatures on it from below by propelling themselves up through the surface. A walrus bull may have as many as 10 or more cows (females) in his herd. Bulls often fight over females and territory, as the walrus is very protective of its property.

Talents, Skills, and Magic: A walrus has no talents, skills, or special abilities, other than being able to hold their breath underwater for as long as 1 hour.

Movement Rates: Running: 150; Swimming: 200

PS: 25-30 **MD:** 5-8 **AG:** 6-10 **MA:** None
EN: 25-35 **FT:** 30-35 **WP:** 12-16 **PC:** 12-16
PB: 5-8 **TMR:** 3/4 **NA:** Hide absorbs 5 DP

Weapons: A walrus can attack in Close Combat, where it can use its tusks (BC 35%, D10+8 damage, Rank 0-4). If a successful tusk attack is made in Close Combat, a Walrus can attempt to "roll" on its victim. This attack means the animal will roll on top of its target and attempt to crush (BC 20%, D10+10 damage) them into the ice with their weight.

Comments: Walrus herds will generally be found lazily lounging in the sun near the waters where they feed. If a party comes too near the herd, bulls will not hesitate to challenge them. GMs should decrease the chance for surprise for a walrus encounter, as they are generally quite loud. Walrus tusks are valuable, fetching about 150 silver pennies each.

WOOLLY MAMMOTH (Mastodon)

Natural Habitat: Plains (and sometimes Woods)

Frequency: Uncommon **Number:** 1-10 (4)

Description: Mammoths are huge, hairy, evil-tempered elephantine animals growing to twice the size of elephants. Mastodons are generally longer and lower to the ground, but otherwise similar to the mammoth. Both mammoths and mastodons are four-hex monsters.

Talents, Skills, and Magic: Mammoths possess no talents, skills or magic. They are not tool users.

Movement Rates: Running: 500

PS: 65-80 **MD:** 15-18 **AG:** 10-12 **MA:** None
EN: 50-60 **FT:** 55-65 **WP:** 10-14 **PC:** 10-12
PB: 5-7 **TMR:** 10 **NA:** Hide absorbs 6 DP

Weapons: Mammoths attack in exactly the same manner as elephants, but do +1 damage extra per attack.

Comments: Mammoths tend to be more irritable than elephants and will be quicker to attack, but are otherwise similar. Their tusks are valued similarly to elephant tusks (worth up to 1,000 silver pennies each).

[134.4] Small Land Mammals

This section describes those common small land mammals which adventurers are likely to encounter and includes the following: dingoes, hyenas, jackals, mongooses, rats, wolves, and weasels.

DINGO

Natural Habitat: Plains, Waste, Woods

Frequency: Common **Number:** 1-12 (6)

Description: Dingoes are wild dogs, usually between 2 and 3 feet in length and sometimes marked in the same manner as jackals. The characteristics of dingoes are the same for all types of dogs, though, unlike dingoes, other types may be trained and sold without restriction (since they do not have the savage nature of wild dogs).

Talents, Skills, and Magic: Dingoes have no special talents or skills and do not use magic or tools.

Movement Rates: Running: 350

PS: 6-10 **MD:** 15-20 **AG:** 16-20 **MA:** None
EN: 5-10 **FT:** 10-15 **WP:** 6-10 **PC:** 18-22
PB: 10-14 **TMR:** 7 **NA:** Fur absorbs 2 DP

Weapons: Dingoes may bite (BC 65%, D10-4 damage) in Close Combat. They may not otherwise attack.

Comments: Dingoes hunt in packs. They will usually refrain from attacking humanoid unless they catch an individual alone and are hungry. They can be trapped and the pups are trainable, but they cannot be sold to an individual who was not present at their training.

FERRET

Natural Habitat: Woods, Plains, Hills

Frequency: Uncommon **Number:** 1-2 (1)

Description: Ferrets belong to the weasel family, but they do not share the harsh temper of their relatives. They are amiable creatures, curious, and playful, and are excellent hunters and trackers. Ferrets are approximately 16 inches long, weigh 4 to 5 pounds, and have grey fur, with black patches around their eyes. They will defend themselves if they feel threatened, but are more likely to attempt to run away.

Movement Rates: Running: 200

PS: 1-2 **MD:** 18-24 **AG:** 24-28 **MA:** None
EN: 1-2 **FT:** 3-4 **WP:** 14-18 **PC:** 17-23
PB: 12-16 **TMR:** 4 **NA:** Fur absorbs 1 DP

Weapons: A ferrets can only attack in Close Combat with its bite (BC 60%, D10-2 damage).

Comments: Ferrets are often trained for hunting foxes and rabbits. They are sleek, and can fit into small crevices with little trouble. They can also climb surprisingly well. Ferrets will sell for about 100 silver pennies if captured, or three times that amount if they are trained.

FOX (Arctic Fox)

Natural Habitat: Woods, Plains, Field

Frequency: Uncommon **Number:** 1-2 (1)

Description: Foxes are small sleek dogs, averaging 10 inches high at the shoulder, although they can grow larger. Male foxes can weigh as much as 15 pounds. They vary in color from bright orange to white. They skill will usually match the color of their environment. Foxes hunt mostly at night, preferring to sleep during the day, except during the winter. Fox are generally frightened of humans, although they do live near human settlements where small farm animals (chickens, rabbits, cats, etc.) might be present. These creatures are quite cunning and are difficult to trap or tame. They also have an acute sense of smell.

Talents, Skills, and Magic: Foxes have no special talents, or skills. They do not use magic or tools.

Movement Rates: Running: 300

PS: 4-6 **MD:** 18-20 **AG:** 22-26 **MA:** None
EN: 5-7 **FT:** 10-12 **WP:** 10-12 **PC:** 22-26
PB: 10-14 **TMR:** 6 **NA:** Fur absorbs 1 DP

Weapons: A fox can only attack in Close Combat with its bite (BC 50%, D10-2 damage).

Comments: A fox fur is quite valuable, and can sell for as much as 100 silver pennies. An Arctic fox fur will sell for twice that amount.

HYENA

Natural Habitat: Plains

Frequency: Common **Number:** 1-10 (6)

Description: Hyenas are light brown, snub-snouted animals about 4 feet in length. Their hides are specked with large dark brown rings. They have short tails and rounded ears. The forelegs of a hyena are longer than the rear legs, so when the animal stands, it seems to slope downward from its shoulders to its tail. At night, hyenas can be recognized by their barking howl.

Talents, Skills, and Magic: Hyena have no special talents or skills. They do not use tools or magic.

Movement Rates: Running: 350

PS: 6-8 **MD:** 19-21 **AG:** 22-24 **M.A.:** None
EN: 7-9 **FT:** 11-13 **WP:** 8-10 **PC:** 19-23
PB: 6-8 **TMR:** 7 **N.A:** Hide absorbs 3 DP

Weapons: Hyenas can only attack in Close Combat with their bite (BC 60%, D10-1 damage).

Comments: Hyenas are mainly scavengers, preying on the remains of carcasses left by the great cats and other hunters.

JACKAL

Natural Habitat: Plains

Frequency: Common **Number:** 1-8 (2)

Description: A jackal looks like a cross between a fox and a wolf, has a speckled grey and brown coat, and is about 3 feet long.

Talents, Skills, and Magic: A jackal has no special talents or skills and does not use tools or magic.

Movement Rates: Running: 300

PS: 5-7 **MD:** 18-20 **AG:** 22-24 **MA:** None
EN: 6-8 **FT:** 9-12 **WP:** 7-9 **PC:** 20-23
PB: 7-9 **TMR:** 6 **NA:** Fur absorbs 2 DP

Weapons: Jackals can only attack in Close Combat with their bite (BC 60%, D10-2 damage).

Comments: Jackals, like hyenas, are scavengers, and are none too courageous. They are curious, and will occasionally raid a human camp searching for food, but they will run at the first sign of danger.

MONGOOSE

Natural Habitat: Woods, Marsh

Frequency: Common **Number:** 1-20 (6)

Description: Mongooses have light grey fur and grow to a length of about two feet. They are very common rodents in some parts of the world, and are valued as snake-killers.

Talents, Skills, and Magic: Mongooses have no special skills or talents. They are not tool or magic users.

Movement Rates: Running: 400

PS: 2-3 **MD:** 26-32 **AG:** 26-32 **MA:** None
EN: 4-6 **FT:** 6-8 **WP:** 18-20 **PC:** 20-24
PB: 10-12 **TMR:** 8 **NA:** None

Weapons: Mongooses can only attack in Close Combat with their bite (BC 80%, D10-6 damage).

Comments: Mongooses are especially valued as house pets and a mongoose which is trained to remain in the vicinity of a dwelling (and protect against snakes, especially cobras) will fetch 300-400 silver pennies. They are relatively easy to train for this task.

RABBIT

Natural Habitat: Woods, Plains, Field

Frequency: Common **Number:** 1-20 (4)

Description: Rabbits are small woodland creatures with large hind legs and pointing ears. They are shy of almost all creatures, most especially man. They live in burrows beneath the ground, and forage for grasses, clover, any vegetables grown by man, particularly carrots. They vary in color from brown to grey to white, and can weigh up to 7 pounds.

Talents, Skills, and Magic: Rabbits have no special talents or skills, and they are not tool users. They have no affinity for magic.

Movement Rates: Running: 450

PS: 1-2 **MD:** 12-16 **AG:** 18-24 **MA:** None
EN: 1-2 **FT:** 2-4 **WP:** 8-10 **PC:** 16-20
PB: 4-8 **TMR:** 9 **NA:** Fur absorbs 1 DP

Weapons: Rabbits can only attack in Close Combat with their bite (BC 20%, D10-7 damage).

Comments: Rabbit furs will sell for 5-10 silver pennies in most cities. Rabbits provide about 1-2 pounds of meat if prepared properly. They will always attempt to flee from danger of any kind.

RAT

Natural Habitat: Caverns, Ruins, Crypts

Frequency: Common **Number:** 1-100 (12)

Description: Usually about eight inches long, these animals can be any combination of shades of black, white, or brown. Some larger strains of (black) rats can grow to 18 inches (with a corresponding increase in the damage they can inflict and their bite BC during Close Combat).

Talents, Skills, and Magic: Rats have no special talents, skills, or magical abilities.

Movement Rates: Running: 100

PS: 4-6 **MD:** 15-20 **AG:** 15-20 **MA:** None
EN: 1-2 **FT:** 2-3 **WP:** 8-16 **PC:** 17-20
PB: 4-8 **TMR:** 2 **NA:** None

Weapons: Rats can only attack in Close Combat with their bite (BC 75%, D10-7 damage).

Comments: Rats are not tool-users, but they can dig holes and gnaw through substances as hard as sandstone and lead, given enough time. When in combat they tend to head for the eyes and other unprotected areas, so the armor Protection of characters defending against rats should be reduced by 2-3 points. A character has a 10% chance of contracting a disease if he is in contact with rats for any period of time. If a character is bitten by a rat, modify the Infection Chance by +20.

SEAL

Natural Habitat: Ocean, Sub-Arctic, Coast

Frequency: Common **Number:** 1-20 (20)

Description: Seals are medium sized mammals with slick brown skin, flippers for swimming, and long tubular bodies. They are deft swimmers, and commonly spend their days hunting and playing in the waters near Arctic coasts. They are intelligent animals, and will generally flee to water if threatened, where they can usually avoid any predator. Their main enemies are walrus, killer whales, and polar bears. Seals eat fish and shellfish almost exclusively, although their digestive systems are conducive to almost any food. Seals can weigh as much as 700 pounds, and grow to lengths of up to 8 feet.

Talents, Skills, and Magic: Seals have no special skills or talents, and they cannot use magic. Seals can hold their breath for as long as 70 minutes, and can dive as deep as 2,000 feet underwater.

Movement Rates: Running: 150; Swimming: 350

PS: 10-14 **MD:** 4-6 **AG:** 12-16 **MA:** None
EN: 10-14 **FT:** 16-20 **WP:** 10-14 **PC:** 14-17
PB: 10-12 **TMR:** 3/7 **NA:** Skin absorbs 2 DP

Weapons: Seals can attack in Melee Combat with their snouts (BC 35%, D10-2 damage). In Close Combat they can bite (BC 30%, D10+1 damage).

Comments: Seals are generally hunted for their skins, meat, and blubber. A seal skin will sell for 30 silver pennies in cities trading in such goods. Baby seal pelts are quite valuable, at 200 silver pennies each. There is a 25% chance that if seals are encountered they will have D10 calves with them.

SQUIRREL

Natural Habitat: Woods, Fields, Plains, Rough (Hills), Marsh

Frequency: Common **Number:** 1-3 (2)

Description: Squirrels are small furry creatures who can grow to be about 2 feet in length (including tail). They can weigh as much as 5 pounds. They are generally brown or tan, although some breeds are white. They eat nuts, plants, and berries and will make their homes in trees, burrows, or beneath rocks. They can climb quite well, especially trees, which their claws are ideal for gripping.

Talents, Skills, and Magic: Squirrels do not have any talents, skills, or magic.

Movement Rates: Running: 100; Climbing: 100

PS: 2-3 **MD:** 16-22 **AG:** 26-32 **MA:** None
EN: 1-2 **FT:** 2-3 **WP:** 6-12 **PC:** 20-26
PB: 6-10 **TMR:** 2/2 **NA:** None

Weapons: Squirrels attack with their bite (BC 25%, D10-7 damage) in Close Combat. If a character is infected by a squirrel bite, there is a 5% chance that they will have contracted rabies or some other similar animal borne disease.

Comments: Squirrels will be shy of humans unless food is offered them. They will be wary and run away at any sign of danger. Squirrels will only attack if picked up or grabbed.

WAR DOG

Natural Habitat: Any (Near Humanoids)

Frequency: Uncommon **Number:** 1-2 (1)

Description: A war dog is any type of dog trained by humanoids for use in combat, hunting, or other difficult tasks. These breeds include: mastiff, bulldog, husky (malamute), German shepherd, boxers, and setters. These dogs are larger and stronger than most dogs, averaging 2 to 3 feet high at the shoulder and weighing 70-90 pounds. They also have slightly different characteristics than other dogs (or dingoes). These dogs can be trained and sold without restriction.

Talents, Skills, and Magic: War dogs have no special skills or talents, and they are not magic users. They have good stamina and generally have an excellent resistance to cold weather.

Movement Rates: Running: 350

PS: 10-12 **MD:** 15-20 **AG:** 16-20 **MA:** None
EN: 12-18 **FT:** 22-25 **WP:** 12-16 **PC:** 20-24
PB: 12-14 **TMR:** 7 **NA:** Fur absorbs 2 DP

Weapons: War dogs can bite (BC 65%, D10 damage) in Melee Combat. In Close Combat, they receive a +1 modifier to their bite damage rolls.

Comments: War dogs are more likely to attack humanoids than most dogs, but will usually not do so if their master is present, unless they are very hungry. They can be trained to fight, hunt, and even track (if the Beast Master who trains them works with, or is, a Ranger of at least Rank 0). Well trained Dogs will sell for as much as 100 silver pennies in most cities. If the new master of a war dog is not a Beast Master, he must spend one week with the dog and the trainer learning the proper commands for directing its actions, or two weeks if the old master is not available. He can still adventure during the time period, but there will be a chance, equal to the dog's WP×4, that the dog will not obey him if he issues it a command.

WEASEL

Natural Habitat: Woods

Frequency: Uncommon **Number:** 1-2 (1)

Description: Weasels have a brown coat during the Summer, which turns white as Winter approaches. They are slim, and utterly vicious.

Talents, Skills, and Magic: Weasels are the only animals which can stand the gaze and breath of the basilisk, and thus they are often trained to kill them. They are, however, difficult to train and a trained Basilisk killer is worth 4,000-6,000 silver pennies. Other than this special ability, weasels have no talents or skills. They use neither tools nor magic.

Movement Rates: Running: 250

PS: 1-2 **MD:** 19-23 **AG:** 25-29 **MA:** None
EN: 1-2 **FT:** 3-4 **WP:** 18-23 **PC:** 17-23
PB: 10-13 **TMR:** 5 **NA:** Fur absorbs 1 DP

Weapons: Weasels may only attack in Close Combat with their bite (BC 75%, D10+4 damage).

Comments: Weasels are very curious, and they are thus fairly easy to trap. If a pair of weasels is found in Spring, there is an 80% chance they will be accompanied by 4-8 young. Weasels are bloodthirsty, and will gladly take on much larger creatures. The pelts of weasels taken during Winter are worth 40-70 silver pennies each.

WOLF

Natural Habitat: Woods

Frequency: Uncommon **Number:** 2-24 (6)

Description: The color of wolves' fur varies greatly with environment, but they will usually be colored so as to blend in with their surroundings. The thickness of the fur depends on the season.

Talents, Skills, and Magic: Wolves have no skills, talents or magical abilities and are not tool users. Wolves have incredible stamina, however, and can run for literally days at a time.

Movement Rates: All-out Run: 400; Steady Run: 250

PS: 10-12 **MD:** 18-20 **AG:** 18-20 **MA:** None
EN: 15-20 **FT:** 30-35 **WP:** 18-22 **PC:** 20-24
PR: 6-9 **TMR:** 8 **NA:** Fur absorbs 3 DP

Weapons: Wolves attack in Melee or Close Combat with their bite (BC 60%, D10+1 [D10+3 in Close Combat] damage).

Comments: Wolves travel in packs, although lone wolves can occasionally be found. During the spring, a wolf's lair will be occupied by from 3-12 cubs per female in the pack.

WOLVERINE

Natural Habitat: Woods, Rough

Frequency: Uncommon **Number:** 1-2 (1)

Description: Wolverines resemble small bears, but they are actually members of the Weasel family. They have dark grey or black fur, sharp teeth, and a vicious temper. They will not hesitate to attack anything that annoys them. They are extremely territorial, and will charge a person who comes near them or their homes. They are about 3 feet long, but can weigh as much as 80 pounds. Wolverines are virtually impossible to tame (treat as intelligent/rebellious creatures (see rule 96.4)). Wolverines are solitary, nocturnal predators, who hunt most creatures in their domain.

Talents, Skills, and Magic: Wolverines have no skills or talents, except that they are virtually fearless.

Movement Rates: Running: 250

PS: 16-22 **MD:** 18-22 **AG:** 22-26 **MA:** None
EN: 18-22 **FT:** 20-25 **WP:** 18-23 **PC:** 17-23
PB: 4-8 **TMR:** 5 **NA:** Hide absorbs 3 DP

Weapons: A Wolverine can attack up to 3 times per Pulse in Close Combat, twice with their claws (BC 50%, D10+2 damage) and once with their bite (BC 75%, D10+5 damage). They can also bite (BC 75%, D10+4 damage) in Melee Combat.

Comments: Wolverines have been known to kill bears and other creatures much larger than they are. They are commonly used for bear-baiting by those who can afford the price of their capture (usually around 1,000 silver pennies for an adult). Wolverine fur is highly valuable, as it repels water. A fur will sell for up to 150 silver pennies.

135. Avians

Avians include only those species listed in this rule Section, though other Species have a flying capacity and the rules governing flying in this section apply to all species using that option.

Whenever an avian (or any other entity that is a flyer) is air-borne, the character's height above the ground and/or any obstacle may have to be noted (especially in the case of combat situations). When calculating the range between two characters when one or both are airborne, the following formula is used: $A^2+B^2=C^2$. A=the distance between the two characters in feet. B=the difference between the height of the two characters from the ground. C=the range between the characters. A character may not attack another character in Melee Combat when one or both are airborne unless the Range between them is 5 feet or less. A character may not attack a character in Close Combat when one or both are airborne unless they occupy the same hex and the height difference is 3 feet or less. A character may not attack another character in Ranged Combat when one or both are airborne unless the range to the target as calculated in this Section is within the maximum range of the weapon or spell the attacker is using.

The Base Chance of hitting an airborne character is always modified by -20%. The Base Chance of an airborne character hitting a target on

the ground is modified by -15%. The Base Chance of an airborne character hitting another airborne character is modified by -10%. These modifiers apply to Close, Melee and Ranged Combat, but not to magic.

Whenever an airborne character occupies the same hex as another conscious, unstunned character and the height differential is 3 feet or less, they are automatically in Close Combat. An airborne character will be pulled from the air and made to adopt a Prone Position in Close Combat if the combined (PS+AG) of the airborne character are less than the combined (PS+AG) of the character on the ground. If both characters are flying, or if the combined (PS+AG) of the airborne character is equal to or greater than that of the non-airborne character, the Close Combat will be conducted with the airborne character remaining airborne and, possibly, with both characters airborne (GM's discretion as to how much weight a flying character can carry into the air in such circumstances).

An airborne character can enter the same hex as a stunned or unconscious character or as a character who is 5 feet or more above or below him without having to enter Close Combat. An airborne character can make a Charge Attack by "diving" on the target.

The larger avians can be used as steeds or will carry characters or objects in their talons or claws. Generally, except for eagles, only Fantastical Avians will carry characters or objects.

[135.1] Common Avians

Common Avians include buzzards, eagles, goshawks, and owls.

BUZZARD

Natural Habitat: Plains, Waste

Frequency: Common **Number:** 1-60 (10)

Description: These birds have dark brown plumage and thin, un-feathered necks of a tan color. Their beaks are black and snub-tipped. They prey on the dead and near-dead (especially if unconscious).

Talents, Skills, and Magic: Buzzards can see each other miles away, and thus when one buzzard descends for a meal, others soon follow. Except for their keen eyesight, buzzards possess no special talents, skills or magic. They are not tool users.

Movement Rates: Flying: 600

PS: 3-5 **MD:** 15-17 **AG:** 14-16 **MA:** None
EN: 6-7 **FT:** 9-11 **WP:** 8-10 **PC:** 17-20
PB: 8-10 **TMR:** 12 **NA:** Feathers absorb 1 DP

Weapons: Buzzards can attack only in Close Combat with claws (BC 45%, D10-5 damage) and beak (BC 40%, D10-6 damage).

EAGLE

Natural Habitat: Rough (usually mountainous)

Frequency: Uncommon **Number:** 1-20 (1)

Description: Great Eagles are the largest of the birds of prey. They have a wingspan of 7 feet when full grown. Their feathers are grey except around neck and head (which is white).

Talents, Skills, and Magic: Eagles have no special talents or skills. They are not magic users and do not use tools. They do have keen eyesight.

Movement Rates: Flying: 1200

PS: 12-16 **MD:** 22-24 **AG:** 19-23 **MA:** None
EN: 9-12 **FT:** 17-20 **WP:** 11-13 **PC:** 20-24
PB: 10-12 **TMR:** 24 **NA:** Feathers absorb 2 DP

Weapons: Eagles can attack only in Close Combat with either beak (BC 50%, D10-1 damage, Rank 0-3) or two claws (BC 70%, D10+1 damage, Rank 0-2) in the same Pulse, without penalty.

Comments: Eagles avoid humans except to occasionally steal goats or other small animals from human flocks. They will sometimes attack a party which ventures too near their nest.

GOSHAWK**Natural Habitat:** Woods**Frequency:** Rare **Number:** 1-2 (1)**Description:** Goshawks are the largest of the hawks. They are almost 2½ feet in length. The feathers of a goshawk are primarily brown, although the belly is pure white and some of the tail feathers are black. The sharp beak and claws are black.**Talents, Skills, and Magic:** Other than their excellent eyesight, goshawks have no special talents, skills, or magical abilities and are not tool users.**Movement Rates:** Flying: 1100

| | | | | |
|------------------|------------------|---------------------------------|------------|-------|
| PS: 4-6 | MD: 18-20 | AG: 20-22 | MA: | None |
| EN: 6-7 | FT: 9-11 | WP: 8-10 | PC: | 20-21 |
| PB: 10-12 | TMR: 22 | NA: Feathers absorb 1 DP | | |

Weapons: Goshawks can attack only in Close Combat with two claws (BC 80%, D10-3 damage) and beak (BC 65%, D10-4 damage) in the same Pulse, without penalty.**Comments:** Like other birds of prey, the goshawk can be trained to serve man in captivity. It will bring 700-1200 silver pennies as a trained hunter. Other types of hunting birds (including goshawks and gyrfalcons) will have Characteristic Values 1-2 points less than the goshawk, will fly at speeds of 100-200 yards per minute less, and will have a value of 200-300 fewer silver pennies. They are otherwise considered the same.**OWL****Natural Habitat:** Woods**Frequency:** Uncommon **Number:** 1-6 (1)**Description:** Owls can be of several types, but in general they are between one and two feet in length. Coloring varies, but brown feathers speckled with grey is a common coloration. Owls' eyes are both on the front of the head, unlike most birds, and they tend to have large, dark rings around the eyes.**Talents, Skills, and Magic:** Owls see well in the dark and have excellent hearing. They have no magical abilities, skills or talents and are not tool users.**Movement Rates:** Flying: 600

| | | | | |
|-----------------|------------------|---------------------------------|------------|-------|
| PS: 3-4 | MD: 18-20 | AG: 22-24 | MA: | None |
| EN: 3-4 | FT: 5-7 | WP: 7-9 | PC: | 20-22 |
| PB: 9-11 | TMR: 12 | NA: Feathers absorb 1 DP | | |

Weapons: Owls can attack in Close Combat only with one bite (BC 55%, D10-6 damage) and two claws (BC 50%, D10-7 damage) in the same Pulse, without penalty.**Comments:** Owls are primarily nocturnal predators, hunting small mammals as well as birds. They are said to understand human speech and to be friendly to man, often providing travellers with valuable information.**[135.2] Fantastical Avians**

Fantastical Avians include gargoyles, harpies, hippogriffs, pegasi, phoenixes, race, and gryphons.

DRAGONET (Pseudo-Dragon)**Natural Habitat:** Rough, Waste, Woods**Frequency:** Very Rare **Number:** 1-2 (1)**Description:** Dragonets resemble gold or red dragons, except for their small size, averaging about 8 to 10 pounds. Their bodies are about 2 feet long. They are semi-intelligent, and generally good natured. These small dragons do not share any of the magical abilities of their very distant cousins, but they can fly. These creatures usually make their homes in small caves or nest as birds in hollowed trees. There is a 10% chance that a dragonet's lair will have 1-3 eggs, which will usually be protected by two parents. A dragonet can live up to 2,000 years, and will often have a vast knowledge of the history of their area. Their memory is nearly perfect.**Talents, Skills, and Magic:** Dragonet can speak the ancient language of dragons (Speak Draconian) at Rank 4. They have no other skills, abilities, or magic.**Movement Rates:** Running: 150; Flying: 350

| | | | | |
|-----------------|------------------|-------------------------------|------------|-------|
| PS: 2-4 | MD: 12-18 | AG: 14-16 | MA: | None |
| EN: 3-4 | FT: 10-12 | WP: 10-16 | PC: | 18-24 |
| PB: 6-10 | TMR: 3/7 | NA: Scales absorb 2 DP | | |

Weapons: Dragonets can attack only in Close Combat with their bite (BC 35%, D10+2 damage).**Comments:** These creatures are quite rare, and therefore are protected by elves, dryads, and other creatures native to their areas. They are solitary, but do get together to mate about once every 10 years. Dragonets may be willing to help a party in exchange for some small treasure, for which dragonets share an affinity with their cousins. However, they are not able to understand difficult or complex instructions unless one speaks their ancient tongue. As familiars or pets, a dragonet can sell for as much as 4,000 silver pennies. An egg will sell for about 1,500 silver pennies.**GARGOYLE****Natural Habitat:** Ruins, Caverns, Crypts**Frequency:** Rare **Number:** 1-10 (2)**Description:** Gargoyles are humanoid in form, but they have leathery wings, sharp claws, a horn, a tail, and spiked elbows and knees. Their skin is stony in appearance, and upon contact it feels very rough. Gargoyles have deep-set eyes, and sharp, small teeth.**Talents, Skills, and Magic:** Gargoyles possess no special skills or talents. They have only limited magical abilities in general but may use tools and even weapons.**Movement Rates:** Flying: 400; Running: 200

| | | | | |
|------------------|------------------|------------------------------|------------|-------|
| PS: 14-20 | MD: 13-18 | AG: 12-16 | MA: | 10-12 |
| EN: 7-10 | FT: 18-20 | WP: 9-13 | PC: | 12-16 |
| PB: 2-5 | TMR: 8/4 | NA: Hide absorbs 8 DP | | |

Weapons: A gargoyle can use his horn (BC 35%, D10+1 damage), his claws (BC 50%, D10-3 damage), or his bite (BC 45%, D10+2 damage) in both Close and Melee Combat. In any one Pulse, he may make up to two strike attempts with any combinations of these weapons. Gargoyles will sometimes (but not often) use weapons instead of their claws.**Comments:** Gargoyles are hopelessly evil, and will attack immediately any party that they think they have a fair chance of handling. They can sometimes be found in the service of a highly evil character, in which case they will usually show more restraint.**GRYPHON****Natural Habitat:** Rough (especially mountainous)**Frequency:** Very Rare **Number:** 1-7 (1)**Description:** The gryphon is a large beast with the body of a lion, the head and wings of an eagle and back covered with feathers. The gryphon's claws are so large that they can be made into serviceable drinking horns. Gryphons are about 5 feet long and stand man-high when full grown. Gryphon eggs (2-5 possible per nest) are solid agate and quite valuable (4,000-6,000 silver pennies apiece).**Talents, Skills, and Magic:** Gryphons have no special skills or magical abilities, but their special talent is locating buried treasure and their nest will quite often be built near such treasure which they will actively guard. A "domesticated" gryphon has a 60% chance of locating any buried treasure within a radius of 250 feet of it. Gryphons make valuable steeds, once tamed.**Movement Rates:** Running: 200; Flying: 500

| | | | | |
|------------------|------------------|------------------------------|------------|-------|
| PS: 30-36 | MD: 15-20 | AG: 15-20 | MA: | 6-9 |
| EN: 25-30 | FT: 30-35 | WP: 12-16 | PC: | 16-22 |
| PB: 0-5 | TMR: 4/10 | NA: Hide absorbs 6 DP | | |

Weapons: The gryphon is not a tool user, but has natural weapons in the form of beak (BC 65%, D10+5 damage, Rank 0-3) and claws (BC 60%, D10+5 damage, Rank 0-4). The gryphon may attack twice

with claws and once with beak in the same Pulse in both Close and Melee Combat.

Comments: Gryphons prefer solitude and will fly away when approached if possible, but will always chase and attack horses (whose flesh they prize). They are extremely valuable for use as mounts and cost accordingly (16,000-20,000 silver pennies). They nest in cliff-sides and build their nests of spun-gold (value 8,000-10,000 silver pennies).

HARPY

Natural Habitat: Rough (lair in caverns or cliffs near water)

Frequency: Rare **Number:** 1-20 (6)

Description: Harpies are buzzard-like birds with the upper bodies of women. They have long claws, and pale, thin faces. They make a tremendous amount of noise flying, and have a horrible smell.

Talents, Skills, and Magic: Harpies can speak, but have limited magical abilities and no special skills or talents. They are occasionally prophetic, although they will only speak a prophecy if it is evil and they wish to torment the listener.

Movement Rates: Flying: 500; Running: 50

PS: 14-20 **MD:** 22-26 **AG:** 26-30 **MA:** 13-17
EN: 8-10 **FT:** 14-19 **WP:** 17-20 **PC:** 10-16
PB: 2-6 **TMR:** 10/1 **NA:** Feathers absorb 7 DP

Weapons: Unless cornered, harpies do not fight. If they do fight, they have long talons (BC 70% D10+5 damage) to strike with, both of which can strike twice in Close or Melee Combat in the same Pulse, with no penalty.

HIPPOGRIFF

Natural Habitat: Rough (especially mountains)

Frequency: Very Rare **Number:** 1-12 (2)

Description: Hippogriffs are similar to pegasi in that they are basically winged horses, but their head is that of some great bird of prey, with a fearsome beak. The head differs from that of an eagle in that it has large, feathered ears, almost like wings, at the back of the head. The front legs of the hippogriff also resemble those of a bird of prey, with huge talons and feathers.

Talents, Skills, and Magic: Hippogriffs have no magical or other extraordinary abilities, talents or skills, and are not tool users.

Movement Rates: Running: 200; Flying: 400

PS: 18-20 **MD:** 19-22 **AG:** 16-19 **MA:** None
EN: 15-18 **FI:** 25-30 **WP:** 12-17 **PC:** 17-20
PS: 8-11 **TMR:** 4/8 **NA:** Hide absorbs 4 DP

Weapons: Hippogriffs can attack in both Close and Melee Combat with two claws (BC 55%, D10+2 damage) and one bite (BC 65% [BC 35% in Close Combat], D10+4 damage) in the same Pulse, with no penalty.

Comments: Hippogriffs do not like people, and generally shun any area that is inhabited. They are trainable with difficulty. Their value is 3,000-4,000 silver pennies untrained and three times that price if trained. Hippogriff eggs are valuable (800 silver pennies each) and very young hippogriffs are even more so (1,400-2,000 silver pennies).

PEGASUS

Natural Habitat: Rough (primarily mountaintops)

Frequency: Very Rare **Number:** 1-6 (1)

Description: Pegasi are winged horses with pure white coats tinged with silver around mane and flowing tail. They are intelligent for equines and can sometimes speak the common tongue.

Talents, Skills, and Magic: Pegasi have no special talents or skills except for their flying ability. They are not magic or tool users.

Movement Rates: Running: 300; Flying: 500

PS: 55-60 **MD:** 15-17 **AG:** 15-18 **MA:** None
EN: 25-30 **FT:** 50-60 **WP:** 19-23 **PC:** 16-20
PB: 16-20 **TMR:** 6/10 **NA:** Hide absorbs 3 DP

Weapons: In battle, a pegasus attacks as a heavy war-horse.

Comments: Wild pegasi can be tamed, but with great difficulty. They will only allow themselves to be bridled with gold, however. They can carry up to 300 pounds flying. They are worth, 4,000 to 5,000 silver pennies untamed and five times that amount tamed.

PHOENIX

Natural Habitat: Woods, Rough, Plains

Frequency: Very Rare **Number:** 1

Description: The Phoenix appears to be much like an eagle in profile but is 3 times the size of an eagle. The bird's plumage is partly red and partly gold, and is dazzlingly beautiful. The Phoenix is a four-hex monster.

Talents, Skills, and Magic: The Phoenix is highly intelligent, although it cannot speak. It does not have any magical abilities. The distinguishing ability of the Phoenix is its ability to reproduce itself (see Comments below). Other than that it has no special talents or skills.

Movement Rates: Flying: 2000

PS: 17-20 **MD:** 20-24 **AG:** 17-20 **MA:** None
EN: 18-24 **FT:** 30-35 **WP:** 20-23 **PC:** 16-20
PB: 20-24 **TMR:** 40 **NA:** Feathers absorb 6 DP

Weapons: Phoenix cannot attack except in Close Combat when they can make three attacks in one Pulse without penalty: one beak (BC 60% D10+8 damage) and two talons (BC 65%, D10+6 damage).

Comments: Phoenix are famed for their longevity and their method of reproduction. When an old bird is nearing the end of its days (500 years) it builds a nest at the top of an oak or palm tree, and makes a pile of cinnamon and spikenard in the nest upon which it lays itself down to die. A worm springs out of the body of the dead phoenix, and after the worm has matured, it becomes a phoenix itself. It then bears the parent bird to the Altar of the Sun, where it is consumed in flames.

ROC

Natural Habitat: Mountain peaks

Frequency: Rare **Number:** 1-2 (1)

Description: Rocs are huge birds with wingspans of up to 250 feet. Except for their size, they much resemble eagles. Their body size is as a four-hex monster.

Talents, Skills, and Magic: Rocs have no special talents, skills or magic, and are not tool users.

Movement Rates: Flying: 2000

PS: 200-300 **MD:** 20-25 **AG:** 16-20 **MA:** None
EN: 150-200 **FT:** 250-300 **WP:** 16-20 **PC:** 17-21
PB: 3-7 **TMR:** 40 **NA:** Feathers absorb 8 DP

Weapons: Rocs are fearsome creatures in battle. They can engage in Melee Combat from a range of 3 hexes, and they can make three attacks in one Pulse without penalty. They attack once with a bite (BC 75%, D10+20 damage) and twice with claws (BC 70%, D10+25 damage).

Comments: Rocs often swoop down from their nests to pick up elephants, etc. to take back to their lair and eat. A roc will sometimes attempt to steal a party's cart animals or riding animals, but will rarely carry off the characters themselves.

136. Aquatics

Aquatics include only species described in this Section, though other species may have the ability to swim or breathe water. All aquatics except dolphins and whales can breathe water indefinitely. Dolphins and whales can remain submerged for 5 to 20 minutes only before having to rise to the surface for air. Fish must move at least once per minute or take D10-3 damage to Fatigue due to suffocation. All aquatics move within the water the same way that avians move through the air and the rules for range and combat applying to avians (see rule 135.) also apply to combat involving aquatics, or others in an aquatic environment.

[136.1] Fish

Fish include barracuda, manta rays, pike, piranha and sharks. All fish except piranha are found in an oceanic environment. Piranha tend to be found in streams, rivers, marshes and lakes. Fish must keep a steady flow of water over their gills in order to breathe. They are non-intelligent, but very hostile.

BARRACUDA

Natural Habitat: Ocean

Frequency: Uncommon **Number:** 1-6 (1)

Description: Barracuda are predatory fish about 6 feet long.

Talents, Skills, and Magic: Barracuda possess no magical abilities or other special skills or talents.

Movement Rates: Swimming: 350

PS: 12-14 **MD:** None **AG:** 17-20 **MA:** None

EN: 6-8 **FT:** 11-14 **WP:** 8-10 **PC:** 14-16

PB: 4-7 **TMR:** 7 **NA:** Skin absorbs 4 DP

Weapons: Barracuda attack with their bite (Base Chance of 50% +1 Damage).

Comments: Barracuda will not generally attack man unless threatened or particularly hungry. They might, however, mistake a person carrying jewelry or making quick movements for another fish and attack for that reason.

MANTA RAY

Natural Habitat: Ocean

Frequency: Uncommon **Number:** 1-100 (15)

Description: Manta rays are large, flat ocean creatures. Their bellies are white, while the top is dark blue. They are triangular in shape, and reach sizes more than 20 feet across, weighing up to 3000 pounds. The eyes are set forward in front of the body on two foot long protuberances, between which rests the mouth. They have a long, very thin tail.

Talents, Skills, and Magic: Manta Rays possess no special talents, skills or magic.

Movement Rates: Swimming: 200

PS: 35-40 **MD:** None **AG:** 13-15 **MA:** None

EN: 16-19 **FT:** 24-28 **WP:** 10-12 **PC:** 12-14

PB: 5-8 **TMR:** 4 **NA:** Skin absorbs 4 DP

Weapons: Manta Rays can deliver killing blows with their massive fins in Melee Combat, crushing the ribcages of swimmers, and breaking in the sides of boats. Base Chance for the Manta: 65%, +14 Damage.

PIKE

Natural Habitat: Ponds, Lakes, Rivers, Streams, Marsh

Frequency: Common **Number:** 1-30 (1)

Description: Pike are 2 to 4 foot long fish which specialize in the solitary hunting of other fish. They have needle-like teeth and spiky fins and are covered with tough scales. Though usually not a danger to humans, they can be called in large numbers by nixies and will attack at the nixies' command.

Talents, Skills, and Magic: Pike have no skills, magic, or talents.

