

The Fifth Book of **Dragonquest:**
Worldly Endeavor

A Compilation of New Skills, Professions, Devotional Paths, New Magic, Revised/Expanded Equipment and Adventuring

An Unofficial Expansion to
SPI's 2nd Edition and
The Fourth Book of
Dragonquest:
Arcane Wisdom



Cover painting by John Garcia, designed by Redmond Simonsen

Contents

(9/01/02) - Version 2.0-: An ongoing expansion to the 2nd Edition of SPI's **DragonQuest**.

What this "book" is about: In preparing for an online DQ campaign, I decided to compile additional skills, equipment, house rules, etc. that I found on the Internet, along with many of my own ideas, in the form of sort of a unified "5th book" of **DragonQuest**.

The **skills** below add significantly to the basic DQ system, allowing both PCs and NPCs to be created with more depth and variety. Some of the skills are written in great detail, while others are more like guidelines for the GM.

The professions below provide logical skill groupings for the GM to create more realistic, fully fleshed out NPCs. In addition, a few of the professions (boldfaced below) are written in some detail to