Movement Rates: Swimming: 300

PS: 8-11 **MD:** None **AG:** 20-25 **MA:** None

EN: 5-10 **FT:** 10-15 **WP:** 6-8 **PC:** 14-16

PB: 5-6 **TMR:** 6 **NA:** Scales absorb 1 DP

Weapons: Pike attack in Close Combat with a Base Chance of 30% of doing -4 Damage. In schools, each group of 5 attacks with a Base Chance of 70% of doing +2 Damage.

PIRANHA

Natural Habitat: River

Frequency: Rare **Number:** 1-200 (50)

Description: Piranha are small fish with very sharp teeth and a vicious temper.

Talents, Skills, and Magic: Piranha have no magic abilities, talents or skills.

Movement Rates: Swimming: 300

PS: 1-2 **MD:** None **AG:** 20-23 **MA:** None

EN: 1 **FT:** 1-2 **WP:** 4-5 **PC:** 14-16

PB: 5-6 **TMR:** 6 **NA:** None

Weapons: Piranha attack in schools. Every group of ten gets one attack (Base Chance of 800/o, +4 Damage). They can only attack in Close Combat.

Comments: Piranha are voracious. They can devour an elephant in minutes, and will immediately attack anything edible (primarily meat-bearing) which falls into the water with them.

SHARK

Natural Habitat: Ocean

Frequency: Uncommon **Number:** 1-50 (5)

Description: Sharks are long fish with very sharp teeth and tough skin. A shark's color varies from light blue to white to orange, depending on the waters that they are swimming in. Sharks reach sizes in excess of 40 feet, at which point they are threats to boats as well as to swimmers. Sharks are normally two-hex monsters.

Talents, Skills, and Magic: Sharks can detect the presence of blood in the water from extremely long distances, and they will gather around the blood, working themselves up into a killing frenzy. They can also sense motion in water, especially in the form of the types of disturbances caused by swimmers.

Movement Rates: Swimming: 350

PS: 35-45 **MD:** None **AG:** 12-16 **MA:** None

EN: 25-30 **FT:** 40-50 **WP:** 8-10 **PC:** 9-12

PB: 6-8 **TMR:** 7 **NA:** Skin absorbs 7 DP

Weapons: Sharks attack via their bite (Base Chance of 40%, +8 Damage).

Comments: As soon as blood is drawn in waters containing sharks (most waters do) there is a 60% chance that 10-60 sharks will be attracted. Sharks teeth are fairly valuable (a set might go for 100 silver pennies) as charms.

[136.2] Aquatic Mammals

Aquatic mammals include dolphins, great white whales, killer whales, and merfolk. They are generally moderately intelligent and neutral or, even, friendly to adventurers. Except for merfolk, they cannot remain submerged indefinitely. Merfolk must keep a steady flow of water over their gills in the same manner as fish.

DOLPHIN

Natural Habitat: Ocean

Frequency: Common **Number:** 1-20 (4)

Description: Dolphins are mammals of the sea. They grow to 12 feet in length and are basically fish-like in form (although their bodies are more cylindrical than most fish). They have long, thin snouts, and are generally grayish in color. Dolphins are two-hex monsters.

Talents, Skills and Magic: Dolphins have no talents, skills or magic.

Movement Rates: Swimming: 400

PS: 25-30 **MD:** None **AG:** 24-26 **MA:** None

EN: 12-15 **FT:** 20-25 **WP:** 15-17 **PC:** 14-17

PB: 12-15 **TMR:** 8 **NA:** Skin absorbs 4 DP

Weapons: Dolphins attack in Melee Combat by ramming with their snouts with a Base Chance of 40% and D10-1 Damage.

Comments: Dolphins will sometimes aid humans in need, and will remember with a vengeance those humans who have harmed them in the past. They will never attack humans unless provoked.

GREAT WHITE WHALE

Natural Habitat: Ocean

Frequency: Very Rare **Number:** 1

Description: These creatures are the largest mammals found on sea or on land. They reach lengths of 200-300 feet, and are a truly spectacular sight when they rise three-quarters of the way out of the water, sending spray hundreds of yards in all directions. These whales are pure white in color.

Talents, Skills, and Magic: Great white whales cannot use magic and have no special talents or skills.

Movement Rates: Swimming: 700

PS: 700-1000 **MD:** None **AG:** 8-9 **MA:** None

EN: 300-400 **FT:** 500-600 **WP:** 8-10 **PC:** 12-15

PB: 4-6 **TMR:** 14 **NA:** Hide absorbs 8 DP

Weapons: Rather than doing actual damage to most creatures, the great white whale simply swallows them alive (Base Chance 50%). If a creature is swallowed alive, it is presumed dead unless it is somehow magically saved. If a creature is large enough so that it cannot be swallowed by the creature's 30 foot wide gullet, then the whale does D10+10 Damage. The great white whale can only attack in Melee Combat.

KILLER WHALE

Natural Habitat: Ocean (generally arctic waters)

Frequency: Rare **Number:** 1-25 (20)

Description: Killer whales are black on top and white on their bellies. They have fins on either side of their body, as well as one fin which sticks up from their back much like the fin of a shark. Large males reach 30 feet in length. Killer whales are 1four-hex monsters.

Talents, Skills, and Magic: Killer whales have no special talents, skills, or magic.

Movement Rates: Swimming: 400

PS: 40-45 **MD:** None **AG:** 13-15 **MA:** None

EN: 35-40 **FT:** 60-70 **WP:** 12-13 **PC:** 15-17

PB: 10-12 **TMR:** 8 **NA:** Hide absorbs 3 DP

Weapons: Killer whales can attack either in Melee or Close Combat with their bite (Base Chance of 50%, +10 Damage).

MERFOLK (Sea People)

Natural Habitat: Ocean

Frequency: Rare **Number:** 1-100 (1)

Description: Merfolk are half human, half fish, the top half being the human half. Merfolk lose 3 points of Fatigue (and Endurance when Fatigue is exhausted) for each hour they remain out of water.

Talents, Skills, and Magic: Merfolk get along very well with the indigenous life of the sea, and they can summon fish of various types, although they will only rarely summon the larger predators. Some merfolk will have powerful magic, while others will be ignorant of magic. All breathe both air and water.

Movement Rates: Swimming: 350

PS: 10-25 **MD:** 14-25 **AG:** 16-21 **MA:** 13-23

EN: 12-14 **FT:** 20-24 **WP:** 13-18 **PC:** 14-20

PB: 18-30 **TMR:** 7 **NA:** Skin absorbs 2 DP

Weapons: The merfolk ride seahorses and can use weapons underwater. They prefer pole-type weapons (especially tridents) and stabbing knives and swords. They will wear fish-skin armor (similar to leather armor) or laminated seashell armor (similar to lamellar armor) when going to war.

Comments: Merfolk will often sit on a beach, waiting to ensnare a human of the opposite sex, whom they will then bring down into the deeps with them as lovers. They give the human a cap woven of gold which has magical properties which allow the human to live and breath under water. Down under the sea, the merfolk will have cities and societies much like those on the surface, with wars, diplomacy, trade, etc. Great treasure will often be found in the sea-peoples' underwater lairs, often including gold from sunken wrecks. The merfolk are not usually hostile to man, but they will occasionally force a boat to turn back if it is trespassing on water they consider sacred or otherwise not appropriate for man.

[136.3] Other Aquatic Life

This section includes eels, kraken, octopi, and squids. These creatures are often intelligent and usually hostile to adventurers.

EEL

Natural Habitat: Ocean

Frequency: Uncommon **Number:** 1-4 (1)

Description: Eels are long, thin, grayish fish up to 7 feet in length.

Talents, Skills, and Magic: Eels have no special talents, skills, or magic.

Movement Rates: Swimming: 300

PS: 18-20 **MD:** None **AG:** 14-17 **MA:** None

EN: 8-10 **FT:** 14-16 **WP:** 10-11 **PC:** 17-20

PR: 6-8 **TMR:** 6 **NA:** Skin absorbs 3DP

Weapons: An eel attacks with its bite (Base Chance of 50%, +2 Damage), which it can only use in Close Combat.

KRAKEN

Natural Habitat: Ocean

Frequency: Very Rare **Number:** 1-2 (1)

Description: Kraken are huge, black, fierce octopoids. They have a pointed beak and large, red eyes. A kraken's body is 30-40 feet long, and its 8 tentacles are about as long as its body. Their hide is thick and horny and they are 1four-hex monsters.

Talents, Skills, and Magic: The kraken's most fearsome attribute is its ability to rip ships apart with its hideously strong tentacles. It can usually handle ships up to 40 feet in length, shredding and then entirely consuming them and their contents within (D10+2) minutes after it emerged from the depths. In addition, a kraken can use the maelstrom spell from the College of Water Magics at Rank 8-10.

Movement Rates: Swimming: 600

PS: 100-200 **MD:** 15-20 **AG:** 12-14 **MA:** 12-15

EN: 60-80 **FT:** 80-100 **WP:** 25-30 **PC:** 17-20

PR: 1-3 **TMR:** 12 **NA:** Hide absorbs 6 DP

Weapons: In any given Pulse a kraken can attack with up to 5 of its 8 tentacles. It has two options as to what it can do with these tentacles: it can either try to damage a character with the tentacles themselves at a Base Chance of 70%, and Damage of +4, or it can attempt to draw the adversary towards its beak at a Base Chance of 30%, and +15 Damage. Either option can be taken with any of the tentacles.

Comments: Krakens typically live by the shores of large, salt-water bodies, pulling swimmers and small vessels down to their demise. If a kraken's lair is found, it will frequently (80%) have a large treasure (25,000-35,000 silver pennies in value) stock-piled. Krakens tend to be unintelligent, but grow larger and more intelligent in cold water.

OCTOPUS

Natural Habitat: Ocean

Frequency: Uncommon **Number:** 1-6 (1)

Description: Octopi are small bags of flesh with eight long thin tentacles attached. They rarely grow to larger than 6 feet, from tentacle-tip to tentacle-tip. Their color shifts with their surroundings to provide the maximum camouflage. The body is highly malleable, and can usually fit into small cracks in coral beds. Rare species of giant octopi may grow to 3 times normal size.

Talents, Skills, and Magic: When frightened, octopi can squirt a jet of dark substance into the water, obscuring vision while they make their escape.

Movement Rates: Swimming: 150; Climbing on Rocks: 75

PS: 8-12 **MD:** 15-17 **AG:** 14-16 **MA:** None

EN: 5-6 **FT:** 10-11 **WP:** 6-8 **PC:** 17-19

PB: 5-7 **TMR:** 3/1 **NA:** Skin absorbs 2DP

Weapons: In Close Combat, an octopus can attack once using its tentacles (Base Chance of 80%, -2 Damage).

SQUID**Natural Habitat:** Ocean**Frequency:** Rare **Number:** 1-10 (1)**Description:** These creatures are bullet-shaped, with 10 tentacles streaming from the base of the bullet. They grow to 50 feet in length, and their color changes according to the waters that they inhabit. The Squid also has a beak and large, round eyes. Squids are 1four-hex monsters.**Talents, Skills, and Magic:** The squid has no magic or special skills or talents.**Movement Rates:** Swimming: 600**PS:** 60-70 **MD:** 25-30 **AG:** 10-13 **MA:** None**EN:** 50-60 **FT:** 65-70 **WP:** 10-12 **PC:** 10-12**PB:** 6-8**TMR:** 12 **NA:** Hide absorbs 5 DP**Weapons:** Squids attack with their tentacles, drawing their prey in toward their beak. A squid can make up to 5 attacks each Pulse using its tentacles, but the first time that it hits something, it must cease attacks for that Pulse as it can only bite one thing at a time. The Base Chance for each attack is 25%, with +12 Damage. The squid can also choose not to attempt to bite and merely squeeze with its tentacles, in which case the Base Chance is 50%, and Damage -1. It can score up to 5 hits in this way.**Comments:** Large squid generally prefer very deep water, and will rarely be found at the shallower depths. Squid are carnivorous, and will eat almost any meat (including man) that they can find.

137. Lizards, Snakes and Insects

[137.1] Lizards and Kindred

The following are included in this section: basilisks, crocodiles, giant land turtles, gila monsters, hydras, land iguanas, salamanders, suarime, and wyverns. Except for wyverns and suarime, these species will be unintelligent.

BASILISK (Cockatrice)

Natural Habitat: All habitats except Plains and Oceans**Frequency:** Uncommon **Number:** 1-2 (1)**Description:** The Basilisk is a fat reptilian creature about 5 feet long and 2 feet in height. These are slow, heavily-armored lizards with limited intelligence. They have strong jaws with two-inch fangs. They are man-eaters, but infinitely prefer fish when they can get it. Basilisks are usually brownish in color with lighter underbellies.**Talents, Skills, and Magic:** A basilisk has no skills or magical abilities to speak of, but does possess the special talent of turning a target to stone with a glance. Anyone who is within 50 feet of the basilisk may be attacked in this manner. The basilisk expends a Fire Action and the figure against whom the action is directed undergoes an attack as if from a Thrown Weapon (BC of 60%). A basilisk breathes a cone of poison gas 5 feet by 3 feet wide as its base.**Movement Rates:** Running: 125**PS:** 6-12 **MD:** None **AG:** 7-11 **MA:** None**EN:** 12-14 **FT:** 15-20 **WP:** 12-16 **PC:** 15-20**PB:** 5-7**TMR:** 2 **NA:** Skin absorbs 6 DP**Weapons:** The basilisk does not use weapons, but may bite (Base Chance of 40%, Damage +3) during Close Combat and may use its gaze in Ranged, Melee and Close Combat and breath in Melee or Close Combat. Any hit scored with its breath does D10+10 Damage due to poisoning (this Damage is not absorbed by armor). If a basilisk's gaze is reflected back at itself, it is killed.**Comments:** Basilisks are solitary creatures, but they are willing to serve others in exchange for lavish supplies of food (12 pounds or more per day).

BEHIR (Dragon Snake)

Natural Habitat: Rough, Plains, Woods**Frequency:** Rare **Number:** 1-2 (1)**Description:** The Behir are large snake-like reptiles with a dozen legs on each side of their 20-foot long bodies. These legs allow them to move deceptively fast, and also enable them to climb steep surfaces at half their normal TMR. They can also fold their legs against their bodies and slither along on their bellies. They are semi-intelligent, and speak a limited language with one another. They are smart enough to know when to retreat from battle, but are quite hearty and generally unafraid of combat. Behir have large heads, similar in appearance to that of a dragon (hence the name). They have thickly plated scale-like hides, although their underbellies are softer (1-2 DP). They range in color from brown to blue, depending on the climate and season. Behir mate once every year, and there is a 15% chance that a female Behir will have 1-2 young with her when encountered. Their domain will usually be patrolled vigorously within a range of about 100 square miles. They are mortal enemies to dragons, and will never knowingly enter the territory of a dragon. Behir are 3-Hex Monsters.**Talents, Skills, and Magic:** The bite of a Behir is venomous. Any successful damage (above a PC's armor protection rating) will result in the character being poisoned. The poison is paralytic in nature, although it does take effect slowly. Once a character has been bitten, they will lose -1 point of Agility, Strength, and Manual Dexterity per pulse until these characteristics have been reduced by [D10+3] each (characteristics cannot be reduced to less than 5). The poisoning will last for 25-[Victim's Willpower] hours. The Behir have no other talents, skills, or magic.**Movement Rates:** Running: 400; Climbing: 200; Swimming: 100**PS:** 35-40 **MD:** 12-14 **AG:** 16-20 **MA:** None**EN:** 26-32 **FT:** 35-40 **WP:** 12-15 **PC:** 12-15**PB:** 4-8**TMR:** 8/4/2 **NA:** Scales absorb 6 DP**Weapons:** Bite has a Base Chance of 45% and damage of +2, and can be used in Melee or Close Combat (see poison above). A Behir will attempt to enter close, where it can use up to six claw attacks per pulse without penalty. Claws have a Base Chance of 35%, and do +1 Damage. (A Behir can attack in Melee via its bite and in Close with claws in the same pulse with a -10% to each separate attack.)**Comments:** Although generally solitary carnivores, Behir do raise their young until they are full grown (which takes about 2 years). After biting their prey, Behir will usually drag them back to their lair for feasting. They will usually be found making their homes in caves or among thickets. They feed on deer, elk, antelope, great cats, and (of course) man, eating once in about every 12 days. The poison of a Behir is highly valuable, trading in most cities for over 10 Truesilver Guineas per pint. An adult will have over 2 pints worth to collect after it is slain, assuming an adventurer knows how to dress such a monster. The hides of an adult Behir will also sell, fetching over 300 gold shillings in good condition. Since they swallow their victims whole, the lair of a Behir will also generally be littered with the once upon a time belongings of previous meals (metals and wood will generally go undigested).

CROCODILE

Natural Habitat: Marsh, Lakes, Rivers**Frequency:** Common **Number:** 1-50 (20)**Description:** Crocodiles are heavily scaled lizards with small sharp teeth. They attain lengths of 8 feet, and weights of up to 180 pounds. Their scales are a very dark greenish-brown that blends in well with the muddy water that they love to inhabit.**Talents, Skills, and Magic:** Crocodiles have no special talents, skills or magic.**Movement Rates:** Running: 50; Swimming: 150**PS:** 17-19 **MD:** 5-8 **AG:** 7-9 **MA:** None**EN:** 7-9 **FT:** 15-18 **WP:** 7-9 **PC:** 8-10**PB:** 7-9**TMR:** 1/3 **NA:** Scales absorb 6 DP**Weapons:** Crocodiles cannot attack except in Close Combat and they attack with two claws (Base Chance of 50%, - 6 Damage) and their bite (Base Chance of 10%, +1 Damage).

Comments: Crocodiles often lurk just below the surface of murky waters, waiting for a tidbit to enter the water. On land, however, crocodiles are rather timid, and they will slip off into the water if they sense something approaching. If a crocodile's jaws are grasped while they are still closed, it only takes a PS of 12 to hold them closed, rendering the Crocodile's bite useless. The crocodile's skin is used to make primitive armor (equal to leather) and the teeth (about 60) are valuable (100 silver pennies each) as charms.

GIANT LAND TURTLE

Natural Habitat: Marsh (or beach)

Frequency: Rare **Number:** 1-30 (6)

Description: Giant Land Turtles have the form of an ordinary turtle, with a thick green shell and claws instead of webbed digits. They are about 5 feet long, and weigh about 700 pounds.

Talents, Skills, and Magic: Giant Land Turtles can withdraw their head, tail, and limbs inside their shell in times of danger. They have no magical or other special abilities. If the Turtle is not withdrawn into its shell, there is a 80% chance that any blow will strike the shell anyway. If the turtle is inside its shell, all strikes will be softened by the shell.

Movement Rates: Running or Swimming: 100

PS: 20-25 **MD:** None **AG:** 5-7 **MA:** None

EN: 15-17 **FT:** 22-24 **WP:** 10-11 **PC:** 13-15

PB: 7-9 **TMR:** 2 **NA:** Shell absorbs 8 DP

Weapons: The Land Turtle can only attack by biting in Close Combat'. Its Base Chance is 50% and its Damage is -2.

Comments: Despite their name, Land Turtles spend much of their time in the water, where they will frequently be found. A land turtle is capable of carrying a large burden (up to 400 lbs.) if one is willing to keep a pace that the turtle can follow.

GILA MONSTER

Natural Habitat: Waste

Frequency: Rare **Number:** 1-8 (1)

Description: Gila Monsters are black and yellow lizards with short, thin limbs and a striped stubby tail.

Talents, Skills, and Magic: The gila monster has no special talents, skills, or magic.

Movement Rates: Running: 100

PS: 3-4 **MD:** 8-10 **AG:** 7-8 **MA:** None

EN: 4-5 **FT:** 8-10 **WP:** 7-9 **PC:** 15-17

PB: 7-9 **TMR:** 2 **NA:** Hide absorbs 2 DP

Weapons: Gila monsters can bite in Close Combat, but they cannot attack in Ranged or Melee Combat. The Base Chance for their bite is 50%, and it does -3 Damage. If the bite penetrates any armor that might be worn to do actual damage to Fatigue or Endurance, the target takes 2 DP per Pulse (not absorbed by armor) for the next D10 Pulses, or until an antidote to the Gila monster's poison is administered.

HYDRA

Natural Habitat: Marsh, Caverns

Frequency: Very Rare **Number:** 1-3 (1)

Description: A Hydra is a nine-headed snake. They are 12 to 15 feet long, and have thick green scales. Hydras also have a foul smell and venomous breath. Hydras are four-hex creatures.

Talents, Skills, and Magic: If a hydra is hit in combat for four or more points of damage (after subtracting for the defensive benefits of the hydra's scales) there is a 70% chance that one of the hydra's heads has been destroyed. Two Pulses after a head is destroyed, two more grow back, and on the beginning of the next Pulse after that they can attack in combat. One of the hydra's original nine heads will be immortal. This head cannot be killed, and does not regenerate as do the others. Instead, if a hydra has no Endurance remaining, the head is assumed to have been cut off. If the head is cut off, it can no longer move or attack except in Close Combat. The only way to kill one of the hydra's mortal heads is to burn it while it is regenerating (a successful Strike with a torch will do this). Each time a head

regenerates, the Hydra gains three points of Endurance. (Note that this will occasionally mean that a hydra will have more Endurance points at the end of a battle than before). In any event, if a hydra's Endurance is ever reduced to zero or below, all of the heads die except the immortal one mentioned above.

Movement Rates: Crawling: 200

PS: 18-22 **MD:** 19-24 **AG:** 14-16 **MA:** None

EN: 30-35 **FT:** 40-45 **WP:** 18-23 **PC:** 14-17

PB: 4-6 **TMR:** 4 **NA:** Scales absorb 7 DP

Weapons: A hydra can attack once with each of its heads. Up to six heads can attack without penalty in either Close or Melee Combat. The Base Chance for one of a hydra's heads is 55%, and each bite does +2 Damage. In addition, if a bite penetrates a target's armor to do damage to Fatigue or Endurance, the target takes five DP per Pulse for the next D10 pulses due to the hydra's poison, which is deadly. Only antidotes specifically designed for hydra poison will be effective against their venom.

Comments: Hydras are vicious, but they are not overly intelligent. They will attack anything that approaches their lair. A hydra's poison lasts even after the creature dies, and can be absorbed through the skin without a puncture.

KOMODO DRAGON (Sea Dragon)

Natural Habitat: Ocean, Waste, Rough

Frequency: Rare **Number:** 1-4 (2)

Description: Komodo Dragons are large lizards, growing to lengths in excess of 10 feet and weighing about 350 pounds. Rare breeds can grow to twice this size (add +10 to Physical Strength and Endurance). They have long claws, used for disemboweling their prey, and sharp teeth. They are Carnivorous, and hunt deer, bush pigs, and smaller members of their own species. They have been known to attack humanoids, but will generally not attack a party of more than 3 if they are alone. These creatures are apt swimmers, and can even submerge for periods of up to 3 minutes if necessary to elude enemies such as tigers, pythons, and man. Komodos generally sleep during the heat of the day, hunting in the cool mornings and evenings near the warm coastal waters they live in. Young members of this species can climb trees, but a full grown Komodo will usually make its home in small caves or thick brush. Like most reptiles, the Komodo Dragon is cold blooded and will have difficulty surviving in cold weather.

Skills, Talents, and Magic: Komodo Dragons, despite their namesake, have no special talents or skills.

Movement Rates: Running: 200; Swimming: 200

PS: 18-24 **MD:** 6-8 **AG:** 7-9 **MA:** None

EN: 10-14 **FT:** 15-18 **WP:** 7-9 **PC:** 15-18

PB: 7-10 **TMR:** 4/4 **NA:** Scales absorb 4 DP

Weapons: A Komodo is a formidable opponent. It can attack in Melee Combat with its bite, base chance of 55%, Damage +4. The tail can be used to knock down opponents behind the Komodo: treat as trip (Base Chance 40%, D10 damage, target must roll 3xAgility or be thrown prone). In Close Combat it can attack 3 times in each pulse without penalty: 2 Claws have base chance 50% and do +2 damage, and it can bite with base chance now at 65%. Additionally, the tail of a Komodo Dragon can be wrapped around a victim in Close Combat after 2 successful Claw attacks. Wrap: Base Chance of 80%, +5 Damage per pulse the tail squeezes, no roll needed to hit once initial squeeze has been made. The Komodo can still bite and claw while executing a squeeze action.

Comments: Komodos are valued as curiosities, and live adults fetch 1200-1500 silver pennies. Additionally, Komodos can be domesticated and trained as mounts for small humanoids (Halflings or Dwarves). A trained Komodo will sell for up to 2500 silver pennies. The claws of the Komodo can also be sold to Alchemists and Wizards for 15 silver pennies for each claw.

LAND IGUANA

Natural Habitat: Woods and Waste

Frequency: Uncommon **Number:** 1-4 (2)

Description: Iguanas are large lizards, sometimes reaching more than 3 feet in length. They are sandy to brown in color, and have ridges along their back. They have a short, thick tail, and wrinkled skin around their neck. Giant iguanas may be up to 3 times normal size and have double or triple PS, EN, and FF.

Talents, Skills, and Magic: Iguanas have no magical abilities or special talents.

Movement Rates: Crawling: 250

PS: 9-11 **MD:** None **AG:** 14-16 **MA:** None

EN: 4-6 **FT:** 8-10 **WP:** 6-8 **PC:** 10-12

PB: 6-8 **TMR:** 5 **NA:** Hide absorbs 3 DP

Weapons: Iguanas can only attack in Close Combat. They get one attack with their bite, which has a Base Chance of 50%, and does +4 Damage.

SALAMANDER

Natural Habitat: Waste (particularly deserts)

Frequency: Rare **Number:** 1-2 (1)

Description: A salamander is a three foot long lizard, reddish brown in color, with fiery red eyes.

Talents, Skills, and Magic: Salamanders have the ability to set things on fire by concentrating their gaze. The action is deliberate, in that something will not be burnt unless the salamander wishes to burn it. Only flammable items can be ignited. If a salamander concentrates its gaze on a living creature, the creature takes D10+12 Damage. The gaze can be resisted, and only one creature can be stared at any one time. Treat the gaze as a Fire action on the Tactical Display.

Movement Rates: Running: 350

PS: 14-17 **MD:** 8-10 **AG:** 17-20 **MA:** None

EN: 12-14 **FT:** 15-20 **WP:** 21-24 **PC:** 18-21

PB: 5-7 **TMR:** 7 **NA:** Scales absorb 4 DP

Weapons: A salamander can use its gaze in Close, Ranged, and Melee Combat (range: 200 feet). In addition, a salamander can make a bite attack in Close Combat with a Base Chance of 40%, doing +2 Damage.

Comments: Salamanders love to set things on fire in a seemingly random fashion.

SHARAZ

Natural Habitat: Waste (especially desert)

Frequency: Rare **Number:** 1-3 (1)

Description: Called "Sand Demons" by nomadic tribes, these reptiles are the unusual combination of a semi-humanoid upper body and a lizard-like lower body. They are over 9 feet tall, and weigh more than 500 pounds. They have muscular arms and chests, sharp claws and teeth, and long necks. Their heads are reptilian in appearance, with sleek eyes and a scaly flesh. The tail of a Sharaz is usually 10 or more feet long, and can be controlled with great skill, augmenting their combat ability (see below). Their legs are lean and strong, allowing them to sit on their haunches during combat. Sharaz have near human intelligence, allowing them to speak their own language and use weapons and tools. They make their homes in caves or among rocks. Because they are cold-blooded, Sharaz cannot survive in cold climates.

Talents, Skills, and Magic: Sharaz use weapons and tools for combat and survival. They can also go for extended periods without water. They are not magic users.

Movement Rates: Running: 300

PS: 25-29 **MD:** 15-18 **AG:** 17-21 **MA:** None

EN: 24-28 **FT:** 30-35 **WP:** 12-15 **PC:** 10-18

PB: 4-7 **TMR:** 6 **NA:** Scales absorb 4 DP

Weapons: Bite has a Base Chance of 50% and damage of +2, and can be used in Melee or Close Combat. They can also attack using claws, Base Chance of 65% and D10+1 Damage. Claws are rated for Close or Melee Combat, and two attacks are allowed per pulse without

penalty. Sharaz can also use their tails to attack into any of its rear hexes, allowing it to attempt to trip any man-sized or smaller creature. This attack has a Strike Chance of 40% and Damage is D10. If the attack is successful, target must roll 3xModified Agility or less to avoid being thrown prone. In addition to its natural combat abilities, Sharaz will also carry swords and spears, which they will use at Ranks 1-5.

Comments: Sharaz generally attack by surprise, burrowing into the crests of sand dunes near human settlements and waiting for the unwary to approach. They will nearly almost always be found hunting alone, but occasionally may be encountered in small groups. Their social system keeps them divided into simple families, but they do participate in trade and festival activities. Sharaz lairs will generally be guarded by a female, and there is a 20% chance that young will be present.

SUARIME (Lizard Man)

Natural Habitat: Marsh, Caverns (near water)

Frequency: Rare **Number:** 1-50 (8)

Description: Suarime are basically humanoid, but they are reptilian in outward appearance. They have heavy scales along the entire body, and have a long, heavy tail that they can use as a weapon to knock down their victims. They also have claws and a long forked tongue. They are about 7 feet tall, and are greenish-yellow in color.

Talents, Skills, and Magic: Suarime can fight normally under water, but they must come up for air eventually, although they can hold their breath for periods of more than 5 minutes. They have their own language, but will rarely (5%) speak anything comprehensible to men. They do not normally use magic, although intelligence varies widely.

Movement Rates: Swimming: 300; Running: 100

PS: 23-26 **MD:** 8-11 **AG:** 8-12 **MA:** 10-15

EN: 14-16 **FT:** 20-24 **WP:** 14-18 **PC:** 10-14

PB: 8-11 **TMR:** 6/2 **NA:** Scales absorb 6 DP

Weapons: Lizard men generally use simple weapons like spears

or clubs. The larger the weapon, the more the suarime prefer it as they greatly enjoy using their strength to the utmost. Suarime will use shields if they find them or capture them. Their claws have a Base Chance of 35% of doing +1 Damage.

Comments: Suarime will eat anything and they feed on marsh birds and underwater creatures, but they have a fondness for human flesh.

WYVERN (Mere Dragon)

Natural Habitat: Rough (hills mostly), Woods, Marsh

Frequency: Uncommon **Number:** 1-5 (2)

Description: Wyverns are distant cousins of dragons, but are smaller and not blessed with the intelligence of dragons. Usually, 6 to 10 feet tall, the wyvern is portrayed as a one-hex character with its tail extending into its Rear hex a short distance (just enough so that it can knock a character standing in that hex off his feet). Wyverns are slate grey in color and have tough armored hides.

Talents, Skills, and Magic: Wyverns, unlike their larger cousins, are non-magical. Their shriveled front limbs are not suitable for grasping much except already subdued prey. The wyvern's tail contains a scorpion-like sting which may be used to infect a target in the hex the wyvern is facing with poison (the sting is used in an over-the-head attack). It may not be used to attack characters behind it.

Movement Rates: Running: 75; Flying: 150

PS: 20-30 **MD:** 10-12 **AG:** 12-16 **MA:** 8-10

EN: 25-35 **FT:** 30-40 **WP:** 10-16 **PC:** 18-25

PB: 3-5 **TMR:** 1/3 **NA:** Hide absorbs 8 DP

Weapons: In addition to its tail which may be used in Melee (Base Chance of 45%, quick-acting poison instead of Damage, no Rank) the wyvern may bite in Melee and Close Combat (Base Chance of 40% Damage of +4, no Rank). A wyvern may not sting and bite in the same Pulse. A wyvern can attempt to knock down a character in his Rear hex using his tail. This type of attack is executed like a Shield Attack.

Comments: Wyverns do not know magic, but crave magical items and will often be found to be hoarding or wearing same. Dragons despise wyverns and wyverns fear dragons and the two will never be found in each other's company. Wyverns are, by nature, somewhat cowardly.

[137.2] **Snakes**

All snakes included in this section are non-intelligent and extremely hostile. Most are poisonous. They include: asps, king cobras, mambas, pythons, and spitting najas. Snakes tend to lie in wait for prey and will usually strike only from ambush or if startled.

ASP

Natural Habitat: Rough, Plains

Frequency: Rare **Number:** 1-7 (1)

Description: The asp measures up to 21/2 feet in length. It has a triangular head, flattened towards the rear, and a short, thin tail.

Talents, Skills, and Magic: Asps have no talents, skills or magic.

Movement Rates: Crawling: 150

PS: 2-3 **MD:** None **AG:** 16-19 **MA:** None

EN: 1-2 **FT:** 3-4 **WP:** 14-18 **PC:** 14-17

PB: 8-10 **TMR:** 3 **NA:** None

Weapons: The asp can only attack in Close Combat (Base Chance of 65%, -3 Damage). If they do any effective damage, the damage is not scored against their victim but rather he suffers 2 DP/Pulse until he takes an antidote to the venom.

Comments: These snakes hibernate together during the winter, and thus very large groups may be found during hibernation.

KING COBRA

Natural Habitat: Plains, Woods, Marsh, Rough

Frequency: Rare **Number:** 1-8 (1)

Description: Growing to 20 feet, the king cobra is the largest of all poisonous snakes. It is usually dark brown in color, with a collapsible hood behind its head with a sort of horseshoe marking on its back. The king cobra is the mortal enemy of the mongoose.

Talents, Skills, end Magic: Cobras possess no talents, skills or magic.

Movement Rates: Crawling: 200

PS: 20-25 **MD:** None **AG:** 15-18 **MA:** None

EN: 12-14 **FT:** 15-20 **WP:** 14-18 **PC:** 12-17

PB: 7-9 **TMR:** 4 **NA:** None

Weapons: Despite its size, the king cobra cannot attack unless it is in Close Combat. In Close Combat it attacks via its bite (Base Chance of 75%, +4 Damage). Damage done does not count, but if any actual damage would have been inflicted, the victim is poisoned, and suffers 2 DP per Pulse, as per nerve Venom.

MAMBA

Natural Habitat: Woods, Marsh

Frequency: Rare **Number:** 1-4 (1)

Description: These snakes are not very large (less than 3 feet), but their poison fangs grow to great size. They come in either green or black, with the former a forest species, and the latter a marsh snake.

Talents, Skills, end Magic: Mambas possess no talents, skills or magic.

Movement Rates: Crawling: 100

PS: 2-3 **MD:** None **AG:** 12-15 **MA:** None

EN: 4-5 **FT:** 6-8 **WP:** 14-18 **PC:** 12-16

PB: 8-11 **TMR:** 2 **NA:** None

Weapons: The mamba cannot attack in Melee Combat. In Close Combat it can bite (Base Chance 50%, -2 Damage). Damage is only used to determine if the snake did in fact penetrate armor with its fangs for the purpose of injecting its poison. Mamba poison is among the most deadly found in nature: a victim takes 4 DP per Pulse until an antidote is taken.

PYTHON

Natural Habitat: Woods, Marsh

Frequency: Rare **Number:** 1-2 (1)

Description: The python is green and black, and sometimes reaches a length of 33 feet.

Talents, Skills, and Magic: The Python can climb trees (large ones) although slowly. It has no magical abilities, skills or talents.

Movement Rates: Crawling: 150

PS: 45,50 **MD:** None **AG:** 8-12 **MA:** None

EN: 25-30 **FT:** 30-35 **WP:** 12-16 **PC:** 14-18

PB: 6-9 **TMR:** 3 **NA:** Scales absorb 3 DP

Weapons: Pythons may only attack in Close Combat. Pythons attack by biting (Base Chance of 65%, +6 Damage). If the bite penetrates armor, it hangs on, and at the next opportunity wraps it self around its adversary, crushing the life out of it. Wrap: Base Chance of 80%, +8 Damage per Pulse the snake squeezes, no roll needed to hit once initial squeeze has been made. Once the snake is squeezing, it can no longer bite until it has squeezed its prey to death.

SPITTING NAJA

Natural Habitat: Rough, Woods

Frequency: Rare **Number:** 1-2 (1)

Description: The spitting naja is a form of Cobra, without the hood, but with the ability to spit their venom. Their scales are usually dark brown in color.

Talents, Skills, and Magic: The spitting naja possesses no talents, skills or magic.

Movement Rates: Crawling: 150

PS: 10-12 **MD:** None **AG:** 16-18 **MA:** None

EN: 8-10 **FT:** 12-17 **WP:** 12-16 **PC:** 11-16

PB: 8-11 **TMR:** 3 **NA:** Scales absorb 1 DP

Weapons: In Melee Combat, spitting najas can only spit (Base Chance of 40%). If they hit, (aiming at the eye) the person hit is blinded until the eye is thoroughly washed. Unless the eye is washed promptly, the blindness becomes permanent. In Close Combat, the naja gets a bite (Base Chance of 65%, - 2 Damage for purposes of armor penetration). The bite's damage is not actually sustained, but is rather used to determine if the snake has penetrated armor so as to allow its venom to work. The venom does 1 DP per Pulse (in addition to blinding the victim) until an antidote is administered.

[137.3] **Insects and Spiders**

The species included in this section tend to be non-lethal to human-sized beings individually, but most will be found, if at all, in large numbers. They include the Black Widow Spider, the Fire Ant, the Killer Bee, scorpions and tarantulas.

BLACK WIDOW SPIDER

Natural Habitat: Waste, Rough

Frequency: Very Rare **Number:** 1-4 (1)

Description: Black widows are small, black spiders with thin hairless legs and a red hourglass marking on their backs. They are 2-3 inches long.

Talents, Skills, and Magic: Black widows have no special talents, skills or magical abilities. They are not tool users, but they do spin webs.

Movement Rates: Running: 75

PS: 1 **MD:** None **AG:** 18-20 **MA:** None

EN: 1 **FT:** None **WP:** 4-6 **PC:** 10-12

PB: 3-5 **TMR:** 1 **NA:** None

Weapons: A Black Widow spider can only attack in Close Combat, using its bite with a Base Chance of 30%. If a hit is indicated, do not check for damage, but instead follow this procedure: Roll D10; if the die roll is greater than the bitten creature's Armor Protection Rating, then the creature has been bitten and suffers the effects of the spider's

poison: otherwise there is no effect. A black widow's poison does 3 DP/Pulse for D10 Pulses until an antidote is applied.

FIRE ANTS

Natural Habitat: Plains

Frequency: Uncommon **Number:** 500-5000 (500)

Description: A Fire Ant is a bright red ant about 2 inches long.

Talents, Skills, and Magic: Fire Ants have no magic skills, talents or other special abilities. They are not tool users, but they will use twigs and leaves to cross bodies of water.

Movement Rates: Running: 150

PS: 1 **MD:** None **AG:** 11-13 **MA:** None

EN: 1 **FT:** None **WP:** 5-7 **PC:** 10-12

PB: 2-4TMR: 3 **NA:** None

Weapons: A Fire Ant can only attack in Close Combat. It bites with a Base Chance of 25%. If the bite hits, roll D10. If the number rolled is more than the bitten character's Armor Protection Rating, the character takes 2 DP. Otherwise there is no effect.

Comments: Fire Ants tend to form into columns that eat through anything in their way. These insects dislike the smell of oil, and if it is put in the ants' path, they will go around it if possible.

KILLER BEE

Natural Habitat: Woods, Plains

Frequency: Uncommon **Number:** 1-300 (200)

Description: A killer bee looks like a normal bee except that it is about an inch and a half long.

Talents, Skills, and Magic: Killer bees have no magic abilities or special talents or skills. They are not tool users, but do build hives.

Movement Rates: Flying: 500

PS: 1 **MD:** None **AG:** 20-22 **MA:** None

EN: 1 **FT:** None **WP:** 7-9 **PC:** 15-17

PB: 6-8TMR: 10 **NA:** None

Weapons: Killer bees can only attack in Close Combat in which they can sting with a Base Chance of 50%. If a bee succeeds in stinging roll D10. If the roll is more than the armor protection rating of the stung character, the character takes D10-6 Damage (not absorbed by armor). As soon as a bee hits a character (not necessarily penetrating armor via the die roll above) it dies.

SCORPION

Natural Habitat: Waste, Rough

Frequency: Rare **Number:** 1-20 (1)

Description: A scorpion is a black-colored insect about 4 inches long. The most prominent feature of a scorpion is its tail, which stretches over its back.

Talents, Skills, and Magic: Scorpions have no special talents, skills or magic.

Movement Rates: Crawling: 150

PS: 1 **MD:** None **AG:** 18-20 **MA:** None

EN: 1 **FT:** 1 **WP:** 8-10 **PC:** 11-13

PB: 4-5TMR: 3 **NA:** None

Weapons: A Scorpion can only attack in Close Combat, in which it uses its tail with a Base Chance of 65%. If the tail hits, roll D10. If the die roll is more than the Armor Protection Rating of the character stung, the character takes 4 DP/Pulse for D5 Pulses, or until an antidote is applied.

Comments: An Alchemist can use a Scorpion's tail to distil poison, and so a scorpion can be sold for about 50 silver pennies in a major town.

TARANTULA

Natural Habitat: Waste

Frequency: Rare **Number:** 1-6 (1)

Description: Tarantulas are large, very hairy spiders about 4 inches across.

Talents, Skills, and Magic: Tarantulas have no special talents, skills, or magic abilities. They do not tool users and do not build webs.

Movement Rates: Running: 75

PS: 1 **MD:** None **AG:** 16-18 **MA:** None

EN: 1 **FT:** None **WP:** 4-6 **PC:** 9-11

PB: 2-4TMR: 1 **NA:** None

Weapons: Tarantulas only attack in Close Combat, biting with a Base Chance of 25%. If a creature is bitten, roll D10, and if the roll is greater than or equal to the bitten creature's Armor Protection Rating, the creature suffers D10-4 Damage due to the tarantula's poison.

138. Giants, Fairies and Earth Dwellers

[138.1] Giant Humanoids

This Section includes all larger than average size humanoid species. Included are 6 flavors of Giants (Cloud, Fire, Frost, Hill, Stone and Storm). All types of Giants except storm Giants and hill Giants can be played by players. In general, the characteristics of Giants are the same as those included under Character Generation (IV.). Other giant humanoids include Ogres, Trolls and Titans.

CLOUD GIANT

Natural Habitat: Rough

Frequency: Very Rare **Number:** 1-4 (1)

Description: Cloud giants are huge humanoids between 15 and 20 feet tall. Cloud Giants will often build sky-castles on mountaintops. These will seem to float on pillars of cloud and can only be reached by a stone stairwell inside the pillars on which it floats. The pillars and the clouds on which the castle rests will be substantial (capable of bearing weight), though they will appear to be clouds. Cloud Giants are three-hex figures.

Talents, Skills, and Magic: See 6.6

Movement Rates: Running: 600-700

PS: 24-42 **MD:** 4-22 **AG:** 3-21 **MA:** 4-22

EN: 30-48 **FT:** 18-24 **WP:** 4-22 **PC:** 5-23

PB: 5-23 **TMR:** 12-14 **NA:** None

Weapons: Cloud Giants favor the club and the sword, and will have Rank 2-4 with these weapons. They will sometimes wear armor, although it is rare to see a Giant clothed in anything heavier than leather.

FIRE GIANT

Natural Habitat: Rough, Caverns

Frequency: Rare **Number:** 1-4 (1)

Description: Fire giants are large humanoids about 12 feet tall.

Talents, Skills, and Magic: See 6.6

Movement Rates: Running: 400-500

PS: 15-33 **MD:** 4-22 **AG:** 3-21 **MA:** 4-22

EN: 20-38 **FT:** 18-24 **WP:** 4-22 **PC:** 5-23

PB: 5-23 **TMR:** 8-10 **NA:** None

Weapons: Fire giants prefer the club and sword, and will have Rank 1-3 with these weapons. Armor heavier than leather is rare, although it does occur.

HILL GIANT

Natural Habitat: Rough

Frequency: Rare **Number:** 1-10 (5)

Description: Hill Giants are humanoids about nine feet tall. Their features will usually be uncommonly gnarled.

Talents, Skills, and Magic: See 6.6. But note that a hill giant is not affiliated with any element in particular, and thus has expanded options as to his choice of College. His mastery of a College will

usually be minimal (about Rank 3) if he does belong to a College (25% chance).

Movement Rates: Running: 350-400

PS: 12-30 **MD:** 4-22 **AG:** 3-21 **MA:** 4-22

EN: 13-31 **FT:** 18-24 **WP:** 4-22 **PC:** 5-23

PB: 5-23 **TMR:** 7-8 **NA:** Thick hide absorbs 1 DP

Weapons: Hill giants will use all weapons, although they generally prefer simple crushing weapons like the club or mace. They will have rank 1-5 with these weapons. Hill giants rarely wear armor, although they will occasionally (20%) wear chain-mail or leather.

FROST GIANT

Natural Habitat: Rough (especially mountains)

Frequency: Rare **Number:** 1-25 (6)

Description: Frost giants are large humanoid between 15 and 20 feet in height. Frost Giants are three-hex figures.

Talents, Skills, and Magic: See 6.6.

Movement Rates: Running: 600-700

PS: 24-42 **MD:** 4-22 **AG:** 3-21 **MA:** 4-22

EN: 25-43 **FT:** 18-24 **WP:** 4-22 **PC:** 5-23

PB: 5-23 **TMR:** 12-14 **NA:** None

Weapons: Frost giants generally use swords and axes, and will frequently achieve rank 4 or higher with these weapons. Frost giants will wear any type of armor, with metallic armor being Common.

STONE GIANT

Natural Habitat: Rough, Caverns

Frequency: Rare **Number:** 1-6 (3)

Description: Stone giants are humanoids about 10 feet tall.

Talents, Skills, and Magic: See 6.6

Movement Rates: Running: 400-500

PS: 13-31 **MD:** 4-22 **AG:** 3-21 **MA:** 4-22

EN: 15-25 **FT:** 18-24 **WP:** 4-22 **PC:** 5-23

PB: 5-23 **TMR:** 840 **NA:** None

Weapons: Stone Giants prefer heavy weapons like hammers and clubs. They will have rank 3-5 with these weapons. Stone giants frequently wear leather armor and carry shields.

STORM GIANT

Natural Habitat: Rough (especially mountaintops)

Frequency: Very Rare **Number:** 1-3 (1)

Description: Storm giants are huge humanoids about 20 feet tall. Storm Giants are three-hex figures.

Talents, Skills, and Magic: Storm giants have all the talents, skills, magic, and other abilities noted in 6.6. In addition, they can control the weather, bringing rain, wind, thunderstorms, and even a fair sky. Depending on the difference between the weather they are trying to create and the weather state at the time that they are doing so, it will be from one to three hours until the effects of their control become evident. Note that storm giants are not particularly affiliated with any of the Elementals. There is a 50% chance that a storm giant will be a member of a College. If he is a member of a College, a storm giant will have rank 3-7 with General Knowledge spells, and Rank 2-5 with those Special Knowledge spells that he knows (GM's option).

Movement Rates: Running: 700-750

PS: 27-45 **MD:** 4-22 **AG:** 3-21 **MA:** 4-22

EN: 30-48 **FT:** 18-24 **WP:** 4-22 **PC:** 5-23

PB: 5-23 **TMR:** 14-15 **NA:** None

Weapons: Storm giants prefer edged weapons, with axes being the weapons they most commonly use. They will have Rank four or better with the type of weapon that they use most frequently. Storm giants can be found in any sort of armor, although chainmail is the norm.

Comments: True to their name, Storm Giants enjoy turbulent weather, and there will frequently be a thunderstorm about their mountainous

home. Those traits mentioned in 6.6 are also applicable to storm giants.

OGRE

Natural Habitat: Rough, Woods

Frequency: Rare **Number:** 1-20 (4)

Description: Ogres are large, ugly humanoid. They are 8 feet tall, have flattened noses and large, sharp teeth. They will usually be wearing rags.

Talents, Skills, and Magic: Ogres generally shun magic, although there is a 5% chance that an ogre will belong to the College of Earth Magics if he has an MA of 15. The highest rank that an ogre will ever attain with any spell is 5, and this only rarely.

Movement Rates: Running: 450

PS: 25-30 **MD:** 11-13 **AG:** 8-10 **MA:** 10-15

EN: 20-23 **FT:** 28-30 **WP:** 18-20 **PC:** 11-14

PB: 6-9 **TMR:** 9 **NA:** Thick skin absorbs 4 DP

Weapons: Ogres prefer to use large clubs over other weapons. Ranged weapons are rare, but possible. Ogres will also use shields and wear armor 80% of the time. If they do wear armor, it will usually be chainmail or lighter. In Close Combat or in the absence of a weapon ogres can also bite (Base Chance of 65%, +4 Damage).

Comments: Ogres eat those travelers that they waylay and take their treasure. They are intelligent enough so that they will not attack a party if they are hopelessly outclassed, but they are stupid enough so that they cat, also be easily outwitted. Ogres will usually have treasure in the form of gold and ge. ms.

TITAN

Natural Habitat: See below

Frequency: Very Rare **Number:** 1-2 (1)

Description: Titans are basically human, but they are between 20 feet and 24 feet tall. They are also unusually muscular, and appear strikingly handsome or beautiful. They can be of either sex. Titans are three-hex figures.

Talents, Skills, and Magic: Titans are highly magical. They can turn invisible, disappear from this plane, and move through the air by willing it. They can also use spells, talents, and rituals of any one College. They are protected from physical attack by a magical aura which surrounds them. This aura also adds 40 to their Magic Resistance. They will know General and Special Knowledge of their College at Rank 10 and above.

Movement Rates: Running: 600; Flying: 300

PS: 60-70 **MD:** 12-16 **AG:** 13-17 **MA:** 19-26

EN: 30-40 **FT:** 50-60 **WP:** 17-20 **PC:** 16-18

PB: 19-21 **TMR:** 12/6 **NA:** Aura absorbs 12 DP

Weapons: Titans use human-type weapons of 4-times normal size (improve Base Chance by 20%, multiply damage by 4 after modification). They will sometimes wear armor (which functions in addition to their aura) if they are doing something which is pre-meditated, and they know will be very dangerous.

Comments: Titans are basically good in nature, and they will help people on occasion. They are often very touchy, however, and if they think a human is being insolent they will not hesitate to kill him, although sometimes (30%) they will just vanish. If a titan is inhabiting this plane for some reason, it will have a large castle, very substantial treasure, and numerous storm giant guards.

TROLL

Natural Habitat: Rough, Caverns, Ruins, Fields, Marshes

Frequency: Uncommon **Number:** 1-3 (1)

Description: Trolls are large green, vaguely humanoid beings with greenish black heads and extremities. They are well-muscled and long-limbed with thick, leathery skin. Their large teeth and claws are ideally suited to rending the "man flesh" they so highly prize. A full-grown troll may stand almost 15 feet high. Trolls are three-hex monsters.

Talents, Skills, and Magic: Trolls possess no skills to speak of and are not magic-users. They may use simple weapons, but may never achieve any Rank with a weapon. Trolls possess the ability to regenerate themselves at the rate of 1 Damage Point healed each Pulse. Any damage inflicted by fire is, however, permanent and may not be healed by regeneration. Trolls are not afraid of fire.

Movement Rates: Running: 300

PS: 30-50 **MD:** 10-14 **AG:** 12-16 **MA:** 5-8

EN: 30-40 **FT:** 40-50 **WP:** 18-25 **PC:** 20-25

PB: Always 0 **TMR:** 6 **NA:** Skin absorbs 5 DP.

Weapons: A Troll may use its hands (Base Chance of 55%, Damage of +6, no Rank) to Melee Attack or may use hands and teeth (Base Chance of 35%, Damage of +4, no Rank) in Close Combat. It may Strike twice with hands and once with teeth each Pulse.

Comments: Trolls become enraged by the presence of fire and will kill anyone who uses it if possible. A severed portion of a troll's body will produce a new troll in 20 Pulses. The only way to prevent this or to keep a Troll from regenerating after death is to burn the Troll's corpse (or any stray pieces). A Troll is unlikely to possess or guard treasure, but may have a few "pretties" in his possession (gold or jewelry and such). The net worth of such items will usually be no more than 500 silver pennies, but could equal 1,000 in rare instances.

[138.2] Fairy Folk

Fairy folk include brownies, dryads, elves, fossergrims, leprechauns, nixies, nymphs, pixies, satyrs, and sylphs. They are all roughly related, though their natures have diverged since the time when they could claim a common ancestor. Brownies, Leprechauns, Nixies, Pixies and Sylphs all take D10-2 damage from physical contact with cold iron in addition to any other damage that may be inflicted by a weapon made of that substance. This damage is due to burning. Other fairy folk do not suffer this effect, but prefer to use substances other than cold iron for tools and artifacts. Only the Elves have overcome their fear of the substance to the extent of habitually forging and using fine iron and steel weapons.

BROWNIE (House Spirit)

Natural Habitat: Fields (usually around man or his dwellings)

Frequency: Uncommon **Number:** 1-30 (6)

Description: Brownies are "little people" similar to Leprechauns, but more sociable. They tend to be benevolent toward those who are not of Faerie (unlike their wilder kindred who despise humans).

Talents, Skills, and Magic: Brownies specialize in using minor magics to assist in keeping order, repairing minor damage, and doing light work around human dwellings. They can bless or curse crops in the same manner as a black magician. Their small help can also be turned to mischief if they are affronted in any way. This might take the form of falling roof tiles, collapsing floorboards, or other small disasters.

Movement Rates: Running: 150

PS: 7-8 **MD:** 20-25 **AG:** 20-25 **MA:** 17-19

EN: 4-5 **FT:** 10-11 **WP:** 17-19 **PC:** 16-19

PB: 12-16 **TMR:** 3 **NA:** None

Weapons: Brownies have no natural weapons. They carry small swords (treat as daggers), but do not use armor. They may also carry bows which will have the same characteristics as the Small Bow (see Weapons Table).

Comments: Brownies will aid the human inhabitants of an area in exchange for food (a dish of milk left out each night). If disaffected, they will seek out and give information to the household's enemies.

DRYAD

Natural Habitat: Woods

Frequency: Common **Number:** 1-30 (10)

Description: Dryads are insubstantial spirits living within the wood of a specific tree. They can leave their tree and wander about, but may

never stray more than a mile from the tree. They usually appear in small colonies.

Talents, Skills, and Magic: Dryads tend to be Adepts of the College of Earth Magics, though some may be members of the Colleges of Illusion or the Sorceries of the Mind. They will not usually be very powerful in Colleges other than Earth, however. They have the special ability of being able to take refuge deep within their tree if threatened.

Movement Rates: Running: 200

PS: None **MD:** None **AG:** None **MA:** 8-20

EN: None **FT:** None **WP:** 12-16 **PC:** 12-15

PB: 16-24 **TMR:** 4 **NA:** None. But see below

Weapons: Dryads use no weapons of any kind.

Comments: Dryads can only be harmed if their tree is killed by chopping or burning it down. They are not usually inimical to man, though "Black Dryads" do exist who practice Druidic rites (including blood sacrifice). They will usually aid travelers, but are mainly concerned with the well being of their trees.

ELF

Natural Habitat: Woods

Frequency: Uncommon **Number:** 1-200 (20)

Description: An elf is a lithe humanoid, slightly smaller than man-sized. They are unusually fair in appearance.

Talents, Skills, and Magic: See 6.5

Movement Rates: Running: 275

PS: 4-22 **MD:** 5-23 **AG:** 6-24 **MA:** 4-22

EN: 4-22 **FT:** 19-25 **WP:** 6-24 **PC:** 6-24

PS: 8-26 **TMR:** 6 **NA:** None

Weapons: Elves prefer bow weapons, and will have rank 4-6 with them. Spears are also commonly used. Elves will not generally wear metallic armor, although they may do so in unusual cases. The listed characteristic ranges are for NPC elves only.

FOSSERGRIM

Natural Habitat: Streams, Rivers (especially near white water)

Frequency: Very Rare **Number:** 6-12 (8)

Description: Fossoergrims look much like Gnomes and are about the same size. However, they are water dwellers and have a water-breathing capacity in addition to their air-breathing capacity. They will always be found in or near their lairs which will be located at the foot of waterfalls or rapids wherever possible.

Talents, Skills, and Magic: Fossoergrims have the ability to cast very weak and limited illusions over water so as to make shoals and rapids appear to be safe channels. They also have the ability to cast a charm over an individual, causing him to swim into their lair (which will be in an underwater cave) and be drowned. This works like a talent. Victims must roll 2×Willpower or less or succumb to the charm.

Movement Rates: Running: 150; Swimming: 100

PS: 8-12 **MD:** 18-20 **AG:** 15-17 **MA:** 12-14

EN: 8-10 **FT:** 16-20 **WP:** 16-18 **PC:** 15-17

PB: 8-10 **TMR:** 3/2 **NA:** None

Weapons: Fossoergrims attack with their teeth in close Combat and have a Base Chance of 40% of doing - 2 Damage. They may also use small simple non-Missile Weapons (knives, short swords, and the like).

Comments: Fossoergrims are carnivores and especially delight in feasting on "the bigs" as they call humans, elves, and their kindred. Except for their special magical abilities which they use to lure the unwary into their halls, they possess little magic and few skills or talents. What other magic they possess will be Water Magic.

LEPRECHAUN

Natural Habitat: Plains, Woods, Fields

Frequency: Very Rare **Number:** 1-30 (8)

Description: Leprechauns are similar in almost all ways to Brownies, but wilder and shyer of man. They tend to dress in muted shades of

brown and green and to seek out the deep woods where they are most at home. They have 3 to 4 times the stealth of an average human and will, as a result, seldom be seen unless they wish to speak with a party.

Talents, Skills, and Magic: Leprechauns possess the same Talent Magic as Brownies. In addition, they will usually be masters of either the College of Illusions or the College of Earth Magics. They have the ability to teleport themselves limited distances (no more than a few yards) by blinking. Leprechauns also have special skill with the Spell of Sleeping (regardless of their College) and add 10 to the Base Chance for the spell.

Movement Rates: Running: 200

PS: 7-8 **MD:** 19-22 **AG:** 25-28 **MA:** 19-21

EN: 5-6 **FT:** 10-12 **WP:** 15-18 **PC:** 14-17

PB: 9-14 **TMR:** 4 **NA:** None

Weapons: Leprechauns have no natural weapons. They will usually have Short Swords (similar to Daggers) and will use Small Bows.

Comments: If a Leprechaun is captured and cannot escape, he will buy his freedom either by revealing the location of his treasure (300-400 Gold Pieces) or by granting the warder three wishes which the leprechaun will attempt to grant in such a way that they turn to the disadvantage of the recipient (usually in some really grisly way).

NIXIE

Natural Habitat: Marsh

Frequency: Rare **Number:** 1-40 (20)

Description: Nixies are water-dwellers with pale skin (through which can often be seen green veins), golden hair, webbed fingers and toes, and gills. They have a limited air breathing capacity similar to Merfolk. They are recognizable by their sharp teeth which are covered in green slime.

Talents, Skills, and Magic: Nixies will almost always have limited abilities as Adepts of the College of Water Magics. They will have no skills to speak of, but will have the talent of being able to automatically summon [D10+1]×Rank with their talent (1, if unranked) large Pike to their aid. Since these “water wolves”, as they are called, have a special fondness for Nixies, there will always be Pike in the area.

Movement Rates: Swimming: 350

PS: 13-23 **MD:** 10-20 **AG:** 14-21 **MA:** 10-18

EN: 10-18 **FT:** 12-24 **WP:** 14-20 **PC:** 14-22

PB: 8-18 **TMR:** 7 **NA:** None

Weapons: Nixies do -2 Damage (Base Chance of 35%) in Close Combat with their bite. In addition, they will often carry fishbone weapons and shields and (rarely) wear fish skin armor (equal to leather armor).

Comments: Nixies are fond of human flesh, though they will sometimes refrain from eating a particularly beautiful humanoid member of the opposite sex in order to enjoy their company longer. They are capricious and cowardly and prefer to destroy their prey by guile whenever possible. An invitation to a Nixie feast is usually a prelude to treachery.

NYMPH

Natural Habitat: Woods, Fields (usually found with Satyrs)

Frequency: Rare **Number:** 1-30 (6)

Description: Nymphs are beautiful humanoids with goat-like lower limbs covered in soft curly hair. They generally prefer to go about naked, but will wear light robes in cold weather.

Talents, Skills, and Magic: Nymphs will have some abilities of either the College of Illusions or of the College of Earth Magic. They will have twice the stealth of humans. In addition, any male character who looks at a naked Nymph must roll 4 times his Willpower or less or he will be charmed and will desire only to spend his days frolicking with the Nymph (or her sisters).

Movement Rates: Running: 250

PS: 10-12 **MD:** 14-18 **AG:** 14-22 **MA:** 18-22

EN: 8-12 **FT:** 16-24 **WP:** 18-24 **PC:** 18-24

PB: 25-33 **TMR:** 5 **NA:** None

Weapons: Nymphs do not use weapons or fight in any way. They rely exclusively on their beauty and magic for protection.

Comments: Nymphs dislike the intrusion of humans, but will attempt to charm and seduce a particularly handsome man with their beauty (40% chance) if they do not first flee (50% chance). If they flee, they will attempt to punish those who frightened them. Nymphs can move from place to place by entering the trunks of trees and then teleporting from one trunk to another. It takes them 30 seconds to enter the trunk of a tree and 1 second to teleport to any other trunk within 100 feet of the tree they currently occupy. Nymphs have little sense of normal human anatomy or capabilities and will kill a human lover with their demands by permanently reducing his Fatigue or Endurance at the rate of 1 point from either (GM's choice) per week until the lover dies or escapes. The lover may make a check against 2 times his Willpower at the end of each week to see if he runs away from his sweet captors (leaving behind most of his weapons, armor, and other possessions in his state of befuddlement).

PIXIE

Natural Habitat: Woods

Frequency: Very Rare **Number:** 1-100 (10)

Description: Pixies are small people about 2 feet in height, with transparent wings, pointed ears, and almond-shaped eyes.

Talents, Skills, and Magic: Pixies are naturally invisible, but can become visible at will. They can create full-fledged visible and audible illusions, and can appear to change their form. They are also able to use most counter spells, read peoples' minds, and cause disorientation and the inability to think clearly in the victims of their pranks.

Movement Rates: Running: 150; Flying: 250

PS: 3-4 **MD:** 18-21 **AG:** 17-20 **MA:** 10-15

EN: 3-4 **FT:** 8-10 **WP:** 12-16 **PC:** 10-14

PB: 10-17 **TMR:** 3/5 **NA:** None

Weapons: Pixies use daggers and bows of short range (50 feet) but with great effect. They have three types of arrow: one which does [D10]-6 damage, one that puts their victims to sleep unless they roll 4×Willpower or less, and one that removes all memory from the victim for [D10]-4 days unless he rolls 4×Willpower or less. The bow has a Base Chance of 60%. They may wear leather armor.

Comments: Pixies are very hard to hit in combat (-30 from Base Chance in addition to Defense). They are highly mischievous, and they will often play pranks to annoy the foolish traveler who enters a forest where pixies are said to dwell.

SATYR (Faun)

Natural Habitat: Woods, Plains

Frequency: Uncommon **Number:** 1-10 (6)

Description: Satyrs have the upper halves of a man and the legs of a goat or horse. They have bristly hair, and short, black horns. Their skin is a deep mahogany in color;

Talents, Skills, and Magic: Satyrs are somewhat magical. Their magical abilities are usually focused through a pipe which they play to charm, delight, or otherwise influence those around them. They are also 3 times as stealthy as humans, and can blend in with surrounding trees (90% chance they will be undetected if they remain still). Satyrs have the same power over women that nymphs have over men.

Movement Rates: Running: 400

PS: 12-22 **MD:** 19-22 **AG:** 18-20 **MA:** 15-18

EN: 10-18 **FT:** 18-28 **WP:** 15-18 **PC:** 18-20

PB: 9-12 **TMR:** 8 **NA:** Skin absorbs 2 DP.

Weapons: Satyrs use simple weapons like spears. Usually they will have Rank 1-5 with the weapons they use.

Comments: Satyrs are much like centaurs in mentality: they enjoy drinking, dancing, and generally making merry. In general they dislike

men, although they will occasionally attempt to seduce human females. They will usually be accompanied by nymphs.

SYLPH

Natural Habitat: Rough (especially mountain tops).

Frequency: Very Rare **Number:** 1-2 (1)

Description: Sylphs appear as human females, but have large, almost transparent wings. They are usually very beautiful.

Talents, Skills, and Magic: Sylphs can turn themselves invisible, and they are usually able to sense a party's intentions towards them, and so avoid harm. Sylphs are also able magicians, specializing in the powers of the College of Air Magics.

Movement Rates: Flying: 700; Running: 250

PS: 10-13 **MD:** 18-22 **AG:** 20-24 **MA:** 18-20

EN: 9-12 **FT:** 18-20 **WP:** 14-18 **PC:** 18-20

PB: 21-25 **TMR:** 14/5 **NA:** None

Weapons: Sylphs do not use weapons to attack. They use only their magic to defend themselves.

Comments: Sylphs will aid a humanoid in need or befriend one to whom they take a fancy. If somehow coerced they will have a large treasure with which they may buy their freedom but it will usually be hidden on a mountain top. It will be worth [D10+5]×300 silver pennies.

[138.3] Earth Dwellers

This section deals with those species who prefer dwelling in caverns or earthen barrows, but who are distantly related to the Fairy Folk. They include: Dwarves, Gnolls, Gnomes, Goblins, Halflings, Hobgoblins, Kobolds, and Orcs. These beings all tend to prefer cool shadows to bright sunlight, and all except Dwarves and Halflings positively dislike sunlight and will not willingly venture into it.

DWARF

Natural Habitat: Rough, Caverns

Frequency: Uncommon **Number:** 1-500 (10)

Description: Dwarves are short, stout humanoids. They usually have long beards.

Talents, Skills, and Magic: See 6.4.

Movement Rates: Running: 225

PS: 6-24 **MD:** 5-23 **AG:** 4-22 **MA:** 3-21

EN: 6-24 **FT:** 17-23 **WP:** 7-25 **PC:** 6-24

PB: 4-22 **TMR:** 4 **NA:** None

Weapons: Dwarves delight in axes and hammers and they will have Rank 2-4 with these weapons. They also commonly wear heavy armor, with chainmail being the type most frequently worn, although plate is also occasionally used. The listed characteristic ranges are for NPC dwarves only.

GNOLL

Natural Habitat: All but Waste and Ocean (Usually Caverns)

Frequency: Uncommon **Number:** 1-300 (40)

Description: Gnolls are dog-faced humanoids about 7 feet tall. They are very strong, and usually wear armor. Their skin is fuzzy, and yellowish-brown in color.

Talents, Skills, and Magic: Gnolls are good diggers if forced to do so, but they will rarely attempt mining on their own, even though they like caves. They have no magical abilities, although they will sometimes have magical items which they will rarely know how to use.

Movement Rates: Running: 250

PS: 20-23 **MD:** 13-15 **AG:** 12-14 **MA:** None

EN: 12-14 **FT:** 20-24 **WP:** 10-12 **PC:** 12-16

PB: 6-9 **TMR:** 5 **NA:** Hide absorbs 2 DP

Weapons: Gnolls tend toward the larger weapons, usually axes. They will use ranged weapons, however, and any large contingent will have a fair number of archers. They usually wear light armor (leather or

cloth) but strong members of a group will sometimes have better armor.

Comments: Gnolls are very disorganized and travel in loose bands. They like to raid towns and travelers to gain plunder as they disdain to work themselves. Large bands will often have (value: [D10+5]×100 silver pennies per Gnoll) treasure that has been previously looted.

GNOME

Natural Habitat: Rough, Caverns.

Frequency: Rare **Number:** 1-200 (50) **Description:** Gnomes are short, stocky humanoids, much like Dwarves, but even shorter (3 feet). Typically they will be dressed in chainmail or leather armor, with a heavy skullcap, although powerful gnomes occasionally wear heavier armor as they "make light of burden." Gnomes are usually brownish in color with hair between grey and white.

Talents, Skills, and Magic: Gnomes are excellent stoneworkers, and as such they can detect many things that have to do with the construction of a building or the quality of a builder's job.

Movement Rates: Running: 150

PS: 10-14 **MD:** 10-13 **AG:** 14-16 **MA:** 13-17

EN: 8-10 **FT:** 16-20 **WP:** 19-22 **PC:** 14-18

PB: 10-13 **TMR:** 3 **NA:** None

Weapons: Gnomes will use daggers, short swords, clubs, and any other weapons that they can carry easily.

Comments: Gnomes have a strong dislike for goblins, and will always attempt to attack them. Gnomes are organized into bands, each of which is competitive with the others, although not actually hostile. They are usually friendly to man, and they are very friendly with the Dwarves, their cousins, although they have a mild dislike of Elves. Large bands of Gnomes will often (80%) have a fair amount (value: [D10+3]×100 silver pennies per gnome) of treasure. Gnomes found in their lair will have more treasure (value [D10+3]×300 silver pennies per gnome) as Gnomes are fond of hoarding.

GOBLIN

Natural Habitat: Caverns

Frequency: Uncommon **Number:** 4-1000 (20)

Description: Goblins are humanoid in form, but have large fangs, pointed ears, and skin ranging from brown to pallid grey. They are usually very ugly, have foul breath, and an unpleasant odor. They wear garments made out of dirty cloth, and usually wear leather armor, carrying shields. More powerful goblins will sometimes carry better armor. They are about 4 feet tall.

Talents, Skills, and Magic: Goblins are good at working with stone if forced into it, and so they are good at detecting facts having to do with stone (40% chance of detecting anything unusual or dangerous). They can see in the dark. They are excellent at torture, which they delight in. A goblin will in rare instances be an Adept of one of the Entities.

Movement Rates: Running: 150

PS: 9-13 **MD:** 8-12 **AG:** 7-12 **MA:** 10-18

EN: 6-8 **FT:** 10-13 **WP:** 8-11 **PC:** 7-12

PB: 8-10 **TMR:** 3 **NA:** Skin absorbs 1 DP

Weapons: Goblins will use any sort of weapon that their strength allows, although they generally prefer simple swords or clubs. They will also often use crossbows and slings. They may have Rank 1-3 with these weapons.

Comments: Goblins are highly evil, and will often waylay a party, killing and looting. They love to cause discord, and will be deceitful where violence will not work. Their lair (and treasure) will be well guarded. Goblins dislike sunlight, and fight at a reduction in the Base Chance of 10 when under a bright sun. They hate Dwarves and Gnomes, and will attack them whenever possible. Goblins will usually be in league with dire wolves if there are any in the neighborhood.

HALFLING

Natural Habitat: Caverns (Burrows), Fields.

Frequency: Uncommon **Number:** 1-50 (6)

Description: Halflings are small humanoids, usually less than three feet in height. They are inclined to be fat.

Talents, Skills, and Magic: See 6.7

Movement Rates: Running: 200

PS: 3-21 **MD:** 7-25 **AG:** 6-24 **MA:** 4-22

EN: 3-21 **FT:** 17-23 **WP:** 6-24 **PC:** 5-23

PB: 5-23 **TMR:** 4 **NA:** None

Weapons: Halflings prefer small weapons, maces and slings being the most common, although short swords and daggers will also sometimes be used. There is a 50% chance that a halfling will have Rank with at least one of the weapons that he is carrying. Rank with a weapon will never be higher than Rank 4. The listed characteristic ranges are for NPC halflings.

HOBGOBLIN

Natural Habitat: Anywhere

Frequency: Rare **Number:** 1-500 (30)

Description: Hobgoblins are particularly large and vicious creatures of basically the same strain as Goblins. They have the same fangs and pointed ears as Goblins, but they grow to larger than man sized, almost 7 feet. They are also usually equipped with better armor (chainmail being the mean) as they are very strong and can more easily carry its weight. Their skin is more hairy than goblins', although it is the same brown to grayish color.

Talents, Skills, and Magic: Hobgoblins have Goblins' stone working ability and their ability to see in the dark, but they do not dislike sunlight, and often go out in the day on raiding parties. They have the same magical abilities as Goblins.

Movement Rates: Running: 250

PS: 17-21 **MD:** 14-16 **AG:** 13-15 **MA:** 12-20

EN: 14-16 **FT:** 20-23 **WP:** 10-12 **PC:** 14-16

PB: 6-9 **TMR:** 5 **NA:** Hide absorbs 2 DP

Weapons: Hobgoblins use all weapons, and will usually use the largest weapon their strength allows. They like whips and spears with long, barbed points that break off in the wound. Hobgoblins rarely use bows, although they will use slings and javelins. Hobgoblins will have Ranks 1-3 with their favored weapons.

Comments: Hobgoblins are organized into Clans which are highly competitive with each other and with their relatives, the Goblins and Orcs. The Clans are headed by the strongest member of the group, and fights for leader of the Clan are common. Hobgoblins are often hired to lead bands of Goblins and Orcs, as their strength and size ensures that discipline will be maintained.

KOBOLD

Natural Habitat: Fields, Caverns.

Frequency: Rare **Number:** 1-10 (5)

Description: Kobolds are small, elderly-appearing Dwarvish types who wear hoods of bright colors. They are about 2~2 feet tall, and have highly gnarled faces.

Talents, Skills, and Magic: Kobolds are very useful around the house or farm, for they will perform many tasks relating to maintenance of property or animals. They have no special magical powers, and they are not as good at working with stone and at detecting unusual constructions as the Dwarves. They can see in the dark.

Movement Rates: Running: 100

PS: 7-9 **MD:** 14-17 **AG:** 15-18 **MA:** None

EN: 6-8 **FT:** 12-14 **WP:** 14-17 **PC:** Ir2-16

PB: 8-11 **TMR:** 2 **NA:** None

Weapons: Kobolds carry Daggers and Hammers (Base Chance of 10%-2 damage). They do not wear armor.

Comments: A Kobold in the house is a blessing, for they will perform all sorts of menial or semi-skilled tasks with great willingness and ability, where such is possible. They will work for only shelter and food. While traveling, they will most likely run away if they see a party at a distance, but there is a 25% chance that they will be willing

to trade information and befriend a character. In general, Kobolds get along with men better even than the Dwarves. Kobolds will almost never have treasure, although if they do it will usually be something of value only to them.

ORC

Natural Habitat: Caverns, Rough

Frequency: Common **Number:** 1-1000 (25)

Description: An Orc is an ugly, stoop shouldered humanoid, much like a goblin or hobgoblin (to whom they are related).

Talents, Skills, and Magic: See 6.8.

Movement Rates: 250

PS: 6-24 **MD:** 5-23 **AG:** 5-23 **MA:** 3-21

EN: 6-24 **FT:** 17-23 **WP:** 3-21 **PC:** 5-23

PB: 2-20 **TMR:** 5 **NA:** None

Weapons: The scimitar is the favorite weapon of the orcs (Rank 1-4 with the weapon is typical) although other weapons will occasionally be used. Short bows are the most common form of Missile Weapon. Orcs will wear armor, with leather being the prevalent type. Orcs will also commonly carry shields.

139. Fantastical Monsters

Fantastical Monsters include a number of beings of legend, not often seen by humans and related species. They tend to make their homes in inaccessible areas where few men go. These species include: centaurs, chimaera, giant amoebas, gorgons, manticores, minotaurs, nagas, sphinxes, and unicorns. Due to their rarity, live specimens are usually of great value in the marketplace.

CENTAUR

Natural Habitat: Woods, Marsh, Rough, Caverns, Plains

Frequency: Uncommon **Number:** 2-20 (4)

Description: Centaurs are half-man, half-horse. They are human down to the hips, but they join the body of a horse where the neck would normally be. Their lower half has hide, just as a horse, while their top half is that of a normal man.

Talents, Skills, and Magic: Centaurs can have all the abilities and skills of a human. Centaurs in general are good with bows and at hunting, and have an affinity for healing and the art of prophecy.

Movement Rates: Running: 600

PS: 10-30 **MD:** 5-20 **AG:** 10-23 **MA:** 5-23

EN: 12-20 **FT:** 20-30 **WP:** 7-26 **PC:** 10-30

PB: 12-17 **TMR:** 12 **NA:** Hide absorbs 3 DF

Weapons: Centaurs use weapons as do men. They can hold up to two Readiness Points worth of weapons, and they will usually have Rank in one or more of their weapons.

Comments: Centaurs cannot resist alcohol and become violent when drunk. Centaurs will only rarely let a human ride them, and only then at pressing need. They eat raw flesh (including human flesh), and will often abduct young maidens for food and other purposes.

CHIMAERA

Natural Habitat: Woods, Rough, Caverns, Ruins

Frequency: Very Rare **Number:** 1-3 (1)

Description: The chimaera has the head of a goat, the foreparts of a lion, and the rear section of a dragon. Chimaera are large (up to 12 feet long) and breath fire. They are three-hex monsters.

Talents, Skills, and Magic: The chimaera can breath a cone of fire. Other than that, it has no special skills or magical ability. Movement Rates: Running: 500

PS: 28-32 **MD:** 25-28 **AG:** 15-20 **MA:** None

EN: 20-22 **FT:** 30-34 **WP:** 14-19 **PC:** 13-20

PB: 3-7 **TMR:** 10 **NA:** Hideabsorbs8DP

Weapons: The chimaera has a fire breath that it can use in Ranged and Melee Combat. The range of the cone of breath is 50 feet and at

the base the cone is 20 feet in diameter. All within the cone suffer D+15 damage. A chimera must execute a Fire action to breath in this fashion. In Melee Combat and Close Combat, the chimera has a bite like that of a huge lion (Base Chance of 75% +8 damage).

Comments: Chimaera thrive on ruin, and the area surrounding one of their lairs will be a burned wasteland. In the area surrounding the lair, or occasionally in the lair itself, there may be victims with some treasure (25%, 1-6 bodies with 100-600 silver pennies, 25% each has something else of value), but otherwise chimaera do not hoard wealth as do dragons.

GIANT AMOEBA

Natural Habitat: Caverns, Ruins.

Frequency: Uncommon **Number:** 1-6 (1)

Description: A giant amoeba is a shapeless, flowing creature between 6 inches and 6 feet in diameter.

Talents, Skills, and Magic: A giant amoeba can sense any organic material within 25 feet, and will move toward the closest anything they such material that it can sense. Giant amoeba are able to eat anything they come in contact with. They can slip under doors and through very small cracks.

Movement Rates: Crawling: 50

PS: None **MD:** None **AG:** 3-4 **MA:** None

EN: 10-12 **FT:** 20-24 **WP:** 6-8 **PC:** 6-8

PB: 3-5TMR: 1 **NA:** None

Weapons: A giant amoeba does not attack, per se, but rather attempts to consume anything in its way. If a giant amoeba is ever in the same hex on the tactical display as any living creature, that creature takes 2 DP per Pulse until it leaves the hex occupied by the amoeba. Note that if a creature is fully consumed any weapons and other non-organic materials will be left behind, although all bones will be consumed.

Comments: If a giant amoeba is reduced to 0 endurance as a result of the attacks of normal (non-magical) weapons, the amoeba merely splits into two amoebas, each with half the size, endurance, and fatigue of the original amoeba. Magical weapons and magical attacks affect the amoeba normally.

GORGON (Medusa)

Natural Habitat: Woods and Wilderness (lair in caverns)

Frequency: Very rare **Number:** 1-3 (1)

Description: Gorgons are physically humanoid, but boast a head full of writhing green snakes of a venomous nature. [they also have hypnotic, burning red eyes. Gorgons like to appear as comely maidens and often wear the attire of human females. They have large brazen claws and hog-like teeth. They specialize in enticing males who they then turn to stone.

Talents, Skills, and Magic: Gorgons possess no special skills or magic as a rule, but may learn human skills and magic. They have the special talent of turning those that look directly into their eyes to stone (Any character facing a gorgon must roll four times his Willpower or less each Pulse that he faces the beast or he succumbs to her blandishments, looks into her eyes and is turned to stone.

Movement Rates: Running: 250

PS: 10-13 **MD:** 12-15 **AG:** 10-14 **MA:** 15-18

EN: 10-14 **FT:** 15-19 **WP:** 16-20 **PC:** 16-18

PB: Always 0 **TMR:** 5 **NA:** None

Weapons: In addition to her eyes, the Gorgon may Melee Attack with claws (Base Chance of 50%, +4 damage, Rank of 1-5) or Close Combat using claws, teeth and hair (Base Chance of 30%, 0 damage modification, but possible poisoning as from an asp bite and no Rank). Gorgons may attack using hair, teeth and claws in the same Pulse. The gorgon may attempt to turn a character to stone any time.

Comments: The gorgon's eyes only become visible at a range of 100 feet and she cannot turn a character to stone beyond that range. The attempt to turn a character to stone is automatic whenever a character faces the gorgon's front and requires no action.

MANTICORE

Natural Habitat: Rough, Caverns

Frequency: Rare **Number:** 1-6 (1)

Description: Manticores have the body of a lion, bat-like wings, and the head of a human, although larger to fit their bodies. At the tip of their tail they have up to 12 spikes, which they can launch as weapons.

Talents, Skills, and Magic: Manticores have no magical properties, and no special abilities other than the ability to launch their tail spikes.

Movement Rates: Flying: 500; Running: 350

PS: 28-32 **MD:** 20-25 **AG:** 26-30 **MA:** None

EN: 12-14 **FT:** 20-25 **WP:** 12-18 **PC:** 12-18

PB: 3-6TMR: 10/7 **NA:** Fur absorbs 8 DP

Weapons: Manticores can use their tail spikes in Ranged Combat as if they were heavy crossbows. They are able to launch up to 6 of the spikes at any one time as long as the spikes are all aimed at spots within 6 feet of each other. In Melee Combat, the manticore can attack with its two claws (Base Chance of 60%, +5 damage). Once their tail spikes are exhausted (they regenerate in about a day) manticores try to enter Close Combat as soon as possible, where they can use their claws.

Comments: Manticores like to hunt, and their favorite prey is man. They will lie in wait for a party, and then send their spikes whirling into it. If the manticore's lair is found, there is a chance (30%) that it will have dragged bodies with treasure on them into its cave.

MINOTAUR

Natural Habitat: Caverns, Woods, Rough.

Frequency: Very Rare **Number:** 1-6 (1)

Description: Minotaurs are humanoid, with the head of a bull and a very hairy hide. They have a tail, just like that of a bull.

Talents, Skills, and Magic: The minotaur has no special magical abilities or talents. They are tool users and will sometimes use simple weapons.

Movement Rates: Running: 300

PS: 22-26 **MD:** 18-20 **AG:** 14-17 **MA:** None

EN: 14-16 **FT:** 22-25 **WP:** 14-16 **PC:** 18-20

PB: 4-7TMR: 6 **NA:** Hide absorbs 6 DP

Weapons: A minotaur can attack by butting with his horns, biting, or attacking with a weapon. Butt: Base Chance of +3 damage. Bite: Base Chance of 30%, - 1 damage. A minotaur will hold Rank 1-5 with whatever weapon it uses. The minotaur can use any combination of two of these attacks in any one pulse without penalty. In Close Combat the minotaur can use only his bite, but the Base Chance goes up to 50%.

Comments: Minotaurs are particularly vicious, and will attack virtually anything that their dim intelligence tells them they have even a mediocre chance of beating. These beasts generally like the dark, and will only rarely be found in the open after sunup.

NAGA

Natural Habitat: Crypts, Marsh

Frequency: Very Rare **Number:** 1-6 (1)

Description: Nagas are humanoid above the waist, and have the body of a serpent below. Male nagas have the upper half of a man, while nagians (female nagas) have the upper half of a woman. Both types will usually be 10-12 feet long.

Talents, Skills, and Magic: Nagas are frequently (85%) members of one of the Colleges of Thaumaturgies. If a naga is a magic-user, it will have Rank 2-8 with each of the General Knowledge spells, talents, and rituals, and will have Rank 1-5 with those Special Knowledge spells and rituals that they know (Usually 5-10 will be known). Nagas can also read the minds of any that they can see, understanding both the thoughts and intentions of the subject. This talent cannot be resisted.

Movement Rates: Swimming: 400; Crawling: 300

PS: 20-25 **MD:** 17-21 **AG:** 12-16 **MA:** 16-20

EN: 25-32 **FT:** 20-25 **WP:** 20-24 **PC:** 19-23
PB: 13-17 **TMR:** 8/6 **NA:** Scales absorb 5 DP

Weapons: Naga will use ordinary edged weapons 50% of the time, and if they do use a weapon, they will have Rank 4-6 with it. If they do not use a weapon, they can attack with a bite or a constriction attack. The bite has a Base Chance of 55% and does +4 damage, while the constriction has a Base Chance of 40% and does +8 damage. The bite can be used in either Close or Melee Combat, while the constriction can only be used in Close Combat. If a naga's bite penetrates an enemy's armor (i.e. does damage to the character's Fatigue or Endurance), then the victim takes 2 additional DP per Pulse for D10 Pulses because of the naga's poison. Only an antidote specifically designed for naga venom will neutralize this poison. A naga can also spit this poison up to a range of 40 feet. The spittle has a Base Chance of 30% (modified for range as an ordinary hurled weapon) and does D10+4 damage.

Comments: Nagas are often the guardians and keepers of knowledge. They seek to preserve powerful knowledge from the use of those who would not use it properly, and at the same time they try to deliver it to those who could best use it for the cause of good. This knowledge might be magical in nature, or of some other type. Nagas will use force to defend the knowledge that they guard (which will usually be in the form of a written tome) but will warn intruders beforehand, and allow them a chance to get away.

SPHINX

Natural Habitat: Rough, Woods

Frequency: Very Rare **Number:** 1

Description: A sphinx has the body of a winged lion, with the head and breasts of a woman. A sphinx is usually about 12 feet long. A sphinx has large, sharp teeth, and is a two-hex monster.

Talents, Skills, and Magic: Most sphinxes are accomplished members of a College of Magic, usually one of the Thaumaturgies. They will know all General Knowledge spells at Rank 6-9, and will know all Special Knowledge spells at Rank 3-6. In addition, a sphinx will know D10 Counterspells from other Colleges. Sphinxes also have excellent senses of smell. They will be able track as if they had Rank 8 in the Ranger ability, and they will be able to detect the presence of hidden or invisible characters 75% of the time.

Movement Rates: Running: 500; Flying: 600

PS: 30-35 **MD:** 22-24 **AG:** 17-19 **MA:** 12-22
EN: 40-50 **FT:** 60-75 **WP:** 20-23 **PC:** 17-19

PB: 4-6 **TMR:** 10/12 **NA:** Hide absorbs 6DP

Weapons: A sphinx can attack three times (once with a bite, and twice with its claws) in the same Pulse without penalty. The bite has a Base Chance of 75% and does +8 damage. The claws have a Base Chance of 60% and do +4 damage.

Comments: Sphinxes are proverbial riddle-lovers. They love to learn new riddles, and will sometimes let a passerby live in exchange for a good one. They also like to ask riddles, however. When a sphinx asks a riddle, it will state what will happen to a character who does not answer the riddle successfully, and what reward (usually just free passage) will be given to those who do. A sphinx will always try to keep its word as to what it will do if the riddle is answered, although there is a 2% chance that it will simply kill itself if the riddle is answered correctly.

UNICORN

Natural Habitat: Woods, Plains

Frequency: Rare **Number:** 1-8 (2)

Description: Unicorns are white equines with a single, long horn coming out of their forehead. They have a single black, 2 foot long horn set in a deer's head, very thick feet, and the tail of a boar.

Talents, Skills, and Magic: Unicorns are immune to poison, and a character who possesses one of their horns is also immune. They are also almost impossible to trap as they are very intelligent and wary.

They have 5 times the strength of an average human. They are unable to cast spells in the usual sense.

Movement Rates: Running: 600

PS: 55-60 **MD:** None **AG:** 16-19 **MA:** None

EN: 25-30 **FT:** 50-60 **WP:** 20-25 **PC:** 25-30

PS: 18-20 **TMR:** 12 **NA:** Hide absorbs 4 DP

Weapons: In Melee Combat, a unicorn uses its horn (Base Chance of 60% +7 damage). In Close Combat, it can attack with its hooves as a War-horse.

Comments: Unicorns are virtually untamable by ordinary men, but a unicorn can occasionally be tamed by a virgin (40%) as unicorns love purity and innocence.

140. Creatures of Night and Shadow

The species portrayed herein include those primarily connected with night and shadow and the Powers of Darkness. They include Weres, Doppelgangers, Bats, and Dire Wolves. Other species which may be nocturnal hunters or may be at their most powerful at night are not included in this heading and are not affected by magic designed to call, communicate with, or control Creatures of Night and Shadow. Only the species listed herein are affected by these types of magic.

BAT

Natural Habitat: Caverns

Frequency: Uncommon **Number:** 1-400 (100)

Description: Bats are rodents with leathery wings, They are grayish-black in color. They are found in dark places only as they are afraid of light and fire.

Talents, Skills, and Magic: Bats can determine directions in the dark by emitting high-frequency "pips" which reflect off of the surrounding walls. They have no magical abilities or other special talents and are not tool users.

Movement Rates: Flying: 500

PS: 2-3 **MD:** None **AG:** 18-21 **MA:** None

EN: 1-2 **R** ~ 2-3 **WP:** 6-8 **PC:** 14-17

PB: 7-9 **TMR:** 10 **NA:** None

Weapons: Bats can only attack in Close Combat, where their bite has a Base Chance of 40% and does -7 damage. A character bitten by a bat has a 10% chance of contracting rabies or some other loathsome disease in addition to the possibility of infection.

DIRE WOLF

Natural Habitat: Woods, Rough, Plains, Field, Caverns

Frequency: Rare **Number:** 1-10 (3)

Description: Dire wolves are wolves the size of ponies. Dire wolves will be in league with the powers of darkness and will have almost human intelligence. Their corpses disappear back into hell (from which they are said to have sprung originally) if they are killed.

Talents, Skills, and Magic: Dire wolves have no special abilities but they are exceptional trackers. They also never forget a smell. They may possess knowledge of a limited number of spells of the College of Enforcements and Enchantments or the College of the Sorceries of the Mind.

Movement Rates: Running: 400

PS: 22-25 **MD:** 24-26 **AG:** 18-22 **MA:** 8-12

EN: 20-23 **FT:** 25-30 **WP:** 8-12 **PC:** 19-23

PB: 4-8 **TMR:** 8 **NA:** Fur absorbs 5 DP

Weapons: Dire wolves can attack, either in Melee Combat or in Close Combat with their huge teeth (Base Chance of 65%, +6 damage).

DOPPELGANGER

Natural Habitat: Caverns, Rough, Crypts, Woods

Frequency: Very Rare **Number:** 1-8 (1)

Description: In their natural form, doppelgangers appear humanoid, with thin arms, and sharp teeth and claws. They have thick, rubbery, grey skin, and glowing eyes.

Talents, Skills, and Magic: Doppelgangers have the ability to form themselves to look and act like any humanoid creature that is approximately their size and body weight (150-250 lbs.). Even the clothes and equipment of a person can be imitated, although magical properties will not, of course, adhere to the duplicates. Doppelgangers read the minds of the people they will later imitate so as to learn things they will need to know to duplicate the person properly. There is a 10% chance that a doppelganger's imitation will be detectable. See the rules governing multi-sense illusions in the College of Illusions.

Movement Rates: Running: 250

PS: 12-16 **MD:** 14-17 **AG:** 16-18 **MA:** 20-25

EN: 8-10 **FT:** 15-20 **WP:** 22-25 **PC:** 15-17

PS: 4-8 **TMR:** 5 **NA:** Skin absorbs 4 DP

Weapons: In their natural form, doppelgangers can make one attack with their bite (Base Chance of 50%, +3 damage). Once having imitated something, they fight as it does/did, using the same weapons at a Rank two less than that achieved by the character being imitated.

Comments: Once a doppelganger has imitated someone, they will try to kill that individual, attacking by surprise. They will then replace that individual until they try the same maneuver with another member of the party.

WERES

Weres are humans or humanoids who are afflicted with a specific disease: Lycanthropy. They are adversely affected by the full moon and on nights when Luna (the primary moon in worlds with more than one) is full they change shape, becoming one of 5 types of creature. The were may become a Bear, Boar, Tiger, Snake or wolf. The actual type of beast the character becomes will depend on the type of beast from which he contracted his illness. The only way that a character can become a lycanthrope is if he is bitten for at least 1 point of effective damage by a character who is already a lycanthrope while that character is in his beast form. The victim will then during the next full moon (and all succeeding full moons until he is killed) assume the shape of the beast that bit him (wolf, snake, etc.). If a character is killed by a lycanthrope, he does not become a lycanthrope himself; instead, he usually becomes dinner.

A lycanthrope in his were form is always a beast. He has the characteristics of the strongest specimen of the species whose form he has assumed. A werewolf would have the highest possible characteristics for a Dire Wolf, for example. A weresnake assumes the form of a Python, but with the bite (and venom) of the King Cobra. Werebears, wereboars and weretigers will have the highest possible characteristics for their type of beast (+2 to PS, EN and FT, usually).

When in their beast form, weres are semi-intelligent. Their human side is suppressed and the character is played by the GM. Weres are primarily concerned with feeding and simple survival. They will spend the entire period when the moon is full either laid up in a lair or hunting. They will attack the character's friends as readily as any other prey.

Once a were returns to his normal human shape, he will be enfeebled for D10+4 hours, desiring only to sleep. Upon waking, he will remember what he did in his beast form (usually with regret).

A character can be cured of lycanthropy in exactly the same manner as he is cured of a major curse. See Consequences (158.5).

When in beast form, a were can only be harmed or killed by magic or by silvered weapons. Pre-pubescent and post-menopausal individuals never suffer the effects of lycanthropy (though they may contract the disease).

141. Summonables

This section includes those entities, which normally do not appear on this plane, but are summonable from their own dimension. These

entities include: demons, devils, djinns, efreeti, elementals (earth, air, fire and water), hellhounds, imps, incubi, and succubi. Devils, demons, imps, incubi, and succubi are described in the College of Greater Summonings (see section 47) which is concerned exclusively with the summoning and control of these entities. The other summonable entities are described in this section.

Generally, an entity summoned from another dimension will require from 1 to 10 Pulses (5 to 50 seconds) to materialize once summoned. In some cases, entities appear in a non-corporeal form and must be commanded to take on substantial form. An insubstantial entity has no power on this plane, but cannot be harmed. An entity in substantial form, however, can be harmed and can harm others.

DJINN

Natural Habitat: Other Planes

Frequency: Very Rare **Number:** 1

Description: A djinn is a male humanoid about ten feet tall, with darkly tanned skin and a black beard.

Talents, Skills, and Magic: A djinn has all the abilities of an air elemental summoned by a magician with Rank 8 in the Ritual of Summoning Air Elementals. In addition, a djinn can create matter weighing up to 200 pounds. This ability can be used once per day. The material created will have varying permanence, depending upon its solidity. Wood, cloth and other light materials will last for as long as a week, while steel, gold, or other hard substances will last only for hours. Djinni cannot be harmed by non-magical weapons.

Movement Rates: Flying: 700; Running: 350

PS: 35-40 **MD:** 20-24 **AG:** 17-21 **MA:** 12-18

EN: 20-25 **FT:** 30-38 **WP:** 20-25 **PC:** 16-21

PB: 11-14 **TMR:** 14/7 **NA:** Skin absorbs 6 DP

Weapons: Djinni prefer large, curved weapons, with a double-sized scimitar being the weapon most commonly used. Add 10 to the Base Chance of any weapon a djinn uses, and double damage done because of its size. A djinn will have Rank 4 or better with a scimitar.

Comments: Like efreeti, if a djinn is discovered on this plane it will either be in the service of some character or else be trapped in some sealed container. If the container is opened, the djinn will serve whoever released it as a slave, provided that it is not asked to do anything suicidal. Having a djinn in a party can occasionally cause problems because other creatures, such as efreeti (who are deadly enemies of the djinni) will be attracted to the party.

EFREET

Natural Habitat: Other Planes

Frequency: Very Rare **Number:** 1

Description: Efreeti are creatures of flame that have been trapped on this plane. They are humanoid in form, about 12 feet tall, and their dark-brown skin flickers as if it were about to burst into flame at any moment.

Talents, Skills, and Magic: An efreet has all the talents and abilities of a fire elemental summoned at Rank 12. In addition an efreet can grant three wishes under certain conditions (see below). Efreeti can also become invisible at will. Efreeti cannot be harmed by non-magical attacks.

Movement Rates: Flying: 750; Running: 350

PS: 40-45 **MD:** 17-20 **AG:** 15-18 **MA:** 12-18

EN: 28-32 **FT:** 45-50 **WP:** 23-29 **PC:** 16-21

PB: 8-10 **TMR:** 15/7 **NA:** Skin absorbs 6 DP

Weapons: Efreeti use edged weapons of ordinary shape but twice normal size and weight. Improve the weapon's Base Chance by 10, and double any damage done. An effect will have Rank 4 or higher with whatever weapon it uses. In Close Combat an efreet can immolate an opponent. Such an attack has a Base Chance of 65%, and does D10+10 damage.

Comments: If discovered on this plane, an effect will either be in the service of some character, or trapped in a sealed container, such as a bottle. If the latter is the case and the finder of the efreet releases it

from its captivity, there is a 95% chance that the efreet will serve him willingly. The other 5% of the time the efreet will attack. If the efreet decides to serve, it will either grant three wishes, or become the character's slave for a period of 1001 days (at the liberator's option). If three wishes chosen, they must be used by the end of the day on which the effect was released. If service is chosen, the effect will perform any task asked of it that is not obviously suicidal. If a request involving physical danger to the efreet is made of the efreet, there is a 10% chance (+10 for each additional request) that the effect will rebel against its master and attack him.

Efreets are creatures of fire, and thus they will not go to or be found in frigid climates or underwater.

Elementals

Elementals are the physical manifestations of the four primary elements: fire, earth, air, and water. They do not normally exist on this plane, but are summoned by members of the Elemental Colleges. They will always be hostile to their summoner, and will attempt to kill him if they are released from his control.

Elementals are impervious to attacks made with non-magical weapons. Magic does affect them. Each is vulnerable to its opposite element and can be damaged by attacks involving that opposite. Water and fire are opposite members, as are earth and air.

An elemental's Endurance, Fatigue, and Strength vary, according to its summoner's Rank with the Ritual of Summoning Elementals. Endurance and Fatigue vary as described in 58.7, while an elemental's Physical Strength equals a base number for each of the elementals plus five for each Rank the summoner has attained.

AIR ELEMENTAL

Natural Habitat: Other Planes

Frequency: Very Rare **Number:** 1

Description: Air elementals appear as a whirlwind of a height equal to their Endurance. They have facial features, which will appear on one side of the whirlwind.

Talents, Skills, and Magic: Air elementals can predict weather with complete accuracy. They can increase the speed of winds up to the equal of their endurance, blowing in a line ten times their endurance in width (measured in feet). They can also create windstorms per the Windstorm Spell (College of Air Magics) at a Rank equal to their summoner's Rank plus 4. They do not need to cast the spell, but rather they can cause the windstorm just by willing it.

Movement Rates: Flying: 500 +(50×Summoner's Rank)

PS: Base 15 **MD:** 25-30 **AG:** 32-37 **MA:** None
EN: 5-50 **FT:** 10-85 **WP:** 14-18 **PC:** 19-23
PB: 10-12 **TMR:** 10+(Adept's Rank) **NA:** None

Weapons: Air elementals can materialize their fists to strike at their opponents. They can take two attacks in the same Pulse without penalty. The attacks have a Base Chance of 65%, and do D10 damage, +1 per Rank of their summoner.

EARTH ELEMENTAL

Natural Habitat: Other Planes

Frequency: Very Rare **Number:** 1

Description: Earth elementals appear as humanoids with dirt-colored skin and gravelly eyes. They will be as tall, in feet, as their Endurance.

Talents, Skills, and Magic: Earth elementals can sink into any substance made of rock or dirt, and remain hidden with only 5% chance of detection. They have a chance equal to their Endurance of knowing the location of any intelligent creature standing on earth or rock. They can move through the earth (without creating a tunnel or disturbing it in any way) earth elementals can destroy stone structures by boring through stone at the rate of two cubic feet per Pulse for each point of Physical Strength available to the Elemental. Rock bored through in this way will be turned to dust incapable of supporting anything.

Movement Rates Running: 200; Tunneling: 100

PS: Base 30 **MD:** 10-15 **AG:** 12-17 **MA:** None
EN: 5-50 **FT:** 10-85 **WP:** 14-18 **PC:** 16-20
PB: 5-8 **TMR:** 4/2 **NA:** 8DP

Weapons: Earth elementals pound their adversaries with their massive fists. They can attack twice in the same Pulse without penalty, and do D10+6 damage if they hit, plus one additional point for each Rank of their summoner.

FIRE ELEMENTAL

Natural Habitat: Other Planes

Frequency: Very Rare **Number:** 1

Description: Fire elementals appear as leaping flames of a height in feet equal to their endurance. The flames are humanoid in form.

Talents, Skills, and Magic: Any flammable substances (exclusive of human-size or larger beings) that a Fire Elemental touches bursts into flames, while non-flammable substances will experience a rise in temperature equal to the Elemental's Endurance for every 10 seconds the Elemental is in contact with the substance. Elementals can instantly extinguish any normal fire within 100 feet. They can create a wall of smoke, (as per the spell from the College of Fire Magics) at a Rank equal to their summoner's Rank plus ten. They can also produce a wall of fire (as per the spell from the College of Fire Magics) at a Rank equal to their summoner's Rank plus five. Both of the above two walls can be created as talents, without the necessity of preparing or casting a spell. Only one wall of each type can be maintained at any one time, however.

Movement Rates: Running: 400 +10×Summoner's Rank

PS: Base 20 **MD:** 20-25 **AG:** 25-30 **MA:** None
EN: 5-50 **FT:** 10-85 **WP:** 14-18 **PC:** 14-17
PB: 5-7 **TMR:** 8 +(Adept's Rank/5) **NA:** 3 DP

Weapons: Fire Elementals can attempt to immolate their adversaries. The Base Chance for such an attack is 70%, and if the attack succeeds D10+2 damage is done, with an additional point added for each Rank of their summoner. If the attack is made in Close Combat, double the damage done.

WATER ELEMENTAL

Natural Habitat: Other Planes

Frequency: Very Rare **Number:** 1

Description: Water elementals appear as waves, although the water does take on a basically humanoid form. The waves will be one-half as tall, in feet, as the elemental's endurance.

Talents, Skills, and Magic: Water Elementals can disappear into any body of water and become completely undetectable. They can increase the size of waves and swells as per the Spell of Wave Making from the College of Water Magics at a Rank equal to their summoner's Rank plus four. They can also produce a whirlpool as per the Maelstrom spell from the same College, at a Rank equal to their summoner's. Neither spell has to be prepared or cast, but only one can be maintained at a time.

Movement Rates: Swimming: 500 +(25×Summoner's Rank)

PS: Base 25 **MD:** 17-23 **AG:** 16-20 **MA:** None
EN: 5-50 **FT:** 10-85 **WP:** 14-18 **PC:** 15-20
PB: 6-8 **TMR:** 10+(Adept's Rank/2) **NA:** 4 DP

Weapons: Water Elementals form huge fists (D10+4 damage, +1 per Summoner Rank) out of the waves. They can attack twice in a Pulse without penalty.

HELLHOUND

Natural Habitat: (See Below)

Frequency: Very Rare **Number:** 1-10 (5)

Description: Hellhounds have the outward appearance of a Dire Wolf with reddish-brown fur and bright red eyes.

Talents, Skills, and Magic: Hellhounds, will have some ability in the powers of either the College of Illusions or of the Sorceries of the Mind. They are able to breath fire in a cone 20 feet long by 10 feet wide at the base, doing D10+8 damage to all within Range. The cone

will also ignite any inflammables. While on the Tactical Display it takes a Pulse for a Hellhound to breath fire.

Movement Rates: Running: 450

PS: 14-16 **MD:** 18-21 **AG:** 19-22 **MA:** 12-20
EN: 10-11 **FT:** 20-22 **WP:** 17-19 **PC:** 25-30
PB: 4-6 **TMR:** 9 **NA:** Fur absorbs 6 DP

Weapons: In Close Combat Hellhounds attack with their bite (BC 65%, D10+6 damage). They cannot attack in Melee or Ranged Combat.

Comments: Hellhounds do not normally appear on this plane. They are usually brought here by a demon to guard some treasure. It is in this general capacity that hellhounds are normally found, although they are occasionally release to wander the world and cause misery as they may. Hellhounds are highly evil. They love to kill and maim, burn crops, and ruin buildings.

142. Undead

Undead are player characters or NPCs who are neither alive nor dead. They cannot be killed by normal means since they are not alive. Instead, they may be destroyed by magic and by silvered weapons, in most cases. Lesser undead include ghosts, ghouls, revenants, skeletons and zombies. Greater undead include night-gaunts, spectres, vampires, wights, and wraiths. Greater undead have the power to drain life force (in the form of Endurance and Fatigue) from living victims. They cannot affect other undead in this manner, nor can they affect extra-dimensional beings (demons, devils, etc.).

It is possible for characters to become undead in certain cases. When this occurs, the character's abilities will be altered somewhat, depending upon the type of undead he becomes. His characteristics may be decreased or increased to fall within the appropriate range for the class of undead to which he belongs, but should be altered by the GM as little as possible. For example, a character with a Physical Strength of 10 who became a vampire would have his PS increased, but probably not by more than 5 (so as to possess the minimum Physical Strength for a vampire). A character who becomes undead retains his Rank in all skills, talents and magic which are useable to him in an undead state. They may continue to acquire Experience and Rank, but all Experience costs are doubled for undead characters. Undead beings recover automatically from being stunned at the beginning of each Pulse, if they have not already recovered.

[142.1] Lesser Undead

Lesser Undead include all undead who do not have the power to drain life force from the living of this plane.

GHOST

Natural Habitat: Where human beings may be found.

Frequency: Uncommon **Number:** 1-36 (1)

Description: A ghost is the insubstantial form taken by the spirit of a recently deceased individual. It may appear in exactly the form the individual himself took in life except for a certain shimmering quality and the fact that a ghost seen in direct sunlight will tend to fade into the background. Ghosts are usually produced when an individual dies in particularly traumatic circumstances.

Talents, Skills, and Magic: Ghosts have no skills or magical powers and cannot harm living beings directly since they are insubstantial. However, they can frighten living beings (especially the unwary) into flight. A character facing a ghost must roll 3 times his willpower or less on D100 to keep from panicking and fleeing from the ghost's presence. Add 20 to the dice roll if the ghost was unexpected.

Movement Rates: Flying: 250

PS: None **MD:** None **AG:** None **MA:** 5-23
EN: None **FT:** None **WP:** 5-23 **PC:** 5-23
PB: 5-23 **TMR:** 5 **NA:** None

Weapons: Ghosts have no natural weapons and may use no man-made weapons. They cannot harm others directly and cannot be themselves harmed by physical means.

Comments: Ghosts can be sources of information which may be wholly or partially false. They may aid characters who are willing to assist them in finishing any business they may have left uncompleted in their former life and which is in whole or in part the cause of their inability to find peace. For example, they may seek revenge on the individual(s) who brought about their end or may desire the welfare of a still living former lover to be attended to. Ghosts are usually chained to a place or object connected with their death or the fulfilment of their desires. They may not leave that place until put to rest unless wronged or cheated by a character. They will then become tied to that character, following him about, haunting him and warning his enemies of his approach until he rights the wrong he has done to them. Ghosts have only one aim: to alter the circumstances that have made them ghosts. They may temporarily assist characters in their own goals as a means of getting the characters' assistance in their quest, but only in a very limited sphere. Once their problem has been solved, they are laid to rest and immediately dissipate.

GHOUL

Natural Habitat: Crypts, Ruins, Fields

Frequency: Uncommon **Number:** 3-30 (6)

Description: Ghouls are a form of undead who specialize in devouring the flesh of the living or of recently dead characters. They are physically humanoid in all respects except that they may be ravaged by sickness or maimed by the wounds which killed them. Their undead status has robbed them of most of their intelligence and agility, but has also made them fearless.

Talents, Skills, and Magic: Ghouls possess no skills or magic. They possess two special characteristics: Any character bitten by a Ghoul will automatically die if the wound becomes infected and will rise at dawn on the day after his death as a Ghoul. Ghouls can only be killed by destroying their motor center. Thus, they are unaffected by specific Grievous Injuries.

Movement Rates: Running: 150

PS: 14-18 **MD:** 8-12 **AG:** 6-12 **MA:** None
EN: 18-24 **FT:** 25-30 **WP:** 18-25 **PC:** 10-14
PB: 1-2 **TMR:** 3 **NA:** None

Weapons: Ghouls may use their hands in Melee or Close Combat as unranked weapons. They may only Strike once per Pulse (i.e., no Double Strikes). Ghouls may Strike twice per Pulse in Close Combat, once with hands and once with a bite (BC 40%, D10-4 damage, +20 to Infection Checks in addition to any modification for bites).

Comments: Ghouls, like Trolls hate fire and will immediately attack any character holding a torch in preference to all other targets.

REVENANT

A character who dies in circumstances conducive to the creation of a ghost may, at the GM's discretion, become a revenant. Thereafter, the character takes on the form of a ghost or night-gaunt (GM's discretion) chained to the place of death. The GM always plays the character. The revenant retains his previous personality and those characteristics appropriate to his new form and gains those characteristics appropriate to his undead state. Revenants can never be returned to life.

SKELETON

Natural Habitat: Any habitat where humans are found.

Frequency: Rare **Number:** 3-12 (6)

Description: Skeletons are animated figures formed magically from the bones of the dead. They are controlled and animated by the will of an Adept in the same manner as zombies are. Often they will be clothed and armed. Skeletons immediately fall apart and turn to dust whenever they cease to be animated by an Adept. Skeletons may never be Stunned.

Talents, Skills, and Magic: Skeletons have no special talents, skills, or magic. However, their special magical nature makes them immune to damage from weapons rated for A type damage (arrows, thrusting swords, stabbing weapons). They may use weapons, including Ranked weapons, shields and armor.

Movement Rates: Running: 150

PS: 10-16 **MD:** 14-18 **AG:** 12-16 **MA:** None
EN: 8-12 **FT:** 5-10 **WP:** 20-25 **PC:** 14-18
PB: 1-2 **TMR:** 3 **NA:** None

Weapons: Skeletons may attack using the unarmed combat rules, but will probably be armed with a weapon of some sort.

Comments: Skeletons are often found around old battlefields and graveyards. They need to be animated before they can attack, though. The skeletons used by an Adept need not be Human. He could animate any type of being which would then have attributes close to those it originally possessed while alive. Usually, however, Human skeletons are used since they are more easily animated.

ZOMBIE

Natural Habitat: Any habitat where humans are found.

Frequency: Rare **Number:** 6-24 (6)

Description: Zombies are another variety of living dead. In this case, the dead are animated by a spell cast by a member of the College of Necromancy. They may (when newly dead corpses are used) appear nearly normal except for a slight earthen hue. When old corpses are used, however, the zombies may be no more than skeletons held together by a few strands of sinew.

Talents, Skills, and Magic: Zombies have no skills or talents and are not magic users. Like Ghouls, they are unaffected by Grievous Injury since their motor center must be destroyed before they cease to be animated.

Movement Rates: Running: 150

PS: 10-16 **MD:** 6-10 **AG:** 4-8 **MA:** None
EN: 16-22 **FT:** 20-25 **WP:** 18-25 **PC:** 8-12
PB: 1-2 **TMR:** 3 **NA:** None

Weapons: Zombies never use weapons. They may attack with hands using the bare-handed attack rules. Their hands are never Ranked.

Comments: A zombie loses 1 point per day from his Endurance for each day that he is not re-enchanted by his master.

[142.2] **Greater Undead**

Greater undead include all those undead who have the ability to drain life force from the living of this plane.

MUMMY

Natural Habitat: Crypts, Ruins

Frequency: Very Rare **Number:** 1

Description: Mummies are undead beings whose life-force has been sustained through elaborate magical rituals performed by the being while still alive. Mummies generally do not immediately become active after their death, instead requiring the passage of great amounts of time (for more details, see Comments, below). When they do finally activate, mummies emerge from their deathly sleep in a state of near mindlessness. However, their condition improves with time, eventually becoming fully aware and sentient by the tenth year of their undead existence. Mummies generally appear to be zombies, though beings that can detect magic will be able to clearly and easily distinguish them quickly. They smell like rotting flesh, and generally attract the attention of flies.

Talents, Skills, and Magic: These creatures may use any and all human skills, talents, and magic that they knew in their mortal life, though they cannot access these abilities until they achieve some degree of sentience. In general, they will be at least Rank 10 with whatever College of Magic they studied while alive. They can use weapons, wear armor and carry shields just as they did when they were alive. Their touch is frighteningly chilled, and any character that

comes into contact with a mummy suffers D10+1 damage. This damage is never absorbed by normal armor.

Movement Rates: Running: 150

PS: 30-40 **MD:** 10-12 **AG:** 6-10 **MA:** 20-30
EN: 28-35 **FT:** 30-40 **WP:** 25-30 **PC:** 20-30
PB: 1-2 **TMR:** 4 **NA:** None

Weapons: Mummies are treated as humans for all purposes in combat, except that they cannot be harmed by non-magical weapons. In addition, the touch of a Mummy causes D10+1 damage, which cannot be absorbed by mundane armor.

Comments: Mummies are the by-product of magical structures, rather than any sort of curse or ritual. In order for a mummy to be created, the corpse of an Adept must be interred into a suitable structure. A suitable structure are those structures that can absorb and focus the ambient mana of the world and environment, such as pyramids, ziggurats, specially prepared crypts (usually involving obelisks or other mana-gathering monuments such as standing stones), or any other structure of interment that the GM deems suitable. The corpse to be transformed is placed in a location that allows them to receive the unique magical focusing efforts of the tomb, where it rests for several decades (or longer). At a certain point, a critical amount of absorbed mana is reached, whereupon the corpse re-animates, becoming a mummy. Note that only Adepts can become mummies, though once activated they will not regain their magical capabilities for some time.

NIGHT-GAUNT

Natural Habitat: Ruin, Cave, Crypt

Frequency: Rare **Number:** 1-5 (2)

Description: Night-gaunts are similar to wights, but weaker. They are created whenever a wight drains the last point of Endurance from a character or whenever a character dies while still under a geas or oath. Unlike other undead oath-breakers, they will not seek to fulfil their oath in death. Instead, they will serve evil in all ways. They wax and wane substantial in the same manner as wights.

Talents, Skills, and Magic: Night-gaunts possess the same talents and skills as they did when alive (similar to wights), but they cannot use any magic except Celestial Magics. They can use weapons, armor and shields just as they did when they were alive.

Movement Rates: Running: 250

PS: 10-20 **MD:** 10-18 **AG:** 5-15 **MA:** 15-30
EN: 10-20 **FT:** 10-20 **WP:** 20-25 **PC:** 20-30
PB: 3-10 **TMR:** 5 **NA:** None

Weapons: Night-gaunts are treated in all ways as human when in a substantial state except that they cannot be harmed by normal weapons. In addition, a night-gaunt may drain the life-force of any character with whom he comes into physical contact. Whenever a character strikes or is struck by a night-gaunt, the contact does D10 damage. Damage inflicted on a character in this manner is never absorbed by armor.

Comments: Night-gaunts are similar to wights and are usually controlled by wights and found nearby. A night-gaunt does not create another night-gaunt or wight in the same manner as a wight does, however, Night-gaunts, like wights, can only be harmed by magic or silvered weapons.

SPECTRE

Natural Habitat: Ruin, Cavern, Crypt (usually enclosed area)

Frequency: Very Rare **Number:** 1-3

Description: Spectres are undead beings half of this world and half of another plane. They enter this world most fully at night and may disappear entirely during the day. If exposed to direct sunlight, they permanently dissipate. Spectres are humanoid in shape, but tend to show an easily discernible blue glow when viewed in the shadowed areas they prefer.

Talents, Skills, and Magic: Spectres may possess the entire gamut of human talents and skills. In addition, they are Dark Mages of the College of Celestial Magics. Their touch is ice cold and any character

coming in contact with a spectre which is in full physical form suffers D10+3 damage drained directly from Endurance. A character whose last point of Endurance is drained by a spectre becomes a half-strength spectre.

Movement Rates: Running: 300

PS: 3-30 **MD:** 3-25 **AG:** 10-20 **MA:** 17-30
EN: 20-30 **FT:** 25-35 **WP:** 20-30 **PC:** 20-30
PB: 3-20 **TMR:** 6 **NA:** None

Weapons: Spectres have no natural weapons other than their touch. They also are not weapon users even in their most substantial state. Damage from contact with spectres is never absorbed by armor.

Comments: The characteristics and power of spectres varies in direct proportion to their substantiality. The same spectre which has PS 3 at noon would have PS 25-30 at midnight. A spectre cannot physically harm a character while insubstantial. He can perform magic. Except for the few hours when the sun is highest, the spectre may choose to be either in non-corporeal (insubstantial) or corporeal (substantial) form. It takes a spectre 12 Pulses (1 minute) to change between these forms. Spectres can only be harmed by exposure to direct sunlight or by magic. Magic does not affect spectres while in their non-corporeal form.

VAMPIRE

Natural Habitat: Wherever men are found. They make their home in Caverns, Ruins and Crypts, however, and are most likely found there.

Frequency: Very Rare **Number:** 1-6

Description: Vampires are human (or humanoid) beings who have entered the netherworld of "life-drinkers." They support their existence by drinking the blood of the living (or recently dead) members of their own species (but not necessarily their own race). A character becomes a vampire only by performing a Ritual of Becoming Undead or by being killed by a vampire who drains the character's last point of Endurance. A character who dies in this manner rises at sunset of the third day after his death in the form of a vampire and must, thereafter, be treated in all ways as a vampire. Once the character's last point of endurance has been drained, the character may not normally be resurrected or prevented from becoming a vampire. He may be destroyed in the same way as a vampire once he rises from the dead, but not before. Vampires always appear to be the age they were at when they became vampires. All physical wounds or disfigurements during life are, however, removed. A character may sometimes be prevented from becoming a vampire by being pinned in his coffin by a stake driven through the heart.

Talents, Skills, and Magic: Vampires retain all magical and racial skills acquired during their life and may learn any number of new skills. They lose all magical knowledge unless they were, while alive, members of the College of the Mind. All vampires are automatically members of the College of Sorceries of the Mind. Any character who was a member of this College while alive retains any Rank he achieved with the knowledge of that College.

Vampires have the following special skills. They can change shape between the following forms: Bat, rat, wolf, cloud of mist or their "natural" human shape. It takes one full Pulse for the transformation to occur. A vampire must implement only a Pass Action during a Pulse in which he attempts to change shape. Vampires are hypnotically attractive to members of their own species (including other races). They possess most of the characteristics that they did during their life except that their Physical Strength and Willpower: are both increased by 50% (round up). They gain the ability to summon control and communicate with all common land mammals and are especially Adept at communicating with and summoning bats, rats and wolves. This ability operates automatically as a talent of the same type as G-1, G-3, and Q-1 of the College of Earth Magics, except that the Base Chance is always increased by 20 when a vampire attempts to summon, control or communicate with an animal.

Vampires lose 1 point from Fatigue (and from Endurance when Fatigue is exhausted) each hour during which they do not feed. When a vampire feeds, he adds 1 point per pulse (for each 10 seconds when

not in combat) to either Fatigue or Endurance (his choice) for each point he drains from his victim. The vampire's Fatigue and Endurance may never be raised above their normal maximum level by this method. A vampire whose last point of Endurance is removed because he has failed to feed is permanently destroyed. A vampire feeds by entering Close Combat with a character and drinking that character's blood or by hypnotizing the character into allowing him to drink the character's blood (using a Spell of Hypnosis). Characters hypnotized by a vampire will not resist a suggestion that they allow the vampire to feed on them.

Vampires do not cast a shadow. Their reflection does not show up in a silvered mirror, but does show up in a mirror not made with silver. They may not cross running water (streams, rivers, and the like). They must sleep from sunrise to sunset in a bed of earth taken from their grave. Vampires may not enter an inhabited dwelling unless invited in by its inhabitants.

Relics and holy items associated with the Powers of Light are repellent to vampires. So is garlic. They will not willingly come in physical contact with such items and will tend to flee them or at least stay 10 feet or more away from them. Vampires fear dogs with angel eyes (dark circles around the eyes) and will generally flee such animals.

Vampires cannot die. They can be destroyed in the following manner:

1. By direct exposure to sunlight.
2. By being staked through the heart while in their coffin.
3. By hearing the crow of a cock at dawn while out of their coffin.
4. By having their heart pierced by a silvered weapon.
5. By failing to replenish Endurance through feeding.

Vampires suffer D10-5 damage from the touch of consecrated objects, but will become infuriated by their touch so that they attack the wielder of such objects instead of fleeing their presence.

Movement Rates: Running while in human form: 300. The Movement Rates for other forms (bat, rat and wolf) are as per the creatures of the same name.

PS: 15-30 **MD:** 15-25 **AG:** 15-25 **MA:** 15-25
EN: 15-25 **FT:** 20-30 **WP:** 25-30 **PC:** 20-30
PB: 12-25 **TMR:** 6 **NA:** None

Weapons: Vampires are treated in all ways as human beings for purposes of combat except that they cannot be harmed by normal weapons. They have no special weapons except their ability to drink blood as described above. This ability may not be used against characters wearing armor other than cloth, leather or wicker unless the victim is first hypnotized and opens his armor so that the vampire can reach his neck.

Comments: Vampires are not harmed by weapons other than silvered weapons. They may be harmed (but not destroyed) by magic.

A humanoid character bitten by a vampire becomes a vampire under the control of the vampire that bit him if that vampire has any remaining capacity to control his victims. Otherwise, he becomes a vampire under no one's control. A vampire may control a number of his victims who have become vampires equal to half his Willpower (rounded down). A vampire's control over his undead victims is not total and the victim has a 10% Base Chance of successfully disobeying any order of the controlling vampire which would lead to his injury or destruction or which would prevent him from feeding. This Base Chance is increased by 5 for each additional victim under the vampire's control. Control requires no concentration.

A vampires may create a telepathic bond between himself and a victim who is not undead by performing the Kiss of the Undead. The vampire opens a small wound over his heart with any handy edged weapon and forces the victim to drink the vampire's blood from this open wound. Thereafter, the vampire and the victim will have a limited knowledge of each other's thoughts and location until one or both are destroyed.

NOTE: A character who becomes undead can still participate in the game, but would operate under severe limits. He would, for example, be unable to travel during the day except while locked in his coffin. He would be prevented from entering certain dwellings, traveling over

consecrated ground, etc. The character is always played by his original player, not by the GM.

WIGHT (Barrow Wight)

Natural Habitat: Crypts, Ruins, Graveyards, Fields & Moors

Frequency: Rare **Number:** 1-6

Description: Wights are a form of ghost. They normally appear in their human form, but vary in substantiality in direct proportion to the time of day. Bright sunlight makes them fade into the spirit world while moonlight and starlight increases their corporeality. When in a corporeal state (usually just after moonrise), they are capable of harming humans just as if they were, themselves, alive.

Talents, Skills, and Magic: Wights may exhibit any and all human skills and talents. They may use magic, but are limited to the Celestial Magics (Conjurations of Night and Stars) at Rank 10 or above due to their unique status as beings who themselves wax and wane substantial in direct proportion to the power of celestial bodies. They can use weapons, wear armor and carry shields just as they did when they were alive.

Movement Rates: Running: 250

PS: 15-30 **MD:** 15-25 **AG:** 10-20 **MA:** 15-30
EN: 10-25 **FT:** 15-30 **WP:** 20-30 **PC:** 20-30
PB: 3-7 **TMR:** 5 **NA:** None

Weapons: Wights are treated in all ways as human when in a substantial state except that they cannot be harmed by normal weapons. In addition, a wight may drain the life force of any character with whom he comes into physical contact. Whenever a character strikes or is struck by a wight, the contact does D10+2 damage. Damage inflicted on a character in this manner is never absorbed by normal armor.

Comments: Wights are individuals who have died under a geas or oath which they have been unable to fulfil in life. Often, they are bound to a specific place by an oath to protect that place. They are often found guarding burial sites, especially where treasure is buried along with the body of the master the wight has been set to guard. Only magic or silvered weapons can harm a wight and these things can destroy it. An individual whose last point of Endurance is drained by a wight becomes a night gaunt upon the next moonrise, but will have all his normal characteristics halved (round down) and will exist under the control of the wight who killed them unless that wight has been destroyed. When a wight is destroyed (by magic or silver), all night-gaunts under the wight's control are also destroyed.

WRAITHS

Natural Habitat: Fields, Crypts, Graveyards, Ruins, Caverns

Frequency: Uncommon **Number:** 1-10(1)

Description: A wraith is much like a wight in that he appears human and tends to wax and wane insubstantial. However, a wraith dissipates entirely in full sunlight and may never reform. Consequently, wraiths stay in dark areas where the sun does not penetrate and only come out at night. The natural pallor of a wraith is replaced by a silvery aura in bright moonlight when its power is at its height.

Talents, Skills, and Magic: Wraiths cannot harm living beings by physical means, nor can they engage in any physical skills. However, a wraith can, when its power is high, perform Celestial Magic at Rank 8 or above. The touch of a wraith operates in the same manner as the touch of a wight except that +4 is added to the damage die roll. Even at their most substantial, they are not otherwise physical beings.

Movement Rates: Running: 250

PS: 2-5 **MD:** 2-5 **AG:** 25-35 **MA:** 15-30
EN: 15-30 **FT:** 20-35 **WP:** 20-30 **PC:** 20-30
PB: 5-20 **TMR:** 5 **NA:** None

Weapons: Wraiths have no natural weapons and cannot use physical objects. They can use magic.

Comments: A wraith may not be harmed by weapons (including enchanted weapons). It may only be destroyed by magic spells or by exposure to direct sunlight.

143. Dragons

Dragons are the most ferocious creatures in the DragonQuest world. They have a long, thin, tapering body (about 25 feet for mature males). They are generally reptilian in form, with sharp claws, a pointed tail, leathery wings, large fangs, a long neck, and spiked ridges along their backs. Their eyes glow with a shine of intelligence inherent in no ordinary reptile, however. Dragons are seven-hex monsters.

Dragons have heavy scales all over their bodies, with the exception of their undersides which are generally softer. As some dragons age, however, they accumulate and sleep on a hoard of gem stones that will become embedded in them, making them as nearly invulnerable from below as from above. A dragon's Armor Protection Rating will be between 10 and 12 from the top, and will be between 2 and 15 on the bottom, depending on the level of encrustation. There is a 50% chance that a dragon will have one vulnerable spot along the underside, regardless of encrustation. If a character knows the location of a weak spot, he has a 20% chance of hitting it on any successful Strike Check. The Armor Protection Rating at this spot will be 1 or 2.

All dragons are highly intelligent. Most dragons will be able to speak 1-5 human tongues at Rank 10, and 10-15 other human and humanoid languages at Rank 6-8. The least intelligent of dragons will be as bright as the average human, and most will be ultra-intelligent by human standards.

With the exception of golden dragons, dragons are highly malicious, loving to cause as much pain and destruction as they can. They enjoy playing with humans, manipulating and outwitting them. Their intelligence, however, gives them a sense of caution, and a dragon will not hesitate to fly away from or attempt to verbally conciliate a more powerful opponent. In times of rage, however, they sometimes become reckless, and it is at these times that they are the most vulnerable.

Most dragons are greedy, and as they age they will accumulate a tremendous hoard within their lair. Their treasure will usually be composed of gold, gems, and other items on which the dragon will make its bed. All dragons except the Black Dragon can occasionally be persuaded to reveal information or perform a service for a character if enough wealth is offered. All save the Golden Dragon will attempt merely to steal the treasure offered, if possible, unless it is well guarded or the character protects himself well in some other way, for dragons hate servitude. By the time a dragon reaches maturity, the wealth accumulated even in their hides will be worth a huge fortune.

Dragons love puzzles and word games and anything else that challenges their intellect. They love riddles and trick questions. They also enjoy flattery, although they will see through it almost all the time. Nevertheless, they will be better disposed toward a flatterer than to one who is insolent. In general, dragons are very hot-tempered and quick to respond to insult.

Dragons have incredibly acute senses of hearing, smell and sight. They can see perfectly in the dark, and they have a 90% chance per Pulse of detecting physically hidden characters. They have a 75% chance per Pulse of detecting the presence of invisible or otherwise magically hidden creatures. They will not know the exact location of invisible creatures, although they will be able to guess well enough to hit the character with their breath weapon (if they have one and want to use it).

Dragons of all types generally prefer to live in caves, narrow at their open ends, but gradually widening into long, deep caverns. The mouth of the cavern will usually just be large enough for the dragon to pass with folded wings, while the main cavern will be spacious enough for the dragon to turn easily. A dragon's lair will usually contain a number of wards to snare the unwary before they can approach the dragon. Dragons have a fierce territorial imperative, attacking any creature that intrudes upon the area surrounding their lair, be it human, another dragon, or some other powerful creature.

The area around a dragon's lair will often be a wasteland, devastated by the creature. Dragon lairs themselves will reek horribly, with solid rock floors melted and scarred by the creature's acidic excretions. The air surrounding a dragon is noxious; a dragon's breath is foul, and its aroma sickening. Because of their smell, all creatures fight with 5 taken off their Base Chance to hit the dragon. Golden Dragons are the exception to the above, with pleasant-smelling lairs surrounded by normal countryside.

Dragons can fly according to the speed for their respective types, or they can crawl, although comparatively slowly. They can also hover motionless in the air, their wings beating furiously, creating blasts of wind beneath them.

Dragons are usually encountered alone, although rarely (10%) a lair will be occupied by a female with D10-6 young dragons (40%) or D10-2 eggs (60%).

Dragons' blood is highly corrosive; any time a weapon penetrates a dragon's armor and does damage to the creature itself there is a 30% chance that any weapon will be rendered useless, -10% per magical Rank inherent in the weapon. In addition there is a 30% chance that some of the blood will splatter onto the wielder of the weapon if the weapon was used in Melee or Close Combat, doing D10+2 damage. Armor will absorb this type of damage, but reduce the Armor's Protection Rating by 1 point each time it is hit by the blood.

A dragon's gaze is transfixing, and any creature that looks into a dragon's eyes must roll 3×WP or less on D100 or remain paralyzed until the dragon removes his gaze.

All dragons are able to induce fear at will in those confronting them. Characters must roll 3×WP or less on D100 or run away in panic, dropping weapons and packs in headlong flight. Once a character has successfully resisted panic, he will never have to check again for the duration of the encounter.

There is an 80% chance that any dragon encountered in its lair will be sleeping, but dragons are very easily awakened. If any character is wearing metallic armor or makes a noise exceeding a whisper they will awaken instantly. Even if a party is completely silent, there is a 50% chance that their scent will be enough to awaken the dragon.

Dragons can occasionally be coerced into service if they see that there is otherwise a good chance that they will be killed. They will never submit gladly, however, and will try to rebel and kill their 'master' at the earliest safe opportunity.

All dragons know the generic true name of everything, profiting from such knowledge in the ways described in the Namer College. Powerful dragons also make it a point to learn the true names of the most important individuals around them in case they should be needed at some future date.

All dragons are spell casters to a greater or lesser extent, most specializing in the College of Sorceries of the Mind. Most dragons are awesome magicians, knowing all spells rituals, or talents within their College at Ranks of 10 or higher, not to mention the many talents inherent to their species. All dragon magic functions exactly as the human magic of the same name. For range purposes, all spells are assumed to emanate from the dragon's head. Dragons can teach their spells to humans, but they will only do so for vast amounts of treasure or in exchange for some highly valuable bit of knowledge. Dragons can use their magic while flying or hovering, but not while participating in physical combat. All dragons know all special knowledge and general knowledge Counterspells for all colleges at Rank 15, unless noted otherwise.

If a dragon is slain, it can cast a death curse on its treasure. The curse can be more specific at the GM's option, but in general the curse will be one of bad luck, the effect of which is to influence any roll on D100 involving the character(s) adversely by ±5%. The curse can only be removed through magic, as described in section IX.

The most deadly physical weapon of most dragons is their ability to breathe fire. The breath will emerge as a cone stretching from the dragon's mouth, with the length and the base of the cone varying with the type of dragon. On the tactical display the cone of fire is

considered to be present until the dragon's next action (or Pass) after breathing, with all creatures entering the cone taking damage as if breathed upon. To breathe fire while on the Tactical Display a dragon must execute a Fire action. Damage from a dragon's fire depends on the type of dragon, but all dragon's fire will ignite anything flammable within the cone. Non-magical weapons or armor have a 10% chance of being rendered useless if caught by dragon's fire. In any case damage caused by a dragon's flame cannot be absorbed by armor.

Dragons can create windstorms with their wings (by executing a Pass action) if they are in an area large enough for their wings to reach their full span (30 feet). Any creature in front of a dragon creating a windstorm and within 25 feet of the dragon itself must roll 2×PS or less on D100 or be blown D100-10 feet. Subtract 20 from both rolls if the creature rolling is wearing metal armor. All creatures will fall prone after being blown, and any creature which is blown a distance of 10 or more feet will take D10-4 damage, only half of which (round down) can be absorbed by armor.

In Melee Combat a dragon can attack in any or all of three ways per Pulse without penalty. In any of the hexes of its Strike Zone it can attack with two claws and a bite, and it can attack any creature in a rear hex (a hex from which a creature attacking the dragon would get the rear bonus) with its massive tail. If a character is hit by a dragon's tail, the character's player must roll 3×PS or less on D100 or be knocked to the ground, in addition to any damage received.

All characteristics given above as well as those for specific dragons are for mature dragons. Young dragons will have half the Rank of mature Dragons in any spells, talents, and rituals. They will breathe with a cone of half the width, depth, and damage of fully grown dragons, and cannot produce windstorms. In combat, subtract 15 from all Base Chances and 4 from the damage of immature dragons. Very old dragons will have the same spell capacity as mature dragons, but their cone of flame will be 20 feet longer and 10 feet wider and will do 2 additional points of damage. The windstorm from a very old dragon will do 2 additional points of damage, and all characters add 20 to their D100 rolls to see if they blow away. In combat, very old dragons add 15 to their Base Chance and 4 points to all damage rolls.

BLACK DRAGON

Natural Habitat: Caverns

Frequency: Very Rare **Number:** 1

Description: Black dragons have reflective scales of a solid black color.

Talents, Skills, and Magic: General abilities for all dragons, as noted above. A black dragon can also use all the talents, spell and rituals of the College of Enspellments and Enchantments or illusions at Rank 20. A black dragon's breath cone is 40 feet in length and 20 feet in width at the base, and does D10+15 damage. A black dragon can breathe fire D10-6 times per day. A black dragon uses all Counterspells at Rank 20.

Movement Rates: Flying: 850; Running: 300

PS: 220-240 **MD:** 20-22 **AG:** 20-22 **MA:** 30-35

EN: 70-80 **FT:** 100-120 **WP:** 30-34 **PC:** 28-32

PB: 2-4 **TMR:** 17/6 **NA:** Top scales absorb 10 DP

Weapons: Bite (BC 50%, D10+12 damage), two claws (each BC 40%, D10+10 damage), and a tail (BC 50%, D10+6 damage).

Comments: Black dragons are questers for knowledge, and they will occasionally release those in their grasp if they can give them rare or valuable bits of knowledge.

BLUE DRAGON

Natural Habitat: Caverns

Frequency: Very Rare **Number:** 1

Description: Blue dragons are sky blue, making them difficult to spot against a clear sky.

Talents, Skills, and Magic: General abilities for all dragons as noted above. A blue dragon can also use all talents, rituals, spells, etc., both

general and special of the College of Illusions or of the Mind at Rank 25. A blue dragon cannot breathe fire.

Movement Rates: Flying: 700; Running: 250

PS: 230-250 **MD:** 16-18 **AG:** 15-17 **MA:** 30-35
EN: 75-85 **FT:** 100-120 **WP:** 30-34 **PC:** 28-32
PB: 2-4 **TMR:** 14/5 **NA:** Top scales absorb 11 DP

Weapons: Bite (BC 50%, D10+10 damage), two claws (each BC 45%, D10+8 damage), and a tail (BC 55%, D10+6 damage).

Comments: Blue dragons are more cunning than some of their brethren and if they capture a character they will often let him live in exchange for service in the outside world. Rumours, contact with others, transport of goods, etc., will be expected of any released, and if they attempt to evade service, the dragon's wrath will be great.

GOLDEN DRAGON

Natural Habitat: Caverns

Frequency: Very Rare **Number:** 1

Description: Golden dragons are bright gold in color, shining from a distance in a dazzling display. For one unfamiliar with dragons, however, there is a 50% chance that a golden dragon will be mistaken for a yellow dragon. Note that golden dragons do not have the stench of other dragons.

Talents, Skills, and Magic: General abilities for all dragons as noted above. In addition golden dragons can use all talents of the College of the Mind or the College of Illusions at Rank 18, and can use all rituals or spells, both special and general at Rank 20. Golden dragons cannot breathe fire. Knowledge of all Counterspells is at Rank 20.

Movement Rates: Flying: 850; Running: 300

PS: 300-320 **MD:** 20-24 **AG:** 18-20 **MA:** 32-37
EN: 90-100 **FT:** 140-160 **WP:** 32-37 **PC:** 30-35
PB: 5-7 **TMR:** 17/6 **NA:** Top scales absorb 12 DP

Weapons: Bite (BC 65%, D10+11 damage), two claws (each BC 50%, D10+7 damage), and a tail (BC 70%, D10+4 damage).

Comments: Golden dragons are the only dragons that can be described as just. They will not attack unless provoked, and can be bargained with more readily than other dragons. They generally despise evil dragons, and will frequently attack them.

GREEN DRAGON

Natural Habitat: Caverns

Frequency: Very Rare **Number:** 1

Description: Green dragons have outer scales the color of dark pine needles.

Talents, Skills, and Magic: General abilities for all dragons, as noted above. Green dragons can also use all spells, talents, rituals, etc., of the College of the Mind or the College of Illusions at Rank 12. The cone of fire of their breath is 60 feet long and 30 feet wide, and does D10+12 damage to all within the cone. They can breathe fire D10 times on any given day.

Movement Rates: Flying: 700; Running: 250

PS: 300-350 **MD:** 19-21 **AG:** 17-19 **MA:** 22-25
EN: 85-95 **FT:** 120-150 **WP:** 27-33 **PC:** 27-30
PB: 2-4 **TMR:** 14/5 **NA:** Top scales absorb 12 DP

Weapons: Bite (BC 60%, D10+12 damage), two claws (each BC 50%, D10+6 damage) and a tail (BC 70%, D10+4 damage).

Comments: Green dragons are quite evil, although they are curious and will question captives thoroughly before disposing of them. After a green dragon dies, for the next hour or so a sip of its blood will allow permanent comprehension and ability to speak with any normal animal or avian without damage to the drinker.

RED DRAGON

Natural Habitat: Caverns

Frequency: Very Rare **Number:** 1

Description: Red dragons are fiery colored dragons, with flecks of gold along their scales.

Talents, Skills, and Magic: General abilities for dragons, as noted above. They can also use all spells, talents, and rituals, both general and special, of the College of the Mind at Rank 17. The cone of fire of a red dragon is 80 feet long and 40 feet wide at the base, and does D10+15 damage to any creature in the cone. The breath weapon can be used D10+3 times in any given day.

Movement Rates: Flying: 750; Running: 250

PS: 250-300 **MD:** 18-20 **AG:** 16-18 **MA:** 25-30
EN: 80-90 **FT:** 110-140 **WP:** 30-35 **PC:** 28-30
PB: 2-4 **TMR:** 15/5 **NA:** Top scales absorb 12 DP

Weapons: Bite (BC 70%, D10+10 damage), two claws (each BC 50%, D10+4 damage), and a tail (BC 60%, D10+2 damage).

Comments: Red dragons will play games with those they encounter until they tire of their pitiful struggles and then slowly kill them and take all their treasure. If a character somehow impresses a red dragon, there is a 40% chance he will be left alive.

YELLOW DRAGON

Natural Habitat: Caverns

Frequency: Very Rare **Number:** 1

Description: Yellow dragons have yellowish scales. Note that when seen from distances of 100 feet or more there is a 50% chance that this dragon will be mistaken for a golden dragon, and vice-versa.

Talents, Skills, and Magic: General abilities for all dragons, as noted above. Yellow dragons also use all spells, talents, rituals, etc., of the College of the Mind or the College of Illusions at Rank 15. Their breath's cone of flame is 60 feet long and 30 feet wide and does D10+12 damage. They can breathe fire D10+1 times on any given day. Yellow dragons use all Counterspells at Rank 12.

Movement Rates: Flying: 700; Running: 300

PS: 280-320 **MD:** 20-22 **AG:** 18-20 **MA:** 24-27
EN: 80-90 **FT:** 110-140 **WP:** 26-32 **PC:** 27-30
PB: 2-4 **TMR:** 14/6 **NA:** Top scales absorb 11 DP

Weapons: Bite (BC 60%, D10+10 damage), two claws (each BC 45%, D10+5 damage), and a tail (BC 65%, D10+3 damage).

Comments: Yellow dragons have a particular fondness for gold over gems and other items of value.

144. Riding Animals

This Section is concerned with common riding and pack animals and includes descriptions of donkeys, draft horses, mules, palfreys, ponies, mustangs, quarter horses, and war horses. Avian mounts, camels, oxen and other types of riding and pack animals are described elsewhere.

All of the riding animals described in this Section except the war horse have similar combat abilities. They can attack with a kick any entity occupying the hex directly opposite the hex they are facing. Their bite can be used in either Melee or Close Combat, but their kick can only be used in Melee Combat. Only one of these two types of attacks can be made in a single Pulse. The Base Chance and Damage for each of these attacks is given individually for each animal.

Mounts are generally not Adept at fighting and will only attack if directly threatened or if panicked. Only trained war-horses will intentionally enter the same hex on the Tactical Display as another figure other than their rider(s).

DONKEY

Natural Habitat: Anywhere

Frequency: Common **Number:** Not applicable

Description: Donkeys are basically equine in form. They are usually grey with a darker stripe down the center of their backs. They have very large ears and reach about four feet at the shoulders.

Talents, Skills, and Magic: No special talents, magic, or other abilities. They are not tool users.

Movement Rates: Running: 500

PS: 40-45 **MD:** None **AG:** 16-19 **MA:** None
EN: 18-22 **FT:** 33-38 **WP:** 10-12 **PC:** 19-21
PB: 9-11 **TMR:** 10 **NA:** Hide absorbs 3 DP

Weapons: Kick (BC 40%, D10+3 damage) or Bite (BC 25%, D10-3 damage).

Comments: Donkeys are common draft animals. They do not need good food, and will serve well unless mistreated. They can carry burdens of up to 250 pounds with great endurance.

DRAFT HORSE

Natural Habitat: Anywhere

Frequency: Common **Number:** Not applicable

Description: Draft horses are the largest of the horses, growing to more than five and a half feet and weights of up to 2300 pounds. They have huge muscles and thick limbs, and they will frequently have hairy feet of a different color than the rest of their body.

Talents, Skills, and Magic: Draft horses possess no special talents, skills, or magic. They are not tool users.

Movement Rates: Running: 500

PS: 60-65 **MD:** None **AG:** 13-15 **MA:** None
EN: 26-32 **FT:** 55-63 **WP:** 8-10 **PC:** 14-18
PB: 8-10 **TMR:** 10 **NA:** Hide absorbs 3 DP

Weapons: Kick (BC 35%, D10+4 damage) or Bite (BC 15%, D10 damage).

Comments: Draft horses are bred to carry burdens without tiring. They can carry loads of up to 500 pounds, and have great endurance. They can be ridden, although they are not especially sensitive to a rider's wishes.

MULE

Natural Habitat: Anywhere

Frequency: Common **Number:** Not applicable

Description: Mules are a usually sterile crossbreed of a mare and a jackass. A mule has a short mane, long ears, small feet, and a tail with long hairs at the end. They are usually brown, and are about four feet high at the shoulders.

Talents, Skills, and Magic: Mules possess no special talents, magic, or other abilities. They are not tool users.

Movement Rates: Running: 450

PS: 40-50 **MD:** None **AG:** 17-20 **MA:** None
EN: 20-25 **FT:** 40-45 **WP:** 10-12 **PC:** 18-20
PB: 9-11 **TMR:** 9 **NA:** Hide absorbs 3 DP

Weapons: Kick (BC 40%, D10+4 damage) or Bite (BC 20%, D10-2 damage).

Comments: Mules are excellent draft animals. They are very strong, are sure footed, and have great endurance. Loads of up to 300 pounds can be carried by a mule, although such burdens are rare. Mules are highly resistant to disease (reduce the chance of infection by 10% if struck in combat). Mules generally work with little fuss unless mistreated, in which case they become stubborn and vicious.

MUSTANG

Natural Habitat: Plains

Frequency: Rare **Number:** 1-50 (30)

Description: Mustangs are wild horses. They are smaller than most domestic animals, usually about four and a half feet at the shoulder. Colors vary, but most mustangs have very long manes and tails.

Talents, Skills, and Magic: Mustangs possess no special talents, skills, or magic. They are not tool users.

Movement Rates: Running: 600

PS: 40-50 **MD:** None **AG:** 18-21 **MA:** None
EN: 18-23 **FT:** 36-42 **WP:** 11-13 **PC:** 20-22
PB: 9-11 **TMR:** 12 **NA:** Hide absorbs 3 DP

Weapons: Kick (BC 45%, D10+4 damage) or Bite (BC 25%, D10 damage).

Comments: Mustangs are generally afraid of men and will run away if they sense man's presence. They can be tamed if captured, however, and used either as riding horses or beasts of burden. They can carry loads of up to 400 pounds.

PALFREY

Natural Habitat: Anywhere

Frequency: Common **Number:** Not applicable

Description: Palfreys are fine-featured riding horses. They grow to a little more than five feet at the shoulders, and weigh about 1100 pounds.

Talents, Skills, and Magic: Palfreys possess no special talents, skills, or magic. They are not tool users.

Movement Rates: Running: 650

PS: 38-43 **MD:** None **AG:** 16-19 **MA:** None
EN: 18-21 **FT:** 30-35 **WP:** 8-10 **PC:** 16-18
PB: 11-13 **TMR:** 13 **NA:** Hide absorbs 3 DP

Weapons: Kick (BC 40%, D10+3 damage) or Bite (BC 20%, D10-2 damage).

Comments: These horses were bred for gentleness and appearance. They were developed to be riding horses, and are highly responsive to their riders. They can carry up to 350 pounds, but, like the quarter horse, they are not usually used to carry burdens.

PONY

Natural Habitat: Anywhere

Frequency: Common **Number:** Not applicable

Description: Ponies are small horses less than five feet high. Most are between three and four feet high at the shoulder.

Talents, Skills, and Magic: Ponies possess no special talents, magic, or other abilities. They are not tool users.

Movement Rates: Running: 350

PS: 19-24 **MD:** None **AG:** 13-15 **MA:** None
EN: 12-14 **FT:** 20-22 **WP:** 9-11 **PC:** 16-26
PB: 10-12 **TMR:** 7 **NA:** Hide absorbs 3 DP

Weapons: Kick (BC 20%, D10-1 damage) or Bite (BC 15%, D10-4 damage).

Comments: Ponies are especially gentle and easy to train. They live longer than most horses, and do not need any food other than hay and grass. Loads of up to 150 pounds can be carried without great strain.

QUARTER HORSE

Natural Habitat: Anywhere

Frequency: Common **Number:** Not applicable

Description: These horses grow to five feet at the shoulders, and weigh about half a ton.

Talents, Skills, and Magic: Quarter horses possess no special talents, skills, or magic. They are not tool users.

Movement Rates: Running: 600

PS: 40-45 **MD:** None **AG:** 17-20 **MA:** None
EN: 18-23 **FT:** 35-40 **WP:** 9-10 **PC:** 17-19
PB: 10-12 **TMR:** 12 **NA:** Hide absorbs 3 DP

Weapons: Kick (BC 45%, D10+5 damage) or Bite (BC 20%, D10-1 damage).

Comments: Quarter horses are very useful as riding animals. They can climb steep banks and ford water. They are extremely responsive to their rider if well trained and are able to stop or turn very quickly, suiting them for such tasks as rounding up herds. They do not have great endurance, however, and they can only maintain their maximum speed for periods of a few miles. They can carry loads of up to 350 pounds, but they are not intended to be beasts of burden, and so their spirit will be quickly broken if they are used as such. If a quarter horse's spirit is broken, its speed will be decreased by 30%.

WAR HORSE

Natural Habitat: Anywhere

Frequency: Infrequent **Number:** Not applicable

Description: War-horses are heavily built, thickly muscled and limber animals, bred to carry large burdens for extended periods. They are often five and a half feet at the shoulder, and can weigh more than a ton.

Talents, Skills, and Magic: War-horses are specially trained for combat. They panic less frequently than other horses when faced with fire, sudden movements, or loud noises. A rider can also control a war-horse's actions in combat, making the horse kick, bite, or attempt to trample an adversary. See the rules on Horsemanship. Other horses can be used in combat, but they cannot be used to attack.

Movement Rates: Running: 500

PS: 55-60 **MD:** None **AG:** 16-19 **MA:** None
EN: 25-30 **FT:** 50-60 **WP:** 9-11 **PC:** 16-18
PB: 9-11 **TMR:** 10 **NA:** Hide absorbs 3 DP

Weapons: In addition to the kick (BC 45%, D10+7 damage) and bite (BC 25%, D10+2 damage) of normal horses, when in Close Combat a war horse can also attempt to trample an adversary (BC 25%, D10+8 damage). War horses will willingly enter Close Combat if their rider directs them to do so.

Comments: These are the most intelligent and (if properly treated) the most loyal of the horses. They are responsive to a rider, but can also be used to carry heavy burdens (up to 500 pounds). Using a war-horse as a draft horse will generally lower the quality of his training for combat, however.

X. ADVENTURE

An adventure occurs whenever one or more players, in conjunction with the GM, play their characters. The adventure is the heart of the fantasy roleplaying game, because it is the medium through which the GM tells a story. When he reaches an interlude or decision point, the players use the game mechanics to have their characters influence the outcome of the tale.

The most common scenario used by GMs in fantasy roleplaying games is that of the descent into a series of labyrinthine catacombs, or “dungeons.” Of course, conceptually most dungeons make no sense (for a variety of reasons, the most blatant being the space given for creatures to live in), but it is the simplest and least time-consuming type of adventure to design. The GM should break in his regular players on such a scenario.

151. Preparation for Adventure

Before an adventure is begun, the GM must invest some of his time in readying his scenario. This requires the generation of some (if not all) of the non-player characters and monsters the player characters may meet, fleshing out the part of the world in which the adventure will occur and composing the preliminary information to be given to the player characters. A fully prepared GM will organize this data as described below.

Each player is responsible for informing the GM of any actions his character takes between his last adventure and the upcoming one. This includes necessary functions, such as the expenditure of silver pennies on upkeep (see rule 159.3). Each player is also responsible for updating his Character Record, though the GM may waive this requirement temporarily (the necessary bookkeeping can be done at a more convenient time).

[151.1] The GM must outline the course of the adventure.

The GM plots the direction in which he wishes the adventure to go. He determines the manner in which the player characters will become part of his scenario, advancing a purpose for the characters to undertake this particular adventure. He then plots the rationale for the party’s adversary, be it sentient, magical, natural, or intangible. The GM will probably wish to note all of this on a piece of paper to which only he is privy.

Some GM’s will be willing to give the characters a choice of adventures; if the GM is not one of these, the players should keep in mind the time necessary to develop each adventure, and oblige him by going on the one proffered.

Example: A GM describes to his players the fate of a princess held captive by a wizard in a tower deep in the Nasty Forest. The king has offered a not inconsiderable reward for the return of his daughter and the slaughter of the wizard and his minions. The wizard is a lonely old man who has abducted the princess for the sole purpose of introducing a love philtre into her sustenance. She proved quite willing to elope with the wizard afterwards, so he left his tower guarded by a few fantastic creatures while the couple made their way south. The party, after gaining entrance to the tower, discovers they must pursue the two. Additionally, they will find a princess not disposed to the idea of rescue, since the wizard has been accumulating quite a supply of love potions in the last few years.

[151.2] The GM records the “vital statistics” of all non-player characters and monsters to be encountered.

The “vital statistics” comprise the information the GM generates in accordance with the Monster rules (see section IX.). The GM must produce a value only for those entries which will affect the characters’ interaction with the non-player characters or monsters. It is recommended that the GM generate 10 to 20 “spare” monsters, which can be used interchangeably on separate adventures.

The GM records the vital statistics for each of the necessary monsters and non-player characters on index cards or on a comprehensive list.

Each group of monsters and non-player characters is divided so that all creatures which will be met at one time are listed under one heading (or on one index card). The GM will easily be able to consult only the pertinent listing when the time comes.

[151.3] The GM maps the area in which the characters will adventure, drafting the plans for any structure which will be an integral part of the scenario.

A GM who wishes to develop a sophisticated world design will draw a map of the continent in which most of his adventures occur. The scale of this map can vary between 50 and 350 miles to the inch. The GM need not plot this map on any particular type of paper, though it is advisable that he draw the latitudinal and longitudinal lines before coastline and natural features (which should be done before sites of human or humanoid habitation are entered on the map).

When the GM prepares for an adventure, he should take a slice of his strategic map, and blow it up onto a hex grid map. Each hex represents 5 miles of terrain from hex-side to hex-side and must be coded as to the prevalent environment (see rule 131.1) in the hex.

Any structure the GM expects to be carefully searched and/or examined by the player characters should be drafted on hex paper (the strategic hex grid will suffice). The scale is 5 feet per hex to match the scale of the Tactical Display.

When characters engage in combat within a structure, the GM should treat each hex on the Tactical Display as equal to one hex on the structure map. If the player characters and their foes begin in adjacent hexes, the players can choose the exact hex-side to which they face where any ambiguity occurs, unless their foes have surprised them (see rule 154.2).

The GM should record a legend for each map he draws. The legend for the strategic maps will usually not contain many entries, but that for a structure map will include an entry for each room of importance. It is suggested that the GM code co-ordinates on his strategic maps, and identify each room/vestibule/opening on his structure maps.

[151.4] Before the adventure begins, the players must notify the GM of all changes in status for their characters.

If a character is to expend Experience Points, to spend monies to gain an unusual piece of merchandise or service, to seek the aid of a non-player character, etc., he must do so before party organization begins (see rule 153.). The player records all changes in status on his Character Record.

If a change of status for a character requires the attention of the GM (i.e., is not necessarily automatic), the player should resolve such an action (at the earliest convenient time) before the players gather for a new session.

152. Game Conventions

The rules in this Section are conveniences for play purposes when translating life in a medieval fantasy world into game form. Most of these are cautions against players bending the rules at opportune moments. The GM will, as he becomes comfortable with a style of refereeing, modify these conventions to suit his own tastes.

[152.1] The time scale for a campaign should be either two or three game days to one real day.

The GM is responsible for monitoring the passage of time in his campaign. He determines and informs his players of the conversion rate from game time to real time. The GM may choose the simplest timekeeping method, which is doubling or trebling the time since he last met with his players, or he can set up a calendar, which allows him to keep current on the seasons of the year and the ascendant aspects (see rule 7.). A calendar will be preferable in most cases, since several Colleges of Magic are affected by phases of the moon and seasons of the year.

A game day is equal to the relational period of the GM's world (which, in most cases, will be approximately 24 hours).

In the event that the GM and players could convene more than twice in one week, or if the game time spent on an adventure is three-quarters or more of the game time that should have passed between sessions, the GM should adjust the time scale so that the characters have one-quarter of the game time that should have elapsed.

Example: Given the time scale of three game days to one real day, four real weeks would equal twelve game weeks. However, a party spent ten game weeks on an adventure, so the GM, in order to make up for the discrepancy, should give the players an extra week to make the total non-adventure game time equal to one-quarter of twelve.

[152.2] The GM adjusts the passage of time during an adventure to the level of activity.

When the player characters are interacting with monsters or non-player characters, or amongst themselves, the GM should run the encounter in real time. A similar time scale should be used when a character uses an information-gathering ability. For example, if the characters are negotiating with a prospective employer in a tavern, or if an Astrologer character is divining the future, the GM and the players enact the scene in detail.

When the player characters have instructed the GM to speed the passage of time until they are interrupted, the GM pauses only to make Encounter Checks (see rule 131.1), etc., and to give the players status reports. The players must decide how often they wish to have these status reports. For example, the characters have decided to journey along the imperial highway one hundred miles. They request that the GM give them a status report every four hours. Unless something untoward should occur, the GM will allow them four hours progress and inform them that nothing has happened during the last four hours. When night approaches, he will suggest that the adventurers look for shelter for the evening. The players will then inform him of their watches, and ask him for a status report every time the watch is changed.

The GM should interject information about the periods between status reports whenever a character would normally notice something of interest. For instance, if a Ranger character travels with a party about to walk into an ambush, and his ability to detect such operates successfully (see rule 103.2), the GM alerts the players to the impending danger.

[152.3] When combat occurs on the Tactical Display, there should be no lapses of time between player announcements of character intentions and resolution of them.

After determining the order in which all creatures (including the player characters) on the Tactical Display may take action, the GM paces the combat in that strict sequence. When it is a character's turn to take action, his player must announce within five seconds what his character will do, or the character is assumed to take a Pass Action. The leader (see rule 153.1) must do the same for each non-player character in the party, and the GM should do the same for each of the party's opponents.

If the players wish to discuss tactics amongst themselves during combat, they must do so while the GM is determining the result of a particular action. Anything said by one character to another during combat can be overheard by their opponents, though it may not be understood, depending on the language used. A wise party will devise a battle plan to be used in combat situations so that they will not be at a disadvantage when surprised.

The leader is responsible for listening to the GM's announcements about enemy activity, wounds suffered by his comrades, etc.

A Military Scientist character can allow a party some planning time during which they will not be overheard by the enemy (see rule 101.5).

[152.4] Any player may, at the GM's discretion, suspend the passage of time by requesting a clarification of a relevant point by the GM.

[152.5] A player may change the action he announces for his character to a Pass Action (only) up to five seconds after he either announces it or is interrupted by another player protesting his choice.

[152.6] A player may appeal a decision made by the GM which he feels to be arbitrarily or improperly resolved.

The player has as much time as the GM will grant him to state his case. The GM can either modify or reverse his earlier decision, or stand behind it. The GM's word is always law in regard to his world; a player can protest, but may not change, an event which occurs in another's fantasy world.

153. Organizing a Party

The players must determine the composition of the party before their characters leave the relative safety of their current place of residence. The party consists of each character represented by a physically present player. In addition, the GM should prepare some non-player characters with abilities complementary to those of the player characters. These non-player characters may usually be hired through the auspices of the Adventurer's Guild.

A character of a player not attending the current session may only be brought along with the express permission of his Player. That player would do well to leave general instructions on how his character will act with the GM (these instructions are inviolable if applicable to a given situation). The performance of such a character is controlled by the leader of the party, unless his player's standing orders are to the contrary.

When the players have assembled those who are going on the adventure, they should discuss general strategy and a tentative battle plan (see rule 152.3). When the characters are provisioned and a leader has been appointed, the adventure may commence.

[153.1] The players should elect one of their number to be the leader of the party.

The leader should not only be the best qualified character for the position, but the most experienced player as well, because his decisions will usually directly affect the outcome of any adventure. A leader is not abso-lute¹⁹ necessary but one's presence will usually prove advantageous for ease of play. When a party needs information or descriptions of events or locations, it is much easier if these descriptions are given to the group as a whole and the leader in particular, who may then react for the party. Listening to one person is much easier for the GM than trying to interpret the frantic ravings of six people.

In combat, the leader may add his Military Scientist Rank (if any) to the Initiative die roll. If the leader is involved in Melee or Close Combat (or otherwise incapacitated) the character with the highest Perception who is unengaged becomes the leader for purposes of the Initiative die roll (only).

The leader announces the general activities undertaken by the party during the Adventure Sequence.

Example: "We wish to travel along the footpath through Linden Woods until further notice."

Though the non-player characters hired to accompany the player characters are usually controlled by the GM, any reasonable request by a representative of the party will be heeded by a non-player character. The leader usually gives the orders for the non-player characters in a party; if there is a disagreement as to what the actions of a non-player character should be, the majority of the players rule. The leader counts as two players for determining the actions of non-player characters.

[153.2] Before an adventure is begun, the player characters should agree to the division of spoils.

Generally, that which can be garnered on adventure is separated into three categories. Magical treasure encompasses anything which is magical or has magical properties in and of itself. Unusual treasure includes captives, beings trained by a Beast Master, objects with a greater intrinsic than monetary worth, objects which cannot be used by all in the party, and objects which are particularly suited for one character (e.g., a family heirloom). The remainder of the treasure is assessed by its monetary value.

If only the player characters are going on an adventure, they may make whatever agreement between themselves they wish. If they wish to bring along any non-player character, the NPC will require that a standard Adventurers' Guild contract (or a reasonable facsimile thereof) be signed by everyone in the party.

The Adventurers' Guild will draft any contract in language acceptable to the local legislative bodies for a fee ranging from 10-100 silver pennies, depending on the complexity of the terms of the desired agreement.

The Guild is also willing to guarantee arbitration and enforcement of a contract which it has drafted. These services are free to a guild-member in good standing (see rule 153.3), as are copies of the standard Guild contract. If a being who is not a member of the Guild wishes arbitration of a Guild contract, he must pay 50 silver pennies per hour of arbitration (the GM may either require the enactment of the arbitration scene or may determine the number of hours required to reach a decision based on the ramifications of the case); if such a being wishes the verdict enforced, he must state so when the Guild contract is signed and pay a fee of 500 silver pennies.

When the Adventurers' Guild enforces one of its contracts, the beings against which it has decided have 10 hours to deliver the object of dispute to the plaintiff. Unless the loser in arbitration has successfully petitioned for an extension to that deadline (which must be for a good reason, such as the item in question being 12 hours' ride away), he must deliver unto the plaintiff or be blacklisted by the Guild. A blacklisted person may not hire from the Adventurers' Guild, and there is a 2000 Silver Penny reward for his apprehension and delivery for incarceration in the Guild dungeons.

[153.3] A character may become member in good standing of the Adventurers' Guild by tithing 5% of all monetary gains to the Guild, or a minimum of 200 silver pennies per annum.

If the Guild discovers that a member has withheld its portion of his gains, he must make restitution within 10 days or be blacklisted (see rule 153.2).

If a guild member cannot afford his tithe to the Guild, he is given a three-month grace period in which to acquire the 200 Silver Penny minimum annual fee. If he cannot raise the necessary money, he must spend two months in service to the Guild, or be blacklisted.

A character may buy out of the Guild (i.e., renounce his membership) by paying 100 silver pennies for each year he has been a member of the Guild. He must settle all accounts with the Guild beforehand (e.g., a character cannot resign immediately after gaining a huge treasure), and may not rejoin the Adventurers' Guild for a period of at least one year.

[153.4] The standard Adventurers' Guild contract requires as equitable a distribution of treasure as is possible amongst the free-beings in the party.

1. Every signatory to this agreement is entitled to one full share, unless a) the party, by majority vote, allows up to one extra full share for a being or beings who provide the party with information or services vital to the completion of their mission, or b) a signatory agrees to receive but a half-share, in exchange for protection, whenever possible, from physical and magical harm by those receiving full shares.

NOTE: The latter clause is often a bone of contention when a dispute is presented to the Guild for arbitration. One who receives a full share

must prove that he was in imminent danger of serious injury or loss of life if he fails to protect a half-share member of the party.

2. A signatory forfeits any right to treasure if he: a) attacks another party member without provocation, or b) deserts the party voluntarily (those who have been spirited away or accidentally separated from their comrades are obliged to attempt to rejoin the party at the earliest convenient time).

3. A signatory forfeits one-half of the treasure due him if he: a) does not perform according to a pre-arranged battle plan which does not endanger him any more than others in the party, b) is responsible for the death of a party member, c) is responsible for the failure to attain the goal of the adventure through an error of commission or omission, or d) is found to be stealing from the party.

4. If a party member is killed, rendered incapable (e.g., comatose), or involuntarily removed from the midst of the party, that being's heirs are still entitled to his portion of the treasure gained by the remaining party members (see clause 6 below).

5. If a party member is killed or rendered incapable, the surviving party members are obliged to return his body (or what remains of it) to the place from which they started, unless forced to abandon the body because its recovery would imperil others in the party.

6. If a being has not designated one to whom he wishes his effects and share given in his absence and/or to whom he wishes his body given in the event of his death, the Adventurers' Guild will take responsibility for either or both.

7. Monetary treasure must be converted into currency or specie and divided evenly amongst all shareholders. Any party member may choose to buy a particular item at value rather than have it sold to an outside purchaser; if more than one member wishes to buy the same item, all submit sealed bids, with the highest sum gaining its bidder the item in question.

8. Each full shareholder may, at the beginning of the adventure, state one item which he wishes if the party should find it. Unless some other party member also wishes the item, the claimant receives the object of his fancy, but is not entitled to any other unusual or magical treasure.

9. Each full shareholder is entitled to one unusual or magical item before anyone receives a second item. Partial shareholders (including those with an excess of a full share) may gain items before single shareholders gain their second items. A partial shareholder may gain items in proportion to one share (e.g., a half-shareholder gains one item every two rounds, if there are sufficient items to be divided).

10. As long as the provisions of clause 9 are met, the party may give an item to a particular member by majority vote. If no general agreement can be reached as to which person receives which item, a fair random method should be implemented to assign the items in order.

The Guild stands in for dead or absent party members; failure to provide a satisfactory explanation of why a person is missing by those present can result in blacklisting by the Guild.

[153.5] An arbitrator of the Adventurers' Guild may place a "true speech" compulsion upon a being present at an arbitration session.

A being may attempt to resist a true speech compulsion. Active or Passive Resistance to such a compulsion is often construed as an admission of guilt by Guild arbitrators.

While a true speech compulsion is upon a being, he must make declarative statements which are true whenever he speaks. If he temporises, misstates himself, or exaggerates, his vocal apparatus will become paralyzed, making it difficult to talk properly. If a being lies while under a true speech compulsion, his tongue will cleave to the roof of his mouth and he becomes mute for (D10+1) days.

Example: If a character allows a fellow adventurer to die through his inaction, he could say "I did not kill him" while under a true speech compulsion. If he said "I did not directly contribute to his death," he

would find it difficult to articulate, and if he said “I did not contribute to his death,” his tongue freezes in place.

154. The Adventure Sequence

Three different time scales can be used during an adventure. The GM switches between these scales as the pace at which action occurs changes with each new situation. The choices are as follows:

1. The Trek/Wait Stage: The GM resolves the actions of several minutes, hours or days in a short space of real time, because the players have chosen an activity which need not be monitored closely (such as laying in wait until night falls). The GM allows time to pass, until one of the conditions described in rule 152.2 occurs.

2a. The Encounter Stage: The GM operates on an equal real time to game time correspondence, because the player characters are interacting with NPCs or monsters (i.e., beings controlled by the GM) in a more or less peaceful fashion.

2b. The Chase Stage: Either the characters controlled by the players or the creatures controlled by the GM are pursuing the other. The action is resolved in segments of one minute of game time, though it may become necessary to merge with the Tactical Procedure as the two groups come into proximity with each other. Magic and Ranged Combat are possible during the Chase Stage; the GM is responsible for informing the players of the rough distance between them and their foe(s).

3. The Tactical Stage: The GM resolves combat in accordance with the Tactical Procedure in section V. The player characters and the GM-controlled creatures are placed in position by the GM on the Tactical Display.

The GM need not inform the players of the interchange between stages, because it will become obvious as he adjusts his moderating manner to the different time scales.

[154.1] **The real time allotted to the players to discuss the actions of their characters depends upon the current stage.**

The players have up to 30 minutes or one-tenth the game time to be spent on a single action, whichever is less, to decide on what their characters will do during the Trek/Wait Stage. The characters are assumed to be engaged in a similar conversation in tones appropriate to the occasion (e.g., hushed if hiding from a lynch mob).

The players have up to one full real minute for each game minute during the Chase Stage to talk with each other. Their conversation is assumed to be that of their characters; if their foe has some method of overhearing the characters, the GM should have the foe act on this information.

Unless a player prefaces a remark he makes during the Encounter Stage with a comment to indicate that he is not speaking for his character, anything he says can logically be assumed to be said by his character.

Rule 152.3 covers how and when players may speak for their characters during the Tactical Stage, and the restrictions on players coordinating with each other.

[154.2] **One side in a combat may gain a free Pulse of attacks if it surprises the other.**

One side may gain the advantage only if the other is either unaware of the first's precise location (though a possible surprise victim may be aware of a foe lurking in the general vicinity) or if the other does not entertain suspicions of the first being hostile.

If one side in a combat is eligible to be surprised, the GM assigns a readiness factor, much like a difficulty factor (see rule 4.1), to account for the preparedness of the side which may be surprised and the ability of the other side to keep secret its intentions and/or location. The lower the readiness factor, the greater the chance for surprise. Multiply the readiness factor by the highest Perception value of any being on the side which may be surprised. If the GM's percentile roll is less than or equal to this number, combat is resolved normally. If the roll is greater than that number, surprise has been achieved.

[154.3] **The Chase Stage applies whenever the player characters conduct an extensive search of an un-deserted area.**

If the GM has prepared a “dungeon” scenario, the characters' actions will be resolved using the time scale of the Chase Stage, until they become involved in combat, converse with the GM's creatures, or leave the area.

155. Monetary Matters

The GM is advised to limit the money that the player characters can gain during a campaign year. He should keep in mind that an upper middle class income will be between 6000 and 8000 silver pennies per game year, that a man who earns 20,000 silver pennies per year is reckoned wealthy, that an income of 100,000 silver pennies per year is the province of the verb' rich, and sums above a quarter million silver pennies are rarely accumulated by any but royalty. A beginning adventurer will probably fit into the upper middle class bracket, and, if his “career” progresses well, should achieve a yearly income averaging out at about 50,000 silver pennies. Only the extraordinarily successful or fortunate will garner in excess of 75,000 silver pennies annually over a multi-year period.

All of the prices in these rules are based on the assumption that the GM is allowing his player characters (presuming they are competent) no more than the sums described in the above paragraph. If the GM does decide to circulate more money than is recommended, it is his responsibility to cause an inflationary spiral to affect the prices the characters must pay. If the GM increases the characters' monies without compensating for it, money will become less and less important in his campaign.

[155.1] **The value of a coin is determined by its weight and metal of which it is made.**

| Coin | Abbr. | Weight | Conversion |
|-------------------|-------|--------|------------|
| Copper Farthing | cf | 4 oz. | 4/1sp |
| Silver Penny | sp | 1 oz. | 12/1gs |
| Gold Shilling | gs | 1 oz. | 21/1tg |
| Truesilver Guinea | tg | 2 oz. | — |

The Platinum Shilling (PS, weighs 1 oz.) is not in regular circulation, and is worth one-and-one-half times the value of a Gold Shilling.

Other common coins include the ha'-penny, threepence, and sixpence. The values and weights of these coins correspond to those of the Silver Penny.

[155.2] **The Adventurer's Guild will bank money and/or valuables At a fee of 2 silver pennies per 500 ounces per month.**

If money and/or valuables deposited with the Guild has a weight not divisible by 500, round up to the nearest five-hundred weight. A guild member pays one-half the price to bank with the guild.

The Guild will place money and/or valuables in safekeeping until the depositor redeems his property, or until the value of the deposit covers the banking fee. The Guild does not extend credit when it comes to banking fees.

[155.3] **The Basic Goods Cost List is an anthology of the prices and weights of common items likely to be used by adventurers.**

While the list is lengthy, it is by no means comprehensive. When a character wishes to purchase a common item not found on the list, the GM should scale the price in accordance with the already evaluated items. Furthermore, the prices given on the Cost List are averages. Fish, for instance, will be much cheaper in a maritime town than in an inland city.

The weights are given so that players can calculate how much their characters are carrying, which affects the rate at which they lose Fatigue Points while marching (see rule 156.2).

[155.4] Basic Goods Cost List**Clothing**

| Item ^A | Weight | Cost |
|------------------------|--------|------|
| Belt, money | 12 oz | 4 sp |
| Belt, weapon, shoulder | 1 lb | 5 sp |
| Belt, weapon, waist | 14 oz | 4 sp |
| Blouse | 12 oz | 4 sp |
| Boots, high | 3 lb | 6 sp |
| Boots, hip | 4 lb | 6 sp |
| Boots, low | 2 lb | 4 sp |
| Cloak | 5 lb | 8 sp |
| Coat, full length | 5 lb | 8 sp |
| Gloves | 10 oz | 1 sp |
| Hat, hard | 12 oz | 2 sp |
| Hat, soft | 9 oz | 3 cf |
| Jacket | 2 lb | 6 sp |
| Mask, face | 8 oz | 3 cf |
| Mittens | 12 oz | 2 cf |
| Pants, long | 20 oz | 5 sp |
| Pants, short | 14 oz | 1 sp |
| Robe | 3 lb | 6 sp |
| Sandals | 8 oz | 1 cf |
| Scarf | 5 oz | 3 cf |
| Shirt | 12 oz | 2 sp |
| Shoes, walking | 1 lb | 3 sp |
| Tunic | 12 oz | 3 sp |

Food and Other Provisions

| Item ^{B,C} | Weight | Cost |
|-----------------------------------|--------|-------|
| Ale, pint | 16 oz | 1 cf |
| Fish | 1 lb | 2 sp |
| Fowl | 1 lb | 5 cf |
| Grain, sack | 1 lb | 1 cf |
| Mead, pint | 16 oz | 1 cf |
| Meal, 3 courses | — | 1 sp |
| Meat, dried | 1 lb | 1 sp |
| Meat, salted | 1 lb | 3 cf |
| Milk, quart | 32 oz | 1 cf |
| Rations, 1 day, group of 8 people | 86 oz | 11 sp |
| Rations, 1 day, per person | 14 oz | 6 cf |
| Rations, 1 week, per person | 95 oz | 10 sp |
| Wine, quart | 32 oz | 2 cf |

Tools

| Item ^D | Weight | Cost |
|---------------------------|--------|------|
| Chisel | 1 lb | 1 sp |
| Hammer | 1 lb | 1 sp |
| Mallet | 8 lb | 2 sp |
| Nails, 100 | 3 lb | 2 cf |
| Pick | 8 lb | 3 sp |
| Plank, hardwood, 6'×4"×1" | 9 lb | 2 cf |
| Plank, softwood, 6'×4"×1" | 7 lb | 2 cf |
| Saw | 2 lb | 2 sp |
| Saw, two-man | 4 lb | 5 sp |
| Shovel | 7 lb | 3 sp |
| Spike | 2 lb | 2 cf |
| Stake | 1 lb | 1 cf |
| Wedge | 3 lb | 2 cf |

Transportation

| Item ^{E,F} | Weight | Cost |
|--------------------------|----------|----------|
| Barge | 10 tn | 2,900 gs |
| Carrack, masted, 40 oars | 15 tn | 1,100 gs |
| Carriage | 2,800 lb | 375 gs |
| Cart, horse | 325 lb | 5 gs |
| Cart, hand | 75 lb | 12 gs |
| Cutter | 600 lb | 115 gs |
| Drafthorse | 1,500 lb | 50 gs |

| Item ^{E,F} | Weight | Cost |
|--------------------------------|----------|-----------|
| Galley, large, 80 oars only | 35 tn | 16,500 gs |
| Galley, large, masted, 80 oars | 40 tn | 18,000 gs |
| Galley, small, 40 oars only | 12 tn | 10,250 gs |
| Mule/Donkey | 450 lb | 17 gs |
| Mustang | 600 lb | 40 gs |
| Ox | 2,000 lb | 6 gs |
| Palfry | 800 lb | 60 gs |
| Pony | 500 lb | 32 gs |
| Quarterhorse | 750 lb | 75 gs |
| Rowboat | 500 lb | 65 gs |
| Sailboat, 10' | 1,000 lb | 95 gs |
| Wagon | 800 lb | 140 gs |
| War Horse | 0.5 tn | 85 gs |

Adventure Equipment

| Item | Weight | Cost |
|----------------------------------------|--------|-------|
| Backpack, leather | 8 lb | 14 sp |
| Bags, pack and harness | 10 lb | 10 sp |
| Bags, saddle | 5 lb | 8 sp |
| Barrel | 15 lb | 10 sp |
| Blanket | 3 lb | 1 sp |
| Blanket, saddle | 2 lb | 1 sp |
| Bucket | 4 lb | 3 sp |
| Candles, 12 | 2 lb | 2 cf |
| Case, map | 11 oz | 4 sp |
| Cask | 18 lb | 1 gs |
| Cauldron | 35 lb | 3 gs |
| Chest, metal | 20 lb | 4 gs |
| Chest, wood, large | 26 lb | 2 gs |
| Chest, wood, small | 10 lb | 10 sp |
| Flask, quart | 10 oz | 3 sp |
| Flint and steel | 10 oz | 1 sp |
| Grappling hook, 3 prong | 2 lb | 5 sp |
| Harness | 4 lb | 10 sp |
| Ink | 1 oz | 1 cf |
| Keg, wood | 12 lb | 8 sp |
| Ladder, 12' long | 16 lb | 1 gs |
| Lantern, candle | 1 lb | 3 sp |
| Lantern, oil | 2 lb | 6 sp |
| Mirror, large | 1 lb | 13 sp |
| Mirror, small | 10 oz | 8 sp |
| Oar, long, for galley/carrack | 14 lb | 8 sp |
| Oar, short | 8 lb | 4 sp |
| Oil, pint | 20 oz | 2 sp |
| Parchment, 5' sq. page | 5 oz | 1 sp |
| Physiker's kit | 1 lb | 3 sp |
| Pick, climbing | 4 lb | 8 sp |
| Pouch, leather, shoulder | 1 lb | 2 sp |
| Quills, 12 | 2 oz | 3 cf |
| Quiver, holds 20 arrows | 3 lb | 6 sp |
| Rope, mountain, 0.5" thick, 10' length | 2 lb | 1 sp |
| Rope, mountain, 1" thick, 10' length | 4 lb | 2 sp |
| Sack, burlap, large | 13 oz | 1 sp |
| Sack, burlap, small | 8 oz | 2 cf |
| Sack, leather, large | 15 oz | 3 sp |
| Sack, leather, small | 10 oz | 2 sp |
| Saddle | 11 lb | 18 sp |
| Sheath, belt, large weapon | 2 lb | 3 sp |
| Sheath, belt, small weapon | 28 oz | 2 sp |
| Sheath, shoulder, large weapon | 2 lb | 3 sp |
| Sheath, shoulder, small weapon | 30 oz | 2 sp |
| Sleeping sack | 4 lb | 3 sp |
| Tarp ^G | 8 lb | 4 sp |
| Torch, already oiled | 3 lb | 2 cf |
| Trap container ^H | Var. | Var. |
| Wine skin, quart | 8 oz | 2 sp |
| Wire, 10 gauge, 100' length | 3 lb | 6 sp |

NOTES: -=No value. **Var.:** The GM should determine the variable weight or cost depending on item type, condition, quality, or availability. **A:** Clothing (other than armor) the character wears does not count toward the total weight he carries (see 156.2). **B:** These foods are presumed to be in an edible condition. **C:** Some items must be stored in a container, in which cases the container is not included in the values listed for the item. The character should purchase the containers separately, from the adventure section of the list. **D:** These are for new or nearly perfect tools. **E:** Oars and paddles must be purchased separately. Horses and other beasts are not included in the weight or cost of any of the items on the list. **F:** All horses and beasts are purchased to be trained, and the amount of training performed is reflected in the cost. The GM should reduce the price of an untrained horse or beast at least half. **G:** The tarp contains nine grommets and can be sitting tip a number of ways. A Ranger of Rank 3 will be most Adept at the use of a tarp. The GM should scale another character's ability according to this. **H:** A trap container has a variable weight and cost, depending on its Rank. The cost of a trap is $[150+(Trap Rank 20)]$. -The weight of the trap is totally dependent on the materials used in its construction.

156. Fatigue Loss and Recovery

Characters have a tendency to lose Fatigue Points in the course of adventures. A fatigued character must engage in some restful action to recover lost Fatigue Points. Sleep, as might be expected, is the best way to become refreshed, but there are several other options available to the character who wishes to remain alert.

[156.1] **The rate at which a character loses Fatigue Points is determined by how tiring his main activity for each hour is.**

A character can lose Fatigue Points when he engages in any activity more stressful than a leisurely walk. There are four classes of activity which can fatigue a character:

1. **Light Exercise:** includes moderate to brisk walking, riding slowly or at a moderate pace on a docile mount, etc.
2. **Medium Exercise:** includes jogging, riding on a cantering mount, light construction or precision work, etc.
3. **Hard Exercise:** includes paced running, riding at a gallop, hard manual labour, etc.
4. **Strenuous Exercise:** includes constant sprinting, breakneck riding, and generally those actions with which the character pushes his body to its practical limits.

It is possible for a character to achieve a level of performance more taxing than Strenuous Exercise, which requires superhuman exertion. This type of activity is governed in part by rule 4.1, and the GM will have to determine how many Fatigue Points are lost by a character conducting such actions.

A character's degree of exertion is judged each hour. Since a character does not necessarily choose to do the same activity for an entire hour, the GM must average out the levels of activity achieved at different times within the hour. If the GM is consistent with his guide-lines for what type of activity constitutes which of the four types of exercise, the players will be able to keep a running total of their characters' Fatigue Points without forcing the GM to stop play to consider the matter.

[156.2] **A character is limited in the weight he can bear; if he engages in exercise, he may become fatigued more quickly because of the objects he carries with him.**

The Fatigue and Encumbrance Table (see rule 156.9) lists the maximum weight a character may carry.

A player must determine the total weight his character is carrying if the character is to engage in light or more stressful exercise for a significant length of time during a day.

When a creature has a Physical Strength value greater than 40, the GM divides that value by 40. Multiply the quotient by the entry for 40., and add the entry corresponding to the remainder to determine that creature's capabilities.

[156.3] **The Fatigue Point loss for a character engaged in either or both magic or combat is not calculated using the provisions of rule 156.**

The only Fatigue Points lost for casting magic, being affected by magic, skills, or physical attacks are those lost per the appropriate rules (i.e., the deductions for casting, using skills, or being successfully struck).

[156.4] **The Fatigue Point loss rates given in these rules assume that the character is in good health and is well fed.**

If the character is not in condition, the GM should shift up Physical Strength rows and/or shift weight columns to represent debilitating effects upon the character. The shift of weight columns should also be accompanied by a corresponding decrease in the maximum weight allowable for that character.

[156.5] **The Fatigue status of a character need be calculated only before he enters into combat or wishes to perform magic or, if he does neither, once for the entire day.**

Follow this procedure:

1. Cross-reference the character's Physical Strength and the weight he is carrying.
2. Read down this column until it intersects with the row corresponding to the character's rate of exercise.
3. Multiply the resulting number (Fatigue Points lost per hour) by the number of hours during which all three factors (Physical Strength, weight carried and rate of exercise) remain constant.
4. Perform this calculation once for each time one (or more) of the three factors changes.
5. Add each separate product (i.e., sub-total) to determine the total Fatigue Points expended by the character so far.

If a character's Fatigue Point total is reduced below zero, he is exhausted (see rule 156.6). His Fatigue is considered zero, if he should become involved in combat.

[156.6] **An exhausted character is limited in the activities he may choose to do, and is worse in the performance of his abilities.**

A character may choose to exert himself after his Fatigue Points are reduced to zero for a period during which he would normally expend (if he had them) one-half his initial Fatigue Points (round down). Unless he succeeds in a Willpower Check every (2×Endurance) minutes, he will collapse if he reaches or tries to exceed this limit. An exhausted character must sleep for as much time as he was performing at least light exercise while exhausted before he may recover any Fatigue Points (see rule 156.7).

If an exhausted character wishes to engage in Strenuous Exercise, he must succeed in a separate Willpower Check.

Add one for each half-hour (or fraction thereof) that a character has been exhausted to any percentile roll to resolve the use of one of that character's abilities (e.g., to strike a blow during combat).

[156.7] **A character may regain Fatigue Points by resting or eating a hot meal.**

A character may never have a Fatigue Point total greater than his Fatigue value.

A character recovers Fatigue Points according to the following schedule:

| Activity | Fatigue Points/hour |
|--------------|---------------------|
| Relaxation | 1 |
| Nap | 2 |
| Sleep | 3 |
| Eat Hot Meal | 2 |

1. A character's Fatigue Point total may benefit from a hot meal no more than three times during a 24 hour period, and each time must be separated by at least 4 hours.

2. If a character's Endurance is less than 10, he recovers one-half of a Fatigue Point less per hour or meal, and if his Endurance is less than

5, he recovers one less Fatigue Point. However, a character must always recover a minimum of one-half a Fatigue Point when resting.

3. If a character's Endurance is from 21 to 30, he recovers an additional one-half of a Fatigue Point per hour or meal. Each succeeding ten point Endurance bracket carries an additional one-half Fatigue Point per hour or meal bonus.

[156.8] The weight borne by a character may temporarily reduce a character's Agility.

Follow this procedure:

1. Cross-reference the character's Physical Strength and the weight he is carrying.
2. Read down this column until it intersects with the row which reads "Agility Loss."
3. Deduct the resulting number from the character's Agility until there is a change in the weight he bears (at which point the subtraction must be recalculated).

A character is considered to have a minimum Agility of 1 for all other game functions. The character's current Agility is used as a basis for determining his TMR.

[156.9] Fatigue and Encumbrance Chart

Use the procedure in rule 82.5 to use this chart.

| PS | Weight of Load (lbs) | | | | | | | | | Max |
|-------|----------------------|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 3-5 | 0 | 0 | 0 | 10 | 18 | 25 | 35 | 40 | 50 | 50 |
| 6-8 | 0 | 0 | 10 | 15 | 20 | 30 | 50 | 60 | 75 | 75 |
| 9-12 | 0 | 10 | 15 | 20 | 30 | 50 | 70 | 80 | 100 | 100 |
| 13-17 | 10 | 15 | 20 | 30 | 50 | 70 | 90 | 100 | 125 | 125 |
| 18-20 | 15 | 20 | 30 | 40 | 60 | 90 | 120 | 130 | 150 | 150 |
| 21-23 | 20 | 30 | 50 | 60 | 80 | 120 | 160 | 170 | 200 | 200 |
| 24-27 | 30 | 40 | 60 | 70 | 100 | 140 | 180 | 190 | 225 | 225 |
| 28-32 | 40 | 50 | 80 | 90 | 120 | 160 | 200 | 210 | 250 | 250 |
| 33-36 | 50 | 60 | 100 | 120 | 160 | 200 | 240 | 250 | 275 | 275 |
| 37-40 | 60 | 70 | 120 | 150 | 190 | 225 | 270 | 290 | 325 | 325 |

Weight of Load (lbs): The weight, in pounds, that a character is carrying, rounded off to the nearest entry on the appropriate Physical Strength (PS) row (if the weight is exactly between two entries, use the greater one). The Basic Goods List (see rule 81.4) should be used to calculate total weight.

NOTE: A mount can carry weight for a character while he is riding.

Max: The maximum load, in pounds, that a character can carry for a sustained period of time.

Exercise

| Rate | Fatigue Point Loss/Hour | | | | | | | | | Max |
|-----------|-------------------------|-----|-----|-----|-----|---|---|---|---|-----|
| Light | 0 | 0 | 0 | 0.5 | 0.5 | 1 | 2 | 3 | 5 | 5 |
| Medium | 0 | 0 | 0.5 | 0.5 | 1 | 1 | 3 | 4 | 6 | 6 |
| Hard | 0.5 | 0.5 | 1 | 1 | 2 | 3 | 5 | 6 | 8 | 8 |
| Strenuous | 2 | 2 | 3 | 3 | 4 | 5 | 6 | 7 | 9 | 9 |

| Agility Point Loss in Combat | | | | | | | | | Max |
|------------------------------|---|---|---|---|---|---|----|----|-----|
| 0 | 1 | 2 | 3 | 5 | 7 | 9 | 10 | 12 | 12 |

Rate of Exercise: See rule 82.1.

Agility Points Lost: The temporary Agility Point loss suffered by a character toting the given weight in combat.

157. Adventure Actions

There will be very few player characters who will not be adventurers, in the full sense of the word. Consequently, these rules have concentrated on those segments of life of which adventurers will partake most often. The clearest portrayal of the dramatic difference between routes a character can take to success in his vocation is in the skill descriptions. However, that Section does not include the common denominator between player characters: abilities that are always possessed by all adventurers. These abilities are described in this section.

[157.1] An adventurer is able to perform actions necessary to survival in his profession in an efficient manner.

It is to be assumed in all rules concerning the amount of activity an adventurer may accomplish that adventurers are an above average lot of people and should not be compared to present day humans. Also, when compared to non-adventuring members of their respective races, adventurers have, on the average, 50% higher numerical totals in all characteristics.

Unless rules specify an amount of time an activity takes to perform (picking a lock, for example), the GM should always give the benefit of the doubt as to the characters' efficiency, perseverance, reaction time, etc., whenever these qualities are called into play.

[157.2] An adventurer will use horsemanship to direct animals which he rides.

An adventurer may use his horsemanship with any animal or monster which he would ordinarily ride (such as horses, donkeys, camels, elephants, etc.). Enchanted or Fantastical monsters do not necessarily fall into this category, and the GM must make rulings governing these situations.

The character's player will roll percentile dice whenever his horsemanship is called into play. A character's horsemanship is equal to $[\text{modified Agility} + \text{Willpower}] \div 2 + (\text{Rank} \times 8)$. In the above equation, round all fractions down. The type of mount a character is riding will modify his horsemanship as follows:

| | | | |
|---------------|------|-----------|-----|
| Donkey | -10 | Palfrey | +15 |
| Mustang | -12* | War horse | -5* |
| Quarter horse | -10 | Camel | -15 |
| Dire Wolf | -10 | Mule | -8 |
| Draft Horse | -5 | Pony | +10 |
| | | Elephant | -10 |

* -rating unless trained by rider; in that case, 0.

The GM should also take into account the familiarity the character has with the individual animal type and apply modifiers thereby (i.e., the first time a character finds himself atop a camel should be worth at least an additional -15% modifier).

A character's horsemanship is called into play whenever he wishes his mount to perform an unusual or difficult action. Also, every Pulse in combat a horsemanship roll must be made. Any mount can be directed into moving at a walking pace or even a brisk trot; an unusual or difficult action would be to break into a gallop or charge, jump an obstacle, etc. During combat, horsemanship is called into play during every Pulse to: a) keep the mount controlled; b) regain control if it is lost; and c) direct the mount to take any specific Action. Remember only a War horse can be directed to enter into Close Combat by its rider, and all other mounts will only attack if directly assaulted.

A successful roll (equal to or less than the modified percentage) will result in the mount obeying the directions of the rider. A roll above the modified percentage but less than the modified percentage + the rider's Willpower indicates the mount either does nothing or continues to do whatever it was doing. A roll above both of these indicates the mount will either disobey the rider, buck, attempt to throw the rider, or some other unpleasant result. The actual occurrence must be decided by the GM and should become worse the farther the roll is above the modified percentage.

If the GM judges the rider has totally lost control of his mount, the rider may take no other action until he has regained control (presuming he managed to stay mounted).

Using horsemanship while in combat may be done in combination with any other Action.

A trained horseman receives certain abilities as he rises in Rank:

| Rank | Ability |
|------|----------------------------------------|
| 3 | May use two-handed weapons |
| 5 | May fire a weapon while moving |
| 7 | May use two one-handed weapons at once |

[157.3] **An adventurer can use stealth to move as soundlessly and unobtrusively as possible.**

An adventurer may use his stealth ability only if he has adequate cover (i.e., space in which to conceal or obscure himself) in the area he wishes to traverse, he is appropriately clad (e.g., not in plate armor or luminescent clothing), and he is not currently under observation by the being(s) from whom he is attempting to conceal his presence.

The GM will roll percentile dice to determine if a character is able to use his stealth ability successfully. The GM only makes such a check if there is a reasonable possibility that the character could be detected. The GM makes one check each time the character attempts one continuous action, or each time an unexpected change of condition has a significant effect upon the character's chance of remaining hidden (e.g., one of the beings under surveillance heads for a room which happens to be through the doorway in which the character is hidden). The GM may modify the success percentage.

A character's base chance of using his stealth ability is equal to $([3 \times AG] + [5 \times Rank])\%$. The highest PC value among beings able to discover the character using the stealth ability is subtracted if those beings are unaware of the character's presence, or $(3 \times PC)$ if they are. If the GM's roll is equal to or less than the success percentage, the character is undetected. If the roll is between the success percentage and that percentage plus the character's Agility, he has made a slight noise or given a being a glimpse of himself, and may be (at the discretion of the GM) discovered. If the roll is greater than or equal to the success percentage plus the character's Agility, he has been discovered.

[157.4] **During the course of his adventures, an adventurer will need to travel rapidly overland.**

Overland movement rates and the Fatigue expenditure of that movement is detailed in the Overland Movement Chart.

[157.5] **Overland Movement Chart**

| Terrain | Rate of Exercise... | | | |
|--------------------|---------------------|--------|--------|-----------|
| | Light | Medium | Heavy | Strenuous |
| Cavern | 5/- | 10/- | 15/- | 20/- |
| Field | 15/15 | 25/25 | 30/40* | 35/50* |
| Marsh ¹ | -/- | 5/5 | 10/10* | 15/15* |
| Plain | 15/15 | 25/25 | 30/40* | 40/50* |
| Rough ² | 10/5 | 15/10 | 20/15* | 25/- |
| Waste ³ | 10/5 | 15/10 | 20/10* | -/- |
| Woods ⁴ | 10/5 | 15/10 | 20/15* | 25/- |

* In these exercise rate categories, horses' maximum rates will deteriorate 33% per day. They can travel at these rates for approximately 4 consecutive days and then they will die.

The number before the slash indicates movement in miles per day on foot; the number following the slash indicates mounted movement (assuming horses). Rates for other animal types must be adjusted by the GM. The day assumes a total of 8 hours marching. Effects of adverse weather must be adjudicated by the GM. Any paths or roads negate the effect of other terrain, and the Plain movement rates are used. (-): Movement type impossible at this exercise rate.

1. Movement rates assume some sort of passable terrain; total swamp is impassable except (sometimes) by canoes.
2. If terrain is mountainous, halve rates on foot and prohibit mounted movement.
3. If terrain is desert, the GM should apply strictures regarding the effects of heat, dehydration, etc.
4. If terrain is deep Woods, halve the movement rates.

158. Consequences

The three spells and rituals described in this section are used by Adepts for vengeance upon adventuring beings. Usually, magic is intended to cause an immediate effect; the consequences of these abilities will, however, dog the unfortunate adventurer for great

lengths of time. The cost to use these powerful magics is high: the caster must either make personal sacrifices, or spend a great deal of time to implement one spell or ritual.

[158.1] **All spells and rituals given in a listing in this section can be used by Adepts of any college.**

Except where noted in the effects part of a description, an Adept casts the spells and rituals herein via the usual procedures for magic (see section VI).

[158.2] **A geas is a compulsion laid upon a being.**

Geas (Special Knowledge Spell)

Range: The caster must be able to clearly see and be able to communicate with the person to be compelled.

Duration: Until removed, fulfilled or target dies

Experience Multiple: 250

Base Chance: Always successful (see below)

Resist: Must be accepted (see below)

Effects: A geas is an obligation to complete a quest, an injunction against the performance of a particular action, or a requirement to respond in the same fashion to particular stimuli.

A being to be compelled must acknowledge his acceptance of the geas. Furthermore, the caster must believe that the being deserves the geas, or the being must truly wish (i.e., is not forced by physical or magical means) to have an unmerited gear placed upon him. The caster specifies the nature of the geas in 25 words or less, and the GM will use the most liberal interpretation of that wording to the benefit of the compelled being.

A caster's Rank with the geas spell does not affect his chance of casting the spell; he is always automatically successful if he satisfies the prerequisites. The Rank equals the effectiveness of the geas, expressed in percentage terms. If a geared being directly contravenes the letter of a geas, he has a chance of dying equal to the caster's Rank with the gear spell at the time it was cast upon him. A compelled being will begin to feel weak or ill when he first takes an action counter to the restriction of the geas, and will become increasingly afflicted as he pays less and less attention to the letter of the geas. There is no limit to the Rank of a geas.

If the letter of a quest geas is fulfilled by the compelled being, he is no longer subject to that geas. The other two types of geas (for and against a given action) last indefinitely. A geas can be removed automatically by the one who placed it upon the compelled being. A geared person cannot attempt to free himself from the compulsion, but may have an Adept with Rank greater than that of his geas try to do so. The Adept must inscribe a triangle about the compelled, and perform the ritual of geas removal for 12 consecutive hours. If the triangle is silver, the compelled being does not suffer the penalties for ignoring the gear during the ritual.

The Adept attempting to remove the geas has a success chance equal to five times the difference between his Rank with the spell and the Rank of the geas in question. The GM rolls percentile dice: if the roll is less than or equal to the success percentage, the gear is removed. If the roll is greater than the success percentage, the Rank of the geas is increased by one.

Full Geas: If one has a Rank greater than 50 with the gear spell, he has the power of full geas. A full gear can be placed upon a being without his consent, though he may passively (but not actively) resist such a geas. Additionally, one with the power of full geas may automatically remove (without the support of a triangle and 12 hours of ritual) a gear which is at least 5 Ranks less than his Rank with the spell.

[158.3] **A minor curse causes its victim to suffer from a non-fatal malediction.**

The spells Evil Eye (G-9 of the College of Ensorcelments and Enchantments), the Damnum Minatum (G-4 of the College of Black Magics) and backfire (see rule 46.) results greater than 60 are minor curses.

[158.4] **A major curse is an insidious and deadly spell.**

Major Curse (Special Knowledge Spell)

Range: (15×Rank)+20 feet

Duration: Until removed or target dies

Experience Multiple: 750

Base Chance: 15% (see below)

Resist: Both Passively and Actively (see below)

Effects: An Adept's Endurance value is decreased by one whenever he inflicts a major curse upon a being. There are several types of major curses:

Affliction: The Adept may choose to torment or kill his target. If the effects of the affliction curse are intended to be deadly, the target may not die as a direct result of the curse before (24-Rank) hours have passed. The following list of sample affliction curses is provided to give the GM a guideline as to what major curses should be allowed in his campaign.

1. Target becomes totally blind, deaf or mute.
2. Target becomes senile.
3. Target suffers from virulent disease (a favorite is open running sores).
4. Target is transformed into a frog or other small creature (the kiss of royalty of the opposite gender will remove such a curse).
5. Target's nervous system ceases to send impulses across his synapses (he becomes completely numb).
6. Target falls into century-long sleep (the kiss of royalty of the opposite gender will remove such a curse).

Ill Luck: Add two times the Rank the Adept has achieved with the major curse spell to any percentile roll involving the target's use of any of his abilities. This may not be applied favorably.

Doom: A doom is a pronouncement, by the Adept, upon an event that will occur in the target's future

Example: "You will die by the hand of a loved one."

The statement, which must be indefinite, will be true unless removed. The GM should be careful as to what precisely he allows for dooms.

Death Curse: At the moment of his death, an Adept may automatically cast a major curse (unless backfire occurs). The being at which it is cast may not resist the curse. A death-curse must be an affliction, ill luck or doom.

Lycanthropy: Lycanthropy (see rule 140.) is considered a major curse.

[158.5] **A Remove Curse Ritual is a Special Knowledge ritual that can sometimes save a being from the consequences of a major or minor curse.**

Remove Curse (Special Knowledge Ritual)

Experience Multiple: 500

Effects: Every curse is rated by the Magical Aptitude (MA) of the Adept who cast it. If the curse is natural (such as Lycanthropy), it is assumed to have a MA of 20, unless the GM increases or decreases the potency of the curse.

Minor Curse: The Adept must inscribe a triangle or symbol of power about the cursed being, and perform this ritual for six consecutive hours. The Adept's chance of removing the minor curse is equal to $(15+[5 \times \text{Rank}] - [\text{MA of curse}])\%$.

Major Curse: The Adept must have a Magical Aptitude greater than that of the curse. He must inscribe a triangle or symbol of power about the cursed, being, and perform this ritual for eighteen consecutive hours. The Adept's chance of removing the major curse is equal to $([\text{Difference in MA}] + [2 \times \text{Rank}])\%$. If the major curse is a death curse, add only one times the Rank.

When a ritual of curse removal has been completed, the GM rolls percentile dice. If the roll is less than or equal to the success percentage, the curse is removed. If the roll is between one and two times the success percentage, the curse remains in effect. If the roll is

equal to or greater than twice the success percentage, the MA of the curse is increased by one.

Precious Metals: The use of triangles or symbols of power fashioned of varying amounts of precious metals causes an addition to the success percentage, per the following schedule:

| Metal | Add | Cost |
|------------|-----|----------|
| Silver | +3 | 1000sp |
| Gold | +7 | 10,000sp |
| Platinum | +10 | 15,000sp |
| Truesilver | +15 | 20,000sp |

159. Recuperation and Upkeep

[159.1] **The rate at which Endurance Points are recovered depends on how active the injured being is.**

If a being expends and/or loses no more than one-half his Fatigue Points (round down) for three consecutive days, he regains one Endurance Point at the end of the third day. Otherwise, he recovers an Endurance Point at the end of the following (i.e., fourth) day.

If a being is given ministrations from a physicker's kit, his body requires one less day to regain an Endurance Point.

[159.2] **Injuries which are not quantified as Endurance Point losses (e.g., hamstring muscles) heal at the same rate as they do in this world.**

The GM should assume that an Endurance value of 15 indicates a body which heals in average time. Values greater than 15 will allow a being to heal more quickly, while values lower than 15 will cause a corresponding extension to the time required.

[159.3] **A character must spend money between adventures on his upkeep.**

A player chooses a life-style for his character by the amount of money he has the character spend on upkeep.

| Life-Style | Expenses/Week |
|-------------|---------------|
| Subsistence | 20 sp |
| Moderate | 45 sp |
| Comfortable | 65 sp |
| Expensive | 100 sp |
| Extravagant | 150+ sp |

The above sums will purchase food and lodging for a week, including drinks at bars, laundering of clothes, etc. Any permanent acquisitions (such as clothes and furniture) must be paid for separately.

A character who lives at subsistence level temporarily reduces his Fatigue and Endurance each to 75% of its normal value. A character who cannot even afford (or does not wish to pay for) that minimal expense temporarily reduces his Fatigue and Endurance each to 50% of its normal value. It can be assumed that a destitute (or extremely penurious) character survives by rooting through garbage heaps for his daily fare and sleeping in the cold outdoors.

160. How Experience is Gained

A character's progress in his trade is measured in Experience Points, which are gained at the conclusion of an adventure, and as a result of constant practice. The GM is the sole dispenser of Experience Points; he makes his determination of the award for each player character based on the following rules. A character improves his abilities as he gains experience.

The GM is enjoined to keep his Experience Point awards within the limits given here. A player wants a sense of accomplishment when he acts the part of a character in a roleplaying game, and the GM should be moderating partly for the purpose of giving a fantasy game an aura of verisimilitude. The distribution of too many Experience Points to the player characters will result in the characters becoming disproportionately powerful, and therefore (goes the reasoning) the players have performed exceedingly well. This short-term gain belies

the long-term disservice the GM and players have done to themselves: the exploits of the characters will have been cheapened by the ease which one can become a mighty hero or wizard.

[160.1] The GM should make one set of Experience Point awards for every five hours of effective play during one session.

The players are effectively playing their characters when the characters are attempting to complete a mission (i.e., discounting time spent by players in eating or arguing, or time spent by players on inconsequential activities).

The five hour measure of time is intended as a flexible guideline. If the GM runs an especially long play session, he will probably want to reward the players for their patience and sustained acting of their respective character parts. The totals listed in rule 160.2 are also intended as guides for awards given during an unfinished adventure.

[160.2] The base Experience Point award for a character at the conclusion of an adventure depends upon the character's proficiency and the success or failure of the common mission.

A character is considered to be at mercenary level until he graduates to adventurer level. If such a character is with a party that fails (to accomplish their mission) his base award is 600 Experience Points.

A character is considered to be at adventure level if he has at least 8 abilities Ranked 4 or greater. If such a character is with a party that fails his base award is 1200 Experience Points.

A character is considered to be at hero level if he has at least 8 abilities Ranked 8 or greater. If such a character is with a party that fails his base award is 1600 Experience Points.

The base award for a character is doubled if the mission of his party succeeds.

NOTE: An ability is defined as anything a character can do that is Ranked, including all languages, spells, talents, rituals, skills, weapons, etc.

[160.3] The base Experience Point award can be increased or decreased by increments of 10% for special circumstances.

There are two categories for which a player character can gain or lose Experience Points, depending on the player's performances. A good/bad performance modifies the Experience Point (EP) total by ±10%, an exceptional/terrible performance modifies the EP total by ±20%, and an excellent/abysmal performance modifies the EP total by ±30%.

1. How well or poorly the player portrays his character within the adventure. The character will gain EP's as the player adds new dimensions to his personality and/or when he takes an action of note (which may be to the detriment of the party) which illuminates an aspect of his personality. The character will lose EP's when the player has him perform in a manner inconsistent with his stated purpose or beliefs. Also crucial in this regard is for a character to act with all the knowledge (or, more importantly, lack thereof) which he would actually become privy to.

2. How well the character performs while executing his duties as an adventurer. Thus, the fighter who stands up to the gryphon to allow his companions to escape, the Thief who disarms the trap in time, the Adept whose spell work was crucial to the success of the adventure, all these should be given bonuses. Similarly, failure in one's appointed job should deserve a penalty (if failure wasn't enough penalty in and of itself). The GM should award these with care and be conservative else other players feel cheated due to the lucky rolling of one player.

[160.4] A character can gain Experience Points for practicing his abilities while not on an adventure.

| Proficiency Level | EP/Day |
|-------------------|--------|
| Mercenary | 15 |
| Adventurer | 30 |
| Hero | 50 |

161. How Experience is Used

The player adds Experience Points awarded to his character to the Experience Point Brink on his Character Record. If the character has spent the requisite amount of time and Experience Points to improve in an ability or vocation, the player notifies the GM, debits the Bank, and adds to the Rank or index. A player may expend earned Experience Points for his character anytime but when on adventure. A player may not spend Experience Points not in his character's Bank; once a decision has been reached about where Points are to be allocated, they may never be recovered.

The player translates Experience Points into increases in Rank or to indices (e.g., characteristics) for his character. All Experience Point costs may be found on the Experience Point Cost Chart (see rule 161.7) or in spell and ritual descriptions (see section VI.).

[161.1] Experience Points costs may be modified by a character's race (see 6.), but the time required to gain Rank is invariable.

A player may declare that his character is beginning to spend the necessary time to improve in an ability or vocation before he gains the necessary Experience Points. If the character does not have the correct amount of EP by the time he has completed the first requirement; he has one month to gain that amount. If a character gains the necessary EP within the one month time limit, he must spend an extra day in study and/or practice to gain in Rank. Otherwise, the character forfeits the time already spent.

A character must satisfy all requirements to increase his Rank by one in an ability or skill before he again increases it by one. Thus, a character may never "skip" Ranks.

A character must have attempted an ability or skill on the adventure previous to a gain in Rank in that ability or skill.

[161.2] The value of a characteristic may be increased immediately by the expenditure of the proper amount of Experience Points.

The players will note, if they study the Experience Point Cost Chart, that there is a separate EP charge for the first point added to a characteristic and another/for all subsequent points added to that characteristic. While a characteristic is less than its original value, the player may pay the lesser of the two Experience Point costs until he has restored the characteristic to its original value.

A characteristic value may never be increased during an adventure, and only by 1 point at a time between adventures, regardless of the amount of time or Experience Points available.

[161.3] A character must spend Experience Points, time and money to improve his Rank with a weapon.

A character is assumed to be unranked with any weapon until he improves it to Rank 0 (zero).

A character must practice with a weapon for a number of weeks equal to two times the Rank he is to achieve (e.g., 10 weeks to achieve Rank 5). He must practice with an instructor of Rank at least equal to that which he seeks to achieve for one of those weeks. Unless another player character is willing to serve as instructor for a reduced fee, the character must pay (Rank²×10) silver pennies for the service. A character may practice with up to two weapons at the same time.

[161.4] A character must spend money and time to learn a spell or ritual, and Experience Points and time to increase his Rank with it.

A character begins knowing all General Knowledge Spells and Rituals of his College. If, for some reason, he should forget such a spell or ritual, he may re-learn it from a fellow Adept of his College for a fee of 100 silver pennies and one week's study.

A character does not know any Specialized Knowledge Spells or Rituals when he begins. The character must spend a number of weeks equal to the ordinal number of the spell (if it has one) divided by two (round up) to learn a specialized spell or ritual. In addition, the character must pay (200×Ordinal Number) silver pennies to an Adept

who knows the spell. If a spell or ritual has no ordinal number attached to it (those in rule 84., for example), it costs two weeks and 100 silver pennies to learn it.

A character need not expend silver pennies to gain Rank with a spell or ritual once it is learned, but he must study the spell for a number of days equal to the Rank he is to achieve, and a ritual for a number of weeks equal to the Rank he is to achieve. He need not study with an instructor.

A character may learn a Counterspell for a flat fee of 2,000 silver pennies (a Namer pays only 500 silver pennies) from one who knows the Counterspell. In all other respects it is treated like a spell.

A character may study two spells or one spell and one ritual concurrently. He may never study two rituals at the same time. The maximum Rank a character may attain with any spell or ritual is 20.

[161.5] A character must spend Experience Points, time and perhaps money to increase his Rank with a skill (see rule 8.6 and rule 91.).

A character must spend a number of weeks equal to the Rank he is to achieve with a skill practicing it. He may wish to acquire the services of an instructor to aid him in the learning process; this will cost him (150×Rank) silver pennies for his mentor's time, unless he can make a deal with a player character of appropriate Rank. A player may practice up to two skills at the same time. If the character is taught by someone of greater Rank in the skill, decrease any Experience Point cost by 10%.

If the character learns from a book (the availability of which is up to the GM), verbal descriptions or practices with someone of equal or lesser Rank in the skill, any Experience Point cost is unmodified.

If the character practices with no useful outside assistance, any Experience Point cost is increased by 25%.

This modification is applied in addition to any modifiers because of race.

[161.6] The abilities described in the Adventure rules are improved in a manner similar to the abilities in other rules.

All spells and rituals described in Consequences (see rule 158.) are learned and improved upon in the same manner as College magic (see rule 161.4). These spells and rituals do not have to be used on adventure to be improved (exception to rule 161.1).

The horsemanship and stealth abilities (see rule 157.2 and rule 157.3) are considered to be at Rank 0 for all characters when they begin. They may be improved immediately by the expenditure of Experience Points, provided it was used on the previous adventure.

The GM and the players are encouraged to invent other Adventure skills for their campaign. They should be fairly simple to use, easy to advance in Rank, and be closely related to the world the GM has created.

[161.7] The requirements noted above for the advancement of skills are ultimately up to the discretion of the GM.

The restrictions on ability advancement (time, teachers, Experience Point costs, etc.) are all designed to control character advancement and retain the verisimilitude of growing, evolving, persons. Characters

which advance too quickly soon become simply a group of skills, spells, and numbers rather than an individual whose personality has had a chance to grow with his abilities. On the other hand, advancement which plods along (like the proverbial slow boat) leads to the worst situation of all—player boredom. Players who don't feel as if their adventuring is making any discernible difference in their characters will soon tire of what they see as a "no-win" situation—they must gain Experience Points to advance their skills, and Experience Points are closely tied in with success, and highly ranked skills lead to successful adventures, but to raise their skills to a high rank they must get good EP awards, but if the GM is very conservative in his awards, why bother?

The GM should feel free to circumvent any strictures the above rules have placed on ability advancement. If the character has performed in a manner with his ability which the GM feels would merit either a reduction of the time needed, the Experience Point cost, or the need for a teacher, he should allow it. This relates performance in the campaign more closely with ability advancement, which is all the Experience Points system attempts to do in the abstract, anyway. These circumstances are totally under the auspices of the individual GM and are his responsibility to deal out and balance.

[161.8] Experience Point Cost Charts

When a character desires to rise in Rank he consults the line appropriate to the ability (Characteristic, Skill, Spell, Ritual) he has been practicing. He then cross-indexes this row with the column for the Rank one greater than his current Rank. The result is the number of Experience Points needed to rise from the previous Rank to the new Rank. This total may be modified by the character's race (see rule 6.) and his condition when he attempts a Rank increase (see rule 91.).

Character Generation

See rule 87.2.

| Characteristic | First Point | Each Extra Point |
|-----------------------|-------------|------------------|
| Fatigue | 2500 | 2500 |
| Endurance | 5000 | 2500 |
| Perception | 1000 | 750 |
| Other Characteristics | 5000 | 5000 |

Magic

Whenever a character wishes to achieve the next Rank with a Talent, Spell, or Ritual, multiply that Rank by the Experience Point Multiple of that Talent, Spell, or Ritual. The result is the number of Experience Points to be expended. This total may be modified if the ability to be raised is a General Knowledge Spell or Ritual and the Adept's MA is greater than 15. In that case, for every point above 15, the total Experience Point cost is reduced by 5% (see rule 161.4).

Example: Achieving Rank 3 with a spell whose Experience Point Multiple is 300 by an Adept with an MA of 19 costs 720 Experience Points [(300×3)=900, (900×80%)=720].

Adventure

The Experience Point costs for Spells and Rituals are described in Consequences (see rule 158.): See Magic above. For others, see rule 161.6.

| Rank > | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|--------------|---|-----|------|------|------|------|------|------|------|------|------|
| Stealth | 0 | 500 | 1000 | 1500 | 2000 | 2500 | 3000 | 3500 | 4000 | 4500 | 5000 |
| Horsemanship | 0 | 125 | 250 | 375 | 500 | 625 | 750 | 875 | 1000 | 1125 | 1250 |

Combat

Some weapons are limited insofar as the Rank which a character may achieve with them is concerned. A "—" indicates that the Rank cannot be achieved with that weapon.

| Swords | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|-------------|----|----|-----|-----|-----|------|------|------|------|------|------|
| Dagger | 25 | 25 | 50 | 100 | 200 | 400 | 700 | 1500 | 3000 | 4000 | — |
| Main-Gauche | 50 | 50 | 100 | 200 | 400 | 1100 | 1500 | 3000 | 3000 | 3000 | 4000 |

| Swords | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|------------------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|-----------|
| Short Sword | 100 | 100 | 200 | 400 | 700 | 1500 | 3000 | — | — | — | — |
| Falchion | 25 | 25 | 50 | 100 | 200 | 400 | 700 | 1500 | 3000 | — | — |
| Scimitar | 100 | 100 | 200 | 400 | 700 | 1500 | 3000 | 3000 | 3000 | — | — |
| Tulwar | 100 | 100 | 200 | 400 | 700 | 1500 | 3000 | 3000 | 3000 | — | — |
| Rapier | 200 | 200 | 200 | 200 | 200 | 500 | 500 | 2000 | 4000 | 4000 | 3000 |
| Sabre | 150 | 150 | 200 | 500 | 1000 | 2000 | 2000 | 2000 | — | — | — |
| Broadsword | 50 | 50 | 100 | 200 | 400 | 700 | 1500 | — | — | — | — |
| Estoc | 75 | 75 | 150 | 200 | 500 | 1000 | 2000 | 4000 | 4000 | 3000 | — |
| Hand-and-a-Half | 100 | 100 | 200 | 400 | 500 | 900 | 1700 | 2000 | — | — | — |
| Claymore | 50 | 50 | 100 | 200 | 400 | 700 | 1500 | 1800 | — | — | — |
| Two-Handed Sword | 50 | 50 | 100 | 200 | 400 | 700 | — | — | — | — | — |

| Hafted Weapons | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|-----------------------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|-----------|
| Hand Axe | 100 | 100 | 200 | 500 | 1500 | — | — | — | — | — | — |
| Battle Axe | 75 | 75 | 150 | 200 | 500 | 1000 | 2000 | 4000 | — | — | — |
| Giant Axe | 75 | 75 | 150 | 200 | 500 | 1000 | 2000 | 4000 | — | — | — |
| Great Axe | 150 | 50 | 100 | 200 | 500 | 1000 | 3000 | 5000 | — | — | — |
| Crude Club | 25 | 25 | 50 | — | — | — | — | — | — | — | — |
| War Club | 25 | 75 | 150 | 300 | 500 | 700 | — | — | — | — | — |
| Giant Club | 25 | 75 | 150 | 300 | 500 | 700 | — | — | — | — | — |
| Mace | 50 | 50 | 100 | 200 | 400 | 700 | — | — | — | — | — |
| Giant Mace | 50 | 50 | 100 | 200 | 400 | 700 | — | — | — | — | — |
| War Hammer | 50 | 50 | 100 | 200 | 400 | 700 | — | — | — | — | — |
| War Pick | 75 | 75 | 150 | 200 | 500 | 1000 | — | — | — | — | — |
| Flail | 25 | 25 | 50 | 100 | 200 | 400 | — | — | — | — | — |
| Morningstar | 100 | 100 | 200 | 400 | 700 | 1800 | — | — | — | — | — |
| Mattock | 50 | 50 | 100 | 200 | 400 | 700 | — | — | — | — | — |
| Quarterstaff | 50 | 50 | 100 | 200 | 500 | 1000 | 2000 | 4000 | 4000 | 3000 | — |
| Sap | 25 | 75 | 150 | 250 | — | — | — | — | — | — | — |

| Pole Weapons | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---------------------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|-----------|
| Javelin | 50 | 50 | 100 | 200 | 400 | 800 | 1400 | 2000 | 2000 | 2000 | 3000 |
| Spear | 100 | 100 | 200 | 400 | 700 | 1800 | — | — | — | — | — |
| Giant Spear | 100 | 100 | 200 | 400 | 700 | 1800 | — | — | — | — | — |
| Pike | 200 | 200 | 400 | 700 | 1500 | 3000 | — | — | — | — | — |
| Lance | 250 | 400 | 700 | 1000 | 1700 | 3500 | — | — | — | — | — |
| Halberd | 100 | 100 | 200 | 400 | 700 | 1500 | — | — | — | — | — |
| Poleaxe | 100 | 100 | 200 | 400 | 700 | 1500 | — | — | — | — | — |
| Trident | 200 | 200 | 400 | 800 | 1400 | 3000 | — | — | — | — | — |
| Glaive | 50 | 50 | 100 | 200 | 200 | 200 | 500 | 800 | 1500 | 3000 | — |
| Giant Glaive | 50 | 50 | 100 | 200 | 200 | 200 | 500 | 800 | 1500 | 3000 | — |

| Missile Weapons | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|------------------------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|-----------|
| Sling | 200 | 200 | 400 | 700 | 1500 | 3000 | 3000 | 3000 | 3000 | — | — |
| Short Bow | 100 | 100 | 200 | 400 | 700 | 1500 | 3000 | 3000 | 3000 | — | — |
| Long Bow | 300 | 200 | 500 | 1000 | 2000 | 2000 | 2000 | 2000 | 3000 | — | — |
| Giant Bow | 300 | 200 | 500 | 1000 | 2000 | 2000 | 2000 | 2000 | 3000 | — | — |
| Composite Bow | 200 | 200 | 400 | 700 | 1500 | 3000 | 3000 | 3000 | 3000 | — | — |
| Crossbow | 100 | 100 | 200 | 400 | 800 | 1000 | — | — | — | — | — |
| Heavy Crossbow | 100 | 100 | 200 | 400 | 800 | 1000 | — | — | — | — | — |
| Spear Thrower | 25 | 25 | 50 | 100 | 200 | 400 | 700 | 1500 | 3000 | 4000 | 5000 |
| Blowgun | 25 | 25 | 50 | 100 | 200 | 400 | 700 | 1500 | 3000 | 4000 | 5000 |

| Thrown Weapons | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|-----------------------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|-----------|
| Throwing Dart | 200 | 100 | 200 | 500 | 1000 | 2000 | 2000 | 2000 | 2000 | 2000 | 2000 |
| Boomerang | 100 | 300 | 500 | 1000 | 1200 | 1500 | 1500 | 1500 | — | — | — |
| Grenado | 25 | 50 | 75 | 100 | 150 | — | — | — | — | — | — |

| Entangling Weapons | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---------------------------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|-----------|
| Net | 150 | 150 | 300 | 600 | 1300 | — | — | — | — | — | — |
| Bola | 200 | 200 | 400 | 700 | 1500 | 2000 | 5000 | — | — | — | — |
| Whip | 150 | 150 | 500 | 900 | 1400 | 2000 | 3500 | 4000 | 5000 | 5000 | 6000 |

| Special Weapons | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|------------------------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|-----------|
| Rock | 25 | 25 | 100 | 150 | 200 | 300 | 500 | — | — | — | — |
| Cestus | 30 | 40 | 50 | 100 | 200 | 400 | 700 | 1500 | 3000 | 6000 | — |
| Garrote | 100 | 200 | 300 | 600 | — | — | — | — | — | — | — |

| Special Weapons | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|-----------------|-----|-----|-----|-----|-----|-----|------|------|------|------|------|
| Shield | 25 | 25 | 50 | 100 | 200 | — | — | — | — | — | — |
| Unarmed Combat | 150 | 300 | 450 | 600 | 800 | 900 | 1500 | 3000 | 4000 | 5000 | 4000 |

Skills

| | Rank > | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|------------------------------------|--------|------|-----|------|------|------|------|-------|-------|-------|-------|-------|
| Speak Language ^A | | 200 | 75 | 125 | 300 | 550 | 850 | 1350 | 1700 | 2250 | 2900 | 3500 |
| Read & Write Language ^A | | 250 | 100 | 150 | 350 | 700 | 950 | 1500 | 1850 | 2500 | 3200 | 4000 |
| Alchemist | | 800 | 350 | 1200 | 2650 | 4350 | 6500 | 8650 | 11100 | 12750 | 14500 | 17000 |
| Assassin | | 600 | 250 | 750 | 1700 | 2900 | 4200 | 5750 | 7550 | 9500 | 11700 | 14100 |
| Astrologer | | 400 | 150 | 500 | 1150 | 2050 | 3100 | 4400 | 5900 | 7500 | 9400 | 11500 |
| Beast Master ^C | | 600 | 250 | 750 | 1650 | 2800 | 4300 | 5600 | 7350 | 9300 | 11400 | 13750 |
| Courtesan ^{B,D} | | 250 | 100 | 200 | 500 | 950 | 1450 | 2050 | 2800 | 3600 | 6300 | 8000 |
| Healer | | 1000 | 400 | 1600 | 3500 | 5800 | 8400 | 11400 | 14700 | 18500 | 22500 | 26750 |
| Mechanician | | 600 | 250 | 650 | 1500 | 2600 | 3900 | 5300 | 7000 | 8850 | 10900 | 13000 |
| Merchant ^E | | 300 | 125 | 300 | 850 | 1400 | 2200 | 3400 | 4200 | 5300 | 6800 | 9500 |
| Military Scientist | | 300 | 125 | 350 | 950 | 1500 | 2350 | 3100 | 4150 | 5400 | 6750 | 10000 |
| Navigator | | 400 | 150 | 400 | 900 | 1550 | 2400 | 3350 | 4450 | 5750 | 7100 | 10500 |
| Ranger | | 600 | 250 | 800 | 1650 | 2750 | 4100 | 5650 | 7350 | 9300 | 11400 | 13250 |
| Spy ^F | | 500 | 200 | 600 | 1400 | 2400 | 3600 | 5000 | 6600 | 8400 | 10400 | 12600 |
| Thief ^F | | 750 | 300 | 1050 | 2350 | 4000 | 5750 | 7900 | 10250 | 12900 | 14850 | 16000 |
| Troubadour ^G | | 250 | 100 | 200 | 500 | 1050 | 1450 | 2100 | 2800 | 3900 | 4600 | 7000 |

A. If the character is more proficient at speaking a language than reading and writing in that same language, then the cost to rise in Rank for reading and writing is halved, until the Ranks are equal. The reverse is also true (see rule 92.2).

B. Depending on the character's personal characteristics the Courtesan may pay 10% more, or maybe even 10% less, Experience Points to rise in Rank. See rule 97.1 for an account of the specific conditions.

C. A Beast Master may acquire the ability to train additional types of creatures after he reaches Rank 10 through the expenditure of additional Experience Points (see rule 96.3).

D. Once a Courtesan has reached Rank 10, he may expend 1000 extra Experience Points per ability in order to gain additional abilities within his profession (see rule 97.2).

E. After attaining Rank 10 the Merchant may expend additional Experience Points in expanding the list of his areas of expertise (see rule 100.6).

F. If a character is more proficient at thieving than spying, then the cost to rise in Ranks in spying is halved, until the two Ranks are equal. The reverse is also true (see rule 102.1).

G. After attaining Rank 10 it is possible for the Troubadour to add more abilities to his repertoire through the expenditure of 500 Experience Points per ability (see rule 103.1).

XI. FRONTIERS OF ALUSIA

170. Introduction

The Frontiers of Alusia is the first in a series of campaign guides designed primarily for use with DragonQuest. The map was developed to fulfil the functions outlined in rule 151.3 of the DragonQuest rules, and the Travel Guide describing the features on the map is keyed to those rules. The Frontiers of Alusia is fully compatible (with some alteration) with all currently available Fantasy RPGs, but it is not a stand alone product. You must have DragonQuest or some other FRP game to use the map.

The area portrayed in The Frontiers of Alusia is a semi-explored border area between the Confederated Baronies to the north and the ancient and decadent kingdoms of the south. To the east lies the great Sea of Grass, a vast steppe inhabited by savage nomads, and to the west is the limitless Alusian Ocean.

Subsequent maps in this series will portray these areas and will connect directly with the map showing the frontiers. Eventually, it is hoped to portray an entire continent in this manner and to include in future revisions of this book information on the history, religions, economies, political systems, and social structures prevalent on that continent.

The complete Frontiers of Alusia package contains these rules, a Travel Guide comprising descriptions of the areas portrayed on the map, and the map of Alusia itself.

171. How to Use the Map

The map is designed for use by a GM to plan out his campaigns and adventures in a semi-settled and vaguely civilized portion of a fantasy world. These rules and descriptions provide a general framework describing that area and include significant details on some better known features, but much of the land portrayed can be presumed to be terra incognita (named, but not really explored, let alone settled). Accordingly, the GM has been left a great deal of latitude in determining the actual nature of many areas of the map. While an effort has been made to provide all manner of terrain typical to a fantasy world, there is certainly nothing to prevent a GM from placing lost cities in appropriate places, locating previously undiscovered fords, ferries, or footbridges (which may have been left by the same people who built those lost cities), populating forests and mountains with all manner of horrible and/or exotic entities, etc.

[172.1] Who Should See the Map?

Clearly, player characters entering the frontier area for the first time would have no way of knowing much about the frontier. It can be presumed, however, that some information would be available in the form of old diaries of the first settlers or explorers, rough maps, and so on. Bearing these points in mind, GM's are advised not to show the enclosed map to the other players, but to provide them with the names and descriptions of known features as they would normally acquire such knowledge in the course of the adventure. Further, GM's may wish to roughly sketch out certain areas on a sheet of scratch paper and make these unscaled sketches available to the players to represent

the sort of primitive maps of the frontier which might be available to the characters.

Players whose characters attain the use of the limited research facilities at a major holding (Castle Chilton and Castle Brastor being the only such holdings actually portrayed) might be given a look at the part of the GM's map most likely to be well known at that holding.

Example: A character who visits Castle Chilton would probably obtain fairly accurate information concerning Carzala, Swithan's Roughlands, part of the Fastness of Girwyllan, The Sweet Riding, part of the Wilderlands of Gilarni (as far east as, say, Finn's Waste), part of the Artusian Hills, and Ildrisholm and the Brastor Holding.

[2.2] Using the Danger Table

The Travel Guide contains a description of each of the areas shown on the map. Each description contains a summary of the area's salient characteristics in five main categories followed by a short text detailing what is generally known (or believed) about the area.

The five categories shown are all derived from the Danger Table (see rule 131.1) in the DragonQuest rules. They include: **Terrain Type** (the basic type of terrain or feature prevalent in the area); **Danger Level** (a one-word description of how much danger of an unpleasant encounter the characters face in the area); **Encounter Frequency** (the average length of time between Encounter Checks in the area); **Encounter Chance** (the percentage chance of experiencing an encounter of some sort during an Encounter Check); and **Encounter Table Modification** (a number which is added to the chances of an encounter).

[2.3] Area Borders and Multiple Terrain Features

In most cases, the map makes it clear where one area ends and another begins. In those cases where two areas or types of terrain infringe on each other, the GM should feel free to call the hex in which the two meet either one or the other.

Alternatively, he may wish to average the characteristics of the two areas to reflect the fact that terrain classifications and area borders tend to be arbitrary at best and usually a gradual change is experienced when moving from one type of terrain to another.

[2.4] River Encounters

River encounters should occur only when characters are actually near a river, not when they occupy a hex containing a river but are some miles from that river. The same is true (though less important) in the cases of oceans and lakes.

172. The General Region

The region portrayed in The Frontiers of Alusia is a thinly settled, semi-explored wilderness. The only significant population centers are the Brastor Holding and the Barony of Carzala, which conduct trade with each other via the Sweetwater (downriver to Carzala) and across the Sweet Riding (upriver to the Brastor Holding). The Castellan of Brastor is bound by fealty to the Baron of Carzala, and the two form a single economic and political unit.

The remainder of the region is thinly settled by humans along the coast and the more accessible stretches of river. Small tribes of fairy folk, earth-dwellers, and giants are also scattered throughout the frontier, and the area abounds with all manner of game (including many fantastical creatures). The Wilderlands of Gilarni are lightly populated by small family groupings of elves, and the Hills of Aldri are generally considered sacred to their kind, but no major elf kingdom exists in the region covered by this map.

The region to the north, separated from the mapped region by the Wilderlands of Gilarni, includes the Kingdom of Elfholm, with which little commerce is held, and the Confederated Baronies, of which Carzala is the southernmost.

The human settlers of Carzala conduct a brisk sea trade with their northern neighbors, and most adventurers are likely to begin their forays on the frontier from the river port of Seagate, the southern terminus of Confederation trade.

South of the region portrayed on the map are the kingdoms of Shorapur, Izmiraldi, Ajepbar, Kirkuhl, and Sukhekorrum, the fabled "Five Sisters," most of whose history has been lost in the mists of time. Rich and decadent, the Five Sisters have refrained from expanding northward during the last millennium mainly out of a cultural malaise, but also because the vast Gatar Depression forms a barrier against the march of large armies.

To the east lies the Sea of Grass, the westernmost marches of which appear on the map. Popular legend has it that the sea goes on forever, but old maps show mountains and forests almost a thousand miles inland from Panjari, though no man except the savage nomads has penetrated that far inland since the great city fell 1200 years before in the Wars of the Kinslaying.

The Brastor Holding is the major contact point between the Confederation and the tribes of the interior, and there is an annual spring trade festival at the Chapel Crossing on the Swan where the Horsepeople come to trade furs and buffalo hides for tools and weapons of cold iron.

At other times of the year, the Castellan's Borderers patrol the Choth Gap to keep small bands of nomad raiders from reaving in the Brastor Holding, and at these times the way into the Sea of Grass is closed.

West of the frontier is the Alusian Ocean, which is sailed by only the bravest men since it is a wide gray sea subject to sudden storms that can last for weeks. Like the Sea of Grass, the Alusian Ocean is said to be endless, though myth says that beyond the ocean is the birthplace of man.

Detailed descriptions of each of these areas are provided in the Travel Guide (see rule 174.).

NOTE: To locate a particular hex on the map (e.g., hex 39-095), read straight across the hex row (indicated with a **bold** numeral) and read diagonally down the hex column (indicated with an *italic* numeral) to the intersection of row and column.

173. Travel Guide

The Sweetwater River

| | |
|------------------------------------------|-----------------------------|
| Terrain Type: River | Danger Level: Small |
| Encounter Frequency: 72 | Encounter Chance: 5% |
| Encounter Table Modification: -10 | |

Named for its unique taste, the Sweetwater is said to run from the very center of the Sea of Grass all the way to Confederation Bay. It is fed within the region portrayed by the Swan, the Wandle Rithe, the Gilder Rithe, the Champion, and Rithe Regar.

Over a mile wide through most of its course, the Sweetwater cannot be crossed, except by ferry or at one of the few fords where a horse can be swum across. The old maps show the Sweetwater as the Schilkarsi River with its origin in a mountain chain deep in the interior of the continent.

The Sweet Riding

| | |
|-----------------------------------------|-------------------------------|
| Terrain Type: Plain | Danger Level: Moderate |
| Encounter Frequency: 24 | Encounter Chance: 20% |
| Encounter Table Modification: +5 | |

This wide valley of fertile grassland is the main communications and trade route between the Brastor Holding and Carzala and is used by the Barons of Carzala as an open range on which graze large herds of the famous Carzala Beeves and much smaller (but infinitely more valuable) ramudas of Artusian warhorses.

The Artusian Hills

Terrain Type: Rough (Mountain) **Danger Level:** Moderate
Encounter Frequency: 24 **Encounter Chance:** 13%
Encounter Table Modification: +5

Outlaws inhabit these rugged hills through which travelers must pass between the Brastor Holding and Carzala unless they go by river. The outlaws survive by raiding trade caravans moving through the hills and sometimes even by raiding into the Sweet Riding for horses and beeves.

The GM should modify the Encounter Table so that all humans encountered in the hills will be either Merchants, Soldiers, or Brigands.

Carzala

Terrain Type: Fields **Danger Level:** Low
Encounter Frequency: 168 **Encounter Chance:** 25%
Encounter Table Modification: -25

The Barony of Carzala is bounded on the east by the East Warding, a series of low wooded hills which give into the Wilderness of Gilarni, in the west by the Fastness of Girwyllan and Swithan's Roughlands, in the north by Confederation Bay, and in the south by the Sweet Riding. The Barony is an area of rich pastures and fruitful ploughed fields which has grown up around the market town of Seagate and the Castle Chilton.

In all, about 12,000 people make their homes within the Barony, 3,000 within Seagate and the Castle itself. The largest towns outside of Seagate are Stonesboro (pop: 1,100), Monck's Corners (pop: 1,400), Seacroft (pop: 1,300), Crystal Spring (pop: 1,200), and Venture (pop: 900). Slippery Rock, Arn's Ferry, Bolton, Southgate, Northfield, and Gugnir's Hope each have a population of 400-600.

Castle Chilton is strongly built, moated and garrisoned by about 400 housecarls and 60 knights. Regar's Keep is, if anything, even stronger, being built high on an open hill with an excellent view of the surrounding countryside. The Keep is served by 150 men-at-arms and a dozen knights drawn in rotation from Castle Chilton. It is a base for mounted troops who patrol the Sweet Riding and the Artusian Hills as brigands.

A series of foot paths connect Regar with the rest of Carzala through the Fastness of Girwyllan and lead to a number of secret caves which have been provisioned and fortified in case of pressing need. The Encounter Frequency for Carzala does not include encounters with peasants and soldiers. On the average, such encounters will occur every 2 hours.

The East Warding

Terrain Type: Rough **Danger Level:** Small
Encounter Frequency: 72 **Encounter Chance:** 3%
Encounter Table Modification: -10

The East Warding has been lightly settled by retired men-at-arms from Carzala who eke out a precarious existence by homesteading the hills under a grant and subsidy from the Barony.

Since the Warding has long been cleared of most hostile entities who might be a threat to Carzala, all encounters with humanoid non-humans should be changed to -10 Human encounters.

Fastness of Girwyllan

Terrain Type: Rough (Mountain) **Danger Level:** High
Encounter Frequency: 6 **Encounter Chance:** 25%
Encounter Table Modification: +10

The Fastness is a semi-mountainous area from which originates the fast running Rithe Regar and the Unicorn River. High in the fastness above remote Tiana Falls is an area of High Mana which has never been thoroughly explored due to the ruggedness of the terrain.

Here, as in all rough areas, the presence of actual mountains in a hex increases the Encounter Chance by 20.

Swithan's Roughlands

Terrain Type: Rough **Danger Level:** Small
Encounter Frequency: 72 **Encounter Chance:** 3%
Encounter Table Modification: -10

First explored by the famous Ranger, Swithan, the Roughlands have long been maintained in a virgin state by the Carzalas as a hunting preserve. The coastal brushland which makes up the eastern part of the Roughlands abounds in Wild Boar while the wooded hills of the main Roughlands offer some of the best stag hunting in the Confederation. The ghost of Swithan, who disappeared in the region 125 years ago and has never been found, is said to travel the Roughlands assisting lost hunters and travelers.

Confederation Bay

Terrain Type: Ocean **Danger Level:** Moderate
Encounter Frequency: 24 **Encounter Chance:** 25%
Encounter Table Modification: +5

The Bay extends off map to the north and is the main means of communication with the Baronies to the north. The water is smooth here and the Bay suffers few storms even in winter. Confederation Bay is not inhabited by merfolk, and all encounters with them should be changed to encounters with Confederation merchant ships.

The Plain of Desai

Terrain Type: Plain **Danger Level:** Moderate
Encounter Frequency: 24 **Encounter Chance:** 20%
Encounter Table Modification: +5

This great plain was first explored by Branden Ab Lyr a century before the settling of Seagate. Branden named the plain for his wife, Desai, who accompanied him on the expedition. Most of the surrounding features were also named by Branden either for himself or his relatives. The Forest of Arlynn was named for a daughter; Bolton Bay for his first-born son; the Ford of Girwyllan and the Fastness of Girwyllan (which blocked his attempts to explore eastward) after his brother who accompanied him as a captain; Lyr's Crossing after Branden's father; and, of course, Mount Branden and Loch Branden after the great man himself. The Carzalas maintain a path between their holding and the Plain of Desai and have, on occasion, hunted on the plain, but have shown no real interest in exploring the area more thoroughly.

The Pallasades

Terrain Type: Rough **Danger Level:** Moderate
Encounter Frequency: 24 **Encounter Chance:** 13%
Encounter Table Modification: +5

The Pallasades are a chain of hills which bound the western shore of Alusia, often dropping a sheer 300 feet or more to the ocean. They have never been explored, though Branden did name the highest point of the region, which is visible for scores of miles, after his wife. At the foot of these hills is Loch Branden, a deep clear lake which is believed to originate from a spring-fed stream on Mount Desai. The portion of the shore which is not part of the Pallasades is marshy and covered with a curious spongy moss. The Pallasades are bounded on the north by Swithan's Cove and on the south by Bolton Bay, both of which provide gentle shingle beaches for landings and sheltered anchorages.

Isle of Garax

Terrain Type: Rough **Danger Level:** Small
Encounter Frequency: 72 **Encounter Chance:** 3%
Encounter Table Modification: -10

The island was once an outpost of Panjari, but has long since been haunted by some horrible menace which seems to appear regularly, according to some mystical or magical instruction. Recently, the island has become the abode of a reclusive Illusionist and his daughter. The Illusionist's household servant makes infrequent appearances at Seacroft to purchase supplies, but is unwilling to answer questions or supply information concerning the island or his master.

The Hills of the Halfborn

Terrain Type: Rough **Danger Level:** High
Encounter Frequency: 6 **Encounter Chance:** 25%
Encounter Table Modification: +10

Like the Pallisades, these are coastal hills with some semi-mountainous areas. These hills are inhabited by an ancient tribe of Neanderthal-like cannibals who will stalk and eat trespassers.

Forest of Arlynn

Terrain Type: Woods **Danger Level:** Moderate
Encounter Frequency: 24 **Encounter Chance:** 25%
Encounter Table Modification: +5

Add +10 to the Encounter Chance for all hexes which are Forest instead of Woods. The Forest of Arlynn is only lightly explored by men and is a trackless wilderness said to be inhabited by large numbers of Unicorns. All rolls of 100 or greater on the Encounter Table should lead to encounters with Unicorns. Within the forest is a pond known for its color as the Ruby Waters. This pond is said to have healing properties, and knights and their ladies often come from Carzala to bathe in its waters.

Rising out of the forest to the north is Mount Branden which, curiously enough, is snow-capped year round. The Unicorn River which flows through the woods is a small wild river which can be navigated only with great difficulty along most of its length.

The Wilderlands of Gilarni

Terrain Type: Woods (Forest) **Danger Level:** High
Encounter Frequency: 6 **Encounter Chance:** 40%
Encounter Table Modification: +10

The Wilderlands of Gilarni is a vast, heavily timbered area separating Carzala and the frontier from the Confederation proper.

The Forest hexes in the area have an Encounter Chance 10 greater than the Encounter Chance for the Woods hexes. All Human encounters in the area should be changed to +20 Elf encounters since the Wilderness is claimed by Elves and generally inhabited mainly by them. Included in the region are a number of High Mana areas and one Low Mana area, Finn's Waste. The Waste is held by the Arkanians, an obscure religious sect, to be consecrated ground, and they hold quarterly festivals there lasting several days.

Lake Gordon, on the fringes of the Wilderness, is a favorite camping area of the Castellan's Borderers and the place they hold induction ceremonies for new recruits.

The Hills of Aldri

Terrain Type: Rough (Forest) **Danger Level:** Extreme
Encounter Frequency: 2 **Encounter Chance:** 40%
Encounter Table Modification: +10

Much of the Hills of Aldri is a High Mana area which is sacred to the Elves and is accessible only from their kingdom via established paths. All encounters with non-animals in the hills should be read as encounters with +20 Elves. The Wandle Rithe and the Gilder Rithe both originate in these hills and feed the Sweetwater, which is said to partake through these feeders some of the magic of the hills.

The Lesser Sylphs

Terrain Type: Rough (Mountain) **Danger Level:** Small
Encounter Frequency: 72 **Encounter Chance:** 3%
Encounter Table Modification: -10

These hills are inhabited primarily by Sylphs (from whence comes their name) who are vaguely allied with the nearby Elves as well as the monks of Ildrisholm. Results on the Encounter Table should be modified so that all encounters with Humans are encounters with -6 Sylphs and all other humanoid encounters are +10 Elves.

The Brastor Holding

Terrain Type: Fields **Danger Level:** Small
Encounter Frequency: 72 **Encounter Chance:** 40%
Encounter Table Modification: -10

Established three score years before, the Brastor Holding has prospered beyond all expectation as both a trading center and a farming area. Running for 70 miles along the Champion River, the Holding is home to 5000 souls, 1200 of whom reside in Brastor Landing, which serves as the point of origin for all river trade with Carzala. Charity, Emmitsburg, Lewiston, and Hugler's Ferry each have populations of 600-700.

Tobintown, Westgate, and The South Lending are lesser towns with populations of less than 400 each. A small garrison of 120 men-at-arms and five knights is always assigned to Castle Brastor. In addition, an elite unit of 90 Rangers (the Castellan's Borderers) under a captain are stationed in The South Lending in a trio of log barracks.

The Rangers have the responsibility for patrolling the Eastmarch, an open plain between the Holding proper and the Swan River, and for keeping nomad raiders out of the Choth Gap. They maintain small, irregularly used encampments by Lake Cordon, at the Chapel and Pardeau Crossings, and in the South Downs. They also maintain a barracks in Tobintown as a base for expeditions against the brigands in the Artusian Hills, though they are seldom called upon to mount such operations. A vigorous militia usually does a passable job of guarding the Holding and the grasslands of the Westmarch from rustlers and thieves.

Ildrisholm

Terrain Type: Rough **Danger Level:** Small
Encounter Frequency: 72 **Encounter Chance:** 3%
Encounter Table Modification: -10

Named for one of the greatest mages of the College of Air Magics (and a heroine of the Sylphs), Ildrisholm is a region of rugged hills (partially forested) and cliffs. A small monastery housing a sect of Air Magicians and known to the locals as "the Cloister" is located high in the hills and may be reached by a trail through the Greenwood. A small amount of commerce passes along this trail from the Brastor Holding. The Cloister and most of the immediate vicinity (including a mountaintop reached by footbridge across the gorge of the Sweetwater) is a High Mana area donated to the sect by the Sylphs in memory of Ildris.

The Greenwood

Terrain Type: Woods **Danger Level:** Small
Encounter Frequency: 72 **Encounter Chance:** 15%
Encounter Table Modification: -10

The South Downs

Terrain Type: Rough **Danger Level:** Small
Encounter Frequency: 72 **Encounter Chance:** 3%
Encounter Table Modification: -10

Eastmarch

Terrain Type: Plain **Danger Level:** Small
Encounter Frequency: 72 **Encounter Chance:** 10%
Encounter Table Modification: -10

All Human encounters should be with soldiers.

Westmarch

Terrain Type: Plain **Danger Level:** Small
Encounter Frequency: 72 **Encounter Chance:** 10%
Encounter Table Modification: -10

Choth Gap

Terrain Type: Plain **Danger Level:** Moderate
Encounter Frequency: 24 **Encounter Chance:** 20%
Encounter Table Modification: +5

The Sea of Grass

Terrain Type: Plain **Danger Level:** High
Encounter Frequency: 6 **Encounter Chance:** 30%
Encounter Table Modification: +10

All Human encounters in the Sea of Grass should be with reavers. The reavers dislike all Woods and are especially afraid of the Thornewood, and they will not enter it willingly.

The Thornewood

Terrain Type: Woods **Danger Level:** High
Encounter Frequency: 6 **Encounter Chance:** 40%
Encounter Table Modification: +10

Covering an area of approximately 50 miles by 40 miles is the Thornewood forest. It is located far to the east of civilized lands and is named for the large number of Thorneapple trees which grow throughout it.

Due to the numerous and large thorns that grow on these trees, passage for anyone not on foot is difficult. The fruit of the Thorneapple tree is considered delicious to eat, but due to the number of thorns and the size of the spikes, they are almost impossible to pick without permanently destroying the tree.

In addition to the Thorneapple trees, but much less commonly known, the Thornewood is known for the Brotherhood of Gellen, a druidic cult of orcs that have called the Thornewood home for well over a century. Treat all human encounters in the woods as encounters with the Brotherhood of Gellen. Encounters with the Brotherhood rarely end with death for the captives (at least not initially). Intruders are almost always taken back to the village and used as sacrifices in their rituals. The other place of interest found in the Thornewood is the Thornewood Orchards. The Thornewood orchards can be found on the west side of the forest just before the forest enters the hills. They are known throughout Alusia for the fine Thorneapple wine and brandy they make. How they are able to pick the apples needed for the wine and brandy has been a well guarded secret since the Orchard was founded well over 45 years ago.

Locations of Interest

The Brotherhood of Gellen

The Brotherhood of Gellen was founded by Haxtor Gellen well over a century ago. He was a Druidic Earth Adept that came to the Thornewood to escape hanging by the people of the City of Braxtor for being responsible for a rather large number of disappearances of the citizens of the city. Upon reaching the Thornewood, he discovered a small tribe of primitive non-aggressive Orcs that had made the area their home. He easily took control of the tribe and in a matter of years had set to training those of the tribe that had the talent in the ways of

Druidic Earth Magics. It was slow at first as the Orcs were difficult to train, but after several decades he had a small loyal group of Earth Adept followers. As time passed and his apprentices were able to take on apprentices of their own, the group grew. The tribe currently consists of 127 members, of which 34 are practicing Earth Adepts. The reason for the uncommonly large amount of Orcs with the potential for being an Adept, has to do with a pact Haxtor made with an individual that was captured around 25 years ago and is now also a member of the community although she is rarely seen by any in the community and lives several miles away in her own home. The individual is a female that goes by the name Shara Woodbinder who unbeknownst to any in the tribe except a select few and Haxtor is an Adept of the College of Black Magics. During the pregnancy of each female orc in the tribe, Shara, who is considered a wise sage to the local populace, performs a blessing on the unborn child. The blessing is actually the spell: Spell of Blessing on Unborn Child (S-11), and the characteristic modified is always the Magical Aptitude of the child.

Due to her regular blessings on every unborn child now days, the percentage of Orcs in the tribe with the potential for magic is expected to soar. Haxtor hopes that within another 50 years close to 70% of the tribe will be Adepts of the college.

Haxtor finds the Thornewood Orchards presence to be a Thorne in his side (no pun intended). He feels the woods belong to him and his Brotherhood and the presence of the Orchard is a direct threat to the Brotherhood. Unfortunately they seem to have either a powerful magical ally or strong magical protections as the two attempts he has made to purge the forest of the Orchard have resulted in utter defeat for the Brotherhood. The last attempt was made 14 years ago, in which he lost 4 of his more powerful Druids. So, for now, he waits until an opportunity will present itself to him on how to deal with the situation. If anyone discovers how the Orchard is protected and can learn how to deactivate or bypass the magic that protects it, Haxtor would be willing to pay handsomely for the information.

The Thornewood Orchard

The Thornewood Orchard is a prosperous business run by an ex-adventurer called Kalen Brass. Many years ago while still young, he happened to be passing through the woods on his way elsewhere and came upon a Dryad in need of help.

He successfully helped her and was rewarded with both her friendship as well as the friendship of a grove of ancient Treants that lived in the area. It was many years later that he returned to the Thornewood having recently retired from adventuring. He used a good portion of the money he had gotten from his many years as an adventurer to set up his current home and business.

With his family's help as well as help from the Treants and other friends of the Treants, it only took him a half a dozen years to establish himself in the wine and brandy-making business. Today his Wines and Brandies are sought by all of the finest homes in most cities in Alusia. Just how he has been able to pick the apples from the Thorneapple trees remains a family secret to this day.

The secret has to do with the friendship he made many years ago. The actual pickers of the fruit are the Brownies and Pixies of the forest. In return for doing so, the Brass family throws them a grand party once a year with as much Wine, Brandy and food as they can consume. The party lasts a week and is held after the Thorneapple harvest is picked in the Grove of the Treants.

Wine is sold only by the bottle (Although you can buy as many bottles as you desire) and the bottles are actually made here on the orchard as well. The sand for the glass is brought in from a small quarry a few miles to the south.

The brandy is sold in varying amounts. Prices of the Wine and Brandy are as follows. Note: This is the price if you purchase it at the Orchard. Prices in the cities will be at least double if not more depending on how far away the city is located from Thornewood Orchard.

- Thorneapple Wine (bottle): 25 sp
- Thorneapple Brandy (bottle): 18 sp
- Thorneapple Brandy (5 gallon keg): 288 sp

- Thorneapple Brandy (10 gallon keg): 550 sp
- Thorneapple Brandy (25 gallon keg): 1,200 sp
- Thorneapple Brandy (50 gallon keg): 2,000 sp

Large purchases (more than 500 gallons of brandy or more than 100 bottles of wine or brandy) will also receive a discount starting at 5% and going up to 15% at the most for really large orders.

NOTE: Orders for more than 1000 gallons of brandy or 200 bottles of wine must be placed 1 year in advance. An average year will produce about 2000 bottles of wine and 10,000 gallons of brandy (this is a large and successful business).

It should be noted that Haxtor Gellen is unaware of the grove of ancient treants and this is intentional on the parts of both the treants and the Brass family. Much of the help around the orchards as well as the protection of the orchard received in the past during Haxtor's attacks came from the Treants. If Haxtor were to find out about the treant grove, he would almost certainly take steps to either try and control them, or if that failed, to destroy them.

Flora/Fauna

Thorneapple Tree

The Thorneapple trees that grow abundantly in this region can only be found here. From a distance, they look to be ordinary trees, but once one gets a closer look, it becomes apparent they are anything but ordinary.

From about where the tree begins to branch, the limbs of the tree become covered in long, sharp thorns. These thorns are each 2-4 inches long and have razor sharp points. Due to the strength of the thorns and their sharpness, they make a very desirable dart for use in blowguns. When the thorns are used in a blowgun, the base chance of the blowgun is increased by +10. In addition to the thorns, the even more prized item off the trees are the Apples.

While again from a distance, the fruit of the Thorneapple tree does resemble an apple (hence the name) the fruit actually resembles a huge grape. They have a thin yellow-green skin and the interior of the fruit is soft and succulent.

Surprisingly, with the large number of thorns that cover these trees, very few of the fruit on the trees ever get damaged by these thorns. The thorns do make an almost impossible task of picking the fruit though. For every attempt to pick a piece of fruit from the tree, there is a BC 35% chance of taking D10-2 damage from getting pricked by one or more of the countless thorns protecting the tree. An average tree will produce around 200 apples per season.

Non-Player Characters

NOTE: The NPC information is provided separately for GMs who may want to use these characters in a campaign. Players should consider checking with their GMs before reading this section.

Haxtor Gellen

Race: Human, Adept

PS: 13 **MD:** 16 **AG:** 17 **MA:** 24
EN: 14 **FT:** 20 **WP:** 19 **PC:** 18
PB: 15 **TMR:** 5

Skills: Alchemist 5, Astrologer 2, Dagger 4

College: Earth Magics, Druidic

| Spell | Rank | Spell | Rank |
|-------|------|-------|------|
| T-1 | 12 | S-1 | 5 |
| G-1 | 6 | S-2 | 14 |
| G-2 | 3 | S-6 | 8 |
| G-3 | 6 | S-8 | 9 |
| G-4 | 8 | S-9 | 11 |
| G-5 | 6 | S-10 | 14 |
| G-6 | 9 | S-11 | 6 |
| G-7 | 3 | S-12 | 6 |
| G-8 | 7 | S-17 | 16 |
| G-9 | 0 | S-18 | 12 |

| Spell | Rank | Spell | Rank |
|-------|------|-------|------|
| G-10 | 3 | R-1 | 18 |
| G-11 | 2 | | |
| Q-1 | 8 | | |

Equipment of Note: Magic Robes (Prot 3, No AG mod), Magic Dagger (The Sticker, D10+3 damage), Magic Ring (adds 2 Ranks to all Earth Magic Spells)

Personal Notes: Haxtor Gellen is a tall man with craggy features and weathered skin. His hair is brown and has blue eyes. His clothing is often a set of brown robes and he has a few pouches at his belt that he uses to either store herbs he may find while out in the forest, or for keeping herbs he uses frequently.

When not dealing with his tribe is a ruthless uncaring individual. He views anyone not part of the brotherhood as his enemy and will treat outsiders as such. He rarely makes deals with anyone outside the brotherhood and on the rare occasion where he makes a deal, is willing to break the deal at a moments thought if doing so will better himself or the brotherhood. When dealing with the brotherhood, he actually does care a great deal. What he has created here in the brotherhood he considers his greatest accomplishment and he is willing to die to defend it if necessary.

Haxtor is currently 134 years old although he looks to be in his early 40's. He himself is unsure why this is the case and why he still feels so young. Given his current location though and his unwillingness to leave the tribe for an extended period to search out the reason, finding out why he has lived so long and aged so slowly is currently a low priority for him.

Shara Woodbinder

Race: Human, Adept

PS: 19 **MD:** 16 **AG:** 16 **MA:** 20
EN: 15 **FT:** 20 **WP:** 15 **PC:** 17
PB: 11 **TMR:** 5

Skills: Alchemist 5, Healer 2, Merchant 3, Thief 4, Dagger 7

College: Black Magics, Lesser Pact

| Spell | Rank | Spell | Rank |
|-------|------|-------|------|
| T-1 | 8 | S-1 | 0 |
| T-2 | 4 | S-2 | 8 |
| T-3B | 0 | S-3 | 6 |
| T-3D | 3 | S-4 | 1 |
| T-3E | 6 | S-5 | 3 |
| G-1 | 4 | S-6 | 4 |
| G-2 | 5 | S-7 | 4 |
| G-3 | 5 | S-8 | 0 |
| G-4 | 7 | S-9 | 9 |
| G-5 | 2 | S-10 | 7 |
| G-6 | 0 | S-11 | 13 |
| G-7 | 0 | S-12 | 2 |
| G-8 | 0 | S-13 | 2 |
| G-9 | 3 | | |
| G-10 | 5 | | |
| G-11 | 4 | | |
| G-12 | 8 | | |
| G-13 | 11 | | |
| G-14 | 2 | | |
| Q-1 | 13 | | |

Equipment of Note: Familiar (Black Crow)

Personal Notes: Shara Woodbinder is a short nondescript middle aged woman. Time has not been kind to her nor has her profession. She wears dark clothes with a few trinkets attached. Her hair is black with gray hairs interwoven and she has brown eyes.

Shara has mixed feelings about her current position. In general, her role among the brotherhood is performing spells that help the brotherhood and at least in her mind "do good". The reason she was forced to flee civilized lands in the first place was because her natural inclination is to do just the opposite of this. She delights in nothing more than watching people suffer. Not necessarily in watching them

die, but in watching suffering. It is for this reason that about a dozen years ago, she moved out of the village itself and moved into an old abandoned stone house about 3 miles from the village. The main reason she stays is two-fold. Deep down she is a coward.

It is the main reason she has never made the greater pact. She feels at least at this point, she can always abandon black magic if the need ever arose. By making the greater pact however, she would irrevocably be forced down the dark path. She also likes the security and safety of having the brotherhood so close. She has little to fear from outside sources, and on occasion, Haxtor will give her one of the prisoners they catch periodically in the forest to do with as she pleases. She has had a pair of manacles permanently installed in her home for occasions such as these.

Kalen Brass

Race: Human, Merchant

PS: 22 **MD:** 18 **AG:** 19 **MA:** 5
EN: 23 **FT:** 23 **WP:** 18 **PC:** 20
PB: 14 **TMR:** 6

Skills: Merchant 7, Ranger 10, Estoc 7, Short Bow 8

Equipment of Note: Magic Estoc (BC 54%, D10+9 damage), Magic Ring (Prot 6, no Agility loss)

Personal Notes: Kalen is a happy, easy going individual. He is currently entering his twilight years (age 86) but his mind is still sound and he is able to still drive a hard bargain. He doesn't do any traveling anymore, but does still do all negotiations with anyone coming to the orchard to do business.

His wife of 48 years died 7 years ago and he still misses her deeply and talks about her with anyone willing to listen. He is survived by 4 sons, 3 daughters and 14 grandchildren, of which 1 daughter, 2 sons and 4 grandchildren still remain at the orchard and currently do most of the day to day business.

NOTE: The stats listed above represent him in his prime. All physical stats today would actually be about 1/2 to 2/3 the numbers listed above.

Gerrik Brass

Race: Human, Merchant

PS: 20 **MD:** 17 **AG:** 19 **MA:** 8
EN: 22 **FT:** 22 **WP:** 15 **PC:** 15
PB: 17 **TMR:** 6

Skills: Merchant 7

Equipment of Note: None

Personal Notes: Gerrik Brass is a man in his late forties. He is about 5'8" and is balding and in the past four or five years he has slowly begun to see his girth grow. He is somewhat concerned over this, but as of yet, not so much as to actually do anything about it.

Gerrik is the eldest son of Kalen Brass and currently is in charge of the orchard. He is a hard worker and is as proud of the Orchard as is his father. When his father passes on, it is assumed he will inherit the entire business. His brother and sister that remained here to work as well have no problems with this as Gerrik is a fair and honest person and has every intention of leaving everything the way it is currently. He is also a wine connoisseur and has collected a fairly extensive wine cellar located in the basement of the main house. He has wine's from just about every vineyard in Alusia as well as many from far away lands. When not at work, he can often be found with his wife Elina and two children off exploring the local area or having a picnic.

The Angarwold

Terrain Type: Woods **Danger Level:** Moderate
Encounter Frequency: 24 **Encounter Chance:** 25%
Encounter Table Modification: +5

Vale of Morin

Terrain Type: Plain **Danger Level:** High
Encounter Frequency: 6 **Encounter Chance:** 30%
Encounter Table Modification: +10

Nestled in the Vale at the foot of the passes through the Mountain Wall from the Gatar Depression are five ruined outposts (Pariegos, Angbar, Resmaldi, Korsepolis, and Jungbar) which formerly served to guard the trade city of Sumaldi from the depredations of the Horsepeople. But that was a millennium past, when fair Panjari still stood and furs from the north were carried through the desert to grace the bodies of noblewomen in the cities of the Five Sisters. Now, only broken stones remain, and the Vale itself is said to be haunted by the ghosts of generations of soldiers who perished in the wars against the Horsepeople. Even the Horsepeople today shun the area. Treat all Human encounters in the Vale as encounters with ghosts.

The Mountain Wall

Terrain Type: Rough (Mountain) **Danger Level:** High
Encounter Frequency: 6 **Encounter Chance:** 25%
Encounter Table Modification: +10

The Mountain Wall is a jagged barrier wall of naked stone which drops hundreds of feet into the Gatar Depression. It is barely habitable, and all non-animal encounters in this area (and in the nearby Mountains of Marbak) should be re-rolled.

The Mountains of Marbak

Terrain Type: Rough (Mountain) **Danger Level:** High
Encounter Frequency: 6 **Encounter Chance:** 25%
Encounter Table Modification: +10

See The Mountain Wall.

The Gatar Depression

Terrain Type: Waste **Danger Level:** Low
Encounter Frequency: 168 **Encounter Chance:** 1%
Encounter Table Modification: None

Once a lowland sea, the Gatar Depression is now an arid waste of sand and salt flats cut by a small number of trails which follow gravel beds and ridge lines. Three oases are shown in the part of the Depression on the map: Tuath's Rest, Korvin's Wells, and Sumaldi. The first two are nothing more than small seasonally dry springs which permit a small amount of vegetation. The last is a major area of greenery in the desert and contains the ruins of the once great trading city of Sumaldi, the northern terminus of the caravan routes from the Five Sisters. The ruins are generally uninhabited except for animals and Undead. All non-animal encounters should be treated as encounters with an Undead encounter of the GM's choice. Above Sumaldi is Argon's Watch, a towering pinnacle of stone from which one can observe the surrounding desert within a radius of almost 120 miles. The now disused caravan routes to the south pass beneath the shadow of the watch.

The East Bounders/The West Bounders

Terrain Type: Rough (Mountain) **Danger Level:** High
Encounter Frequency: 6 **Encounter Chance:** 25%
Encounter Table Modification: +10

The Bounders (both East and West) are composed of massive limestone hills and mountains heavily spotted with caves which serve as nesting areas for Gryphons. All humanoids avoid the areas, and humanoid encounters in either of the Bounders should be read as encounters with Gryphons instead.

Gryphon Valley

Terrain Type: Plain

Danger Level: Extreme

Encounter Frequency: 2

Encounter Chance: 40%

Encounter Table Modification: +25

Gryphon Valley and the surrounding mountains make up a vast area in Alusia, covering an area of approximately 100 square miles. It is a shallow valley named for the creature that inhabits it.

Due to the large numbers of these creatures that inhabit the valley, it is also almost totally uninhabited by humanoid life. As such, all non-animal encounters in the region as well as the surrounding mountains should read as encounters with Gryphons. The area known as Gryphon's Gate, should use the encounter tables from Gryphon Valley.

If it wasn't for the Gryphons themselves, this valley would be a very pleasant place to live. It is warm much of the year and the soil is rich and fertile. By the time summer comes to an end, the plains grasses of the land reach a height of 4-5 feet throughout much of the valley. It is over and in these grasses that the Gryphons spend much of their days, either searching for prey or feasting on their catches. In the evening, they return to their nests located in the mountains that surround the valley. It is only because of the richness of the valley that an animal population can still survive and actually prosper even with the heavy hunting of the Gryphons of the area.

Other than the vast sea of grass, there are only a few points of interest in the valley. The first is a ruined village called Stony Meadows, near Stony Ford and the second located near Gryphon's Gate.

Stony Meadows

This is the location of the first (and only) known attempt of settling the valley by humanoids. The attempt was made approximately 40 years ago and the village they attempted to establish was called Stony Meadows.

It only lasted several years, at which point the few remaining survivors abandoned the project and returned back to more hospitable lands.

What is known about the life of the village is this. The people were originally from the region of the Braxtor Holding and were aware of the dangers that faced them before they left. But with the leadership of a band of mercenaries known as Triaglafron's Fist they thought they could succeed in keeping the gryphons at bay. They were wrong. While it's true that during the next two years, over 100 gryphons were killed, over 60% of the 100 or so villagers were lost as well as 80% of the twenty-five man mercenary band. It was a bloody two years with the constant threat of attack. By the second year most of the survivors rarely ventured outside.

Fields went fallow from the fear of being attacked while attempting to attend to them and it was even said that on several occasions the Gryphons attacked the villagers while they were hidden inside their homes. All in all it was a spectacular failure. About the only "successful" thing that remains today from their attempt is a stone ford that crosses the River Mirimar next to the abandoned village. It is the only place in the valley where the river may be crossed easily. All that remains of the village itself, are the ruins of several stone buildings, and the almost unrecognizable rotting remains of a dozen or so other buildings along the shore of the river.

Gryphon's Gate

Gryphon's Gate is the only easily accessible path into Gryphon Valley. At its widest point, it's approximately 3 miles across, and extends for a little over 10 miles. While not a simple or easy journey, it is the only way that one could bring wagons or other larger such objects into the valley. While the mountains in the region rise sharply to a height of approximately eight-thousand feet in this area, the pass has a gentle climb to a height of twenty-five hundred feet before beginning its decent back down into the valley. It is through this pass that the Beast

Mistress Phiraz Stalsil and her group of Gryphon Hunters enter the valley when they come to capture Gryphon and Gryphon eggs to take back to the city of Braxtor for training and sale. (See Locations of Interest below for more information on her and her group.) Other than the relative ease in which you can enter the valley, there is little else of interest here.

The East/West Bounders

The East and West Bounders (see The East Bounders/The West Bounders) are simply the regions that "bound" in Gryphon Valley. It is a rocky mountainous region with little plant or animal life.

The peaks of the mountains are cold and snow covered most of the year, and the valleys rocky and lifeless. The main features of interest in these regions though are the countless caves and openings that fill the region. It is unknown how so many caves came to be in these areas, but most believe they were not naturally formed. Because of the great abundance of the caves in these regions, the Gryphons of the Valley have countless places to choose for their homes. It is unknown just how many Gryphons there are that inhabit the Bounders and Valley, but many scholars believe it to be close to five hundred.

Even with the high numbers of Gryphons in the region, here in the bounders where cover is much easier to find, there are humanoids that can be found hidden away deep in the caves under the mountains. These humanoids are commonly known as the Bounder Orcs. (See Locations of Interest below for more information on these groups.)

The only other point of interest in the region lies in the West Bounders. It is a trail that was discovered many years ago that allows passage from the Braxtor Holding into Gryphon Valley. It isn't large enough for wagons, but during the two years that Stony Meadow was in existence, several trains of pack horses successfully made the trek over the mountains.

It should be noted that while the gryphons main hunting lands is the Gryphon Valley, it's not unheard of for gryphons to attack the livestock of the farms in southern regions on the Braxtor Holding. Reports come in once or twice a year of such attacks, but fortunately frequent or regular attacks are extremely rare.

Locations of Interest

The Bounder Orcs

The orc tribes of the Bounder regions are many and varied. All have similar characteristics though. Below is given an example of a typical tribe.

Bloodtooth Clan

The Bloodtooth clan is lead by a ruthless leader by the name of Karok. He has been leader of the clan for the past two years after defeat its previous leader.

This is the way leadership has been determined in the clan as far back as anyone can remember (which isn't far). The caves they call home were moved into about the same time Karok took command. It was after he discovered the caves that he decided that he was ordained to be leader and attacked and killed the old leader.

Karok isn't a good leader, but he is strong. There have been quite a few attempts of overthrowing him since he has taken command due to his poor leadership skills, but as of yet, no one has been able to defeat him. Currently there are 37 members of his tribe. 14 adult males, 18 adult females and the rest children all under the age of 10.

People of Note:

Karok

Race: Orc

PS: 24

MD: 21

AG: 24

MA: 3

EN: 21

FT: 22

WP: 15

PC: 12

PB: 7

TMR: 6

Skills: Short Sword 5, Club 2, Unarmed Combat 4

Equipment of Note: Pouch of gemstones he keeps hidden in his sleeping furs (worth 600 sp).

Personal Notes: Karok is not the most intelligent, even as orcs go. If it wasn't for his great strength and agility, he would have been killed long ago for his almost complete inability to lead his clan. But, what motivational skills he lacks with his words, he makes up for in violence. In the two years since he has taken leadership of the clan, he has killed no less than seven tribe members for failing to listen to his orders. Those seven don't include those that failed to take over leadership of the tribe either. Because of this, his clan is in a slow decline. In the past six months, nine members have slipped away in the night to seek better fortunes elsewhere. In its current state, the clan has a little more than one-half the members it had two years ago when he took over. He is aware of this and it bothers him to no end. It is also part of the reason he lashes out so violently against the others who fail to follow him. He blames all the current troubles of the clan on the their unwillingness to follow him unquestionably.

The Mucklands

Terrain Type: Marsh **Danger Level:** High
Encounter Frequency: 6 **Encounter Chance:** 40%
Encounter Table Modification: +10

The River Miramar, which wends its way through Gryphon Valley, eventually spreads out into a score of channels which twist through the low-lying Mucklands producing a fertile (but lethal) delta and two areas with a particularly evil reputation: Insel Garsi (reputed home of a band of particularly vicious suarime) and the Tarn of Sarsh (home of an unnamed horror). Gryphons prowl the area from the valley to the north and all humanoid encounters (except suarime) should be read as encounters with Gryphons.

Vale of Avoca

Terrain Type: Plain **Danger Level:** High
Encounter Frequency: 6 **Encounter Chance:** 30%
Encounter Table Modification: +10

The Vale, like Gryphon Valley and the Mucklands, is a nesting and hunting ground for gryphons and is avoided by men (except for other adventurers). Accordingly, all non-animal encounters should be read as encounters with gryphons unless they involve other adventurers.

The Filgiso Forest

Terrain Type: Woods (Forest) **Danger Level:** High
Encounter Frequency: 6 **Encounter Chance:** 40%
Encounter Table Modification: +10

The Filgiso is a dark and unpleasant place which has never been explored. Since it is trackless forest for the most part, players should never see a map of the Filgiso.

Superstition Mountains

Terrain Type: Rough (Mountain) **Danger Level:** Low
Encounter Frequency: 168 **Encounter Chance:** 1%
Encounter Table Modification: +10

Formed of huge slabs of limestone, the Superstitions are almost impassable except by boat through the gorges of the Rumble, Snake, Thunder, and Loflar Rivers. A single path does run through the southern reaches of the mountains near the Barren Hills.

The Barren Hills

Terrain Type: Rough (Mountain) **Danger Level:** Small
Encounter Frequency: 72 **Encounter Chance:** 3%
Encounter Table Modification: -10

The soil in the area is unusually dry and lifeless, much like the Barrens of Sith and probably for the same reason that the Barrens exist.

Sith's Revenge

Terrain Type: Marsh **Danger Level:** Small
Encounter Frequency: 72 **Encounter Chance:** 5%
Encounter Table Modification: -10

Once a fertile plain containing the rich trading city of Panjari (a colony of Shorapur), Sith's Revenge was created during the Kinslaying when the wizard Sith punished the inhabitants of the city for rebelling against their lord by sinking much of the plain. Now Panjari is a rotting ruin surrounded by a stinking marsh. All Human encounters should be read as Suarime for this area.

The Barrens of Sith

Terrain Type: Waste **Danger Level:** Low
Encounter Frequency: 168 **Encounter Chance:** 1%
Encounter Table Modification: None

The Barrens of Sith were created by Sith in the cataclysm which destroyed Panjari. Once a forested valley, only a few broken game trails remain in the wasteland created when Sith wrought his great magic.

Kestrel Ridge

Terrain Type: Rough (Mountain) **Danger Level:** Moderate
Encounter Frequency: 24 **Encounter Chance:** 13%
Encounter Table Modification: +5

The Rocklands

Terrain Type: Rough (Mountain) **Danger Level:** High
Encounter Frequency: 6 **Encounter Chance:** 25%
Encounter Table Modification: +10

The Rocklands are a spur of shale, scree, and giant boulders (some as large as houses) which descend from the Kestrel Ridge to form Lareth's Reef at the mouth of the Bay of Brunei. The region is an extremely High Mana area and all encounters with Humans should be read as encounters with some form of Fantastical Monster or Avian.

The Hills of Skoshi

Terrain Type: Rough (Mountain) **Danger Level:** Moderate
Encounter Frequency: 24 **Encounter Chance:** 13%
Encounter Table Modification: +5

Forest of Karsharak

Terrain Type: Woods (Forest) **Danger Level:** High
Encounter Frequency: 6 **Encounter Chance:** 40%
Encounter Table Modification: +10

As in the case of the Filgiso, the Karsharak (sometimes rendered as Harsharak) has never been explored. The Encounter Chance for Forest should be +10 higher *again* than for Woods in this area.

River Running

Terrain Type: River **Danger Level:** High
Encounter Frequency: 6 **Encounter Chance:** 35%
Encounter Table Modification: +10

The same numbers apply to all feeders for River Running, including the Snake, Thunder, Rumble, Loflar, and Wolf Rivers.

Dolphin Bay

Terrain Type: Ocean **Danger Level:** Small
Encounter Frequency: 72 **Encounter Chance:** 10%
Encounter Table Modification: -10

The Bay is fairly calm except where the reef called the Surf borders the south shore. It takes its name from the fact that large schools of Dolphins (attracted by the calm waters) congregate there. All Human encounters should be read as Dolphin encounters.

few random encounters here, but Haven's Peril, the Spithead Needles, and Lareth's Reef will be dangers to navigation.

The Rookeries

Terrain Type: Islands (Rough) **Danger Level:** Moderate
Encounter Frequency: 24 **Encounter Chance:** 13%
Encounter Table Modification: +5

These five islands take their name from the large number of birds which make their home in the caves and beneath the tumbled boulders of the coastline. The area between the islands is a shallow bay known as the Sweetbread Passage after a famous mutiny that began in that bay two centuries ago over the quality of shipboard food. Three of the five islands are entirely uninhabited except by birds. The Isle of Songs has never been explored, and most sailors (being a superstitious lot) refuse to go ashore on it due to the mysterious and achingly beautiful singing which can be heard from it.

Goldry's Island is populated by a small tribe of fishermen, descendants of the mutinous crew that sank their ship in the Sweetbread Passage. One curious element of the island is that the natives tend to live two to three times as long as normal human beings. This fact is attributed to the High Mana level present on the island.

M'Nor

Terrain Type: Island (Rough) **Danger Level:** Moderate
Encounter Frequency: 24 **Encounter Chance:** 13%
Encounter Table Modification: +5

Also known as the Standing Island, M'Nor is unexplored, and no one has yet found a landing site on it. The steep-sided cliffs are a haven for seabirds who nest in the caves.

The Alusian Ocean/The Gulf of Brunei

Terrain Type: Ocean **Danger Level:** Moderate
Encounter Frequency: 24 **Encounter Chance:** 25%
Encounter Table Modification: +5

The Alusian Ocean is actually more dangerous from the standpoint of storms than random encounters, and there is a 20% chance that anyone sailing the ocean will face a storm of some duration once every 168 hours. The storm will last for at least D10-2 days. There are no major differences between the Alusian Ocean and the Gulf of Brunei.

The Unicorn River

Terrain Type: River **Danger Level:** Moderate
Encounter Frequency: 24 **Encounter Chance:** 25%
Encounter Table Modification: +5

All random encounters with non-humans should be with Unicorns which have come to drink at the river.

Chub's Bay/Haven/Landfall

Terrain Type: Ocean **Danger Level:** Low
Encounter Frequency: 168 **Encounter Chance:** 1%
Encounter Table Modification: None

These areas are sheltered enough to be largely unaffected by storms (though Landfall is less sheltered than the others) and there will be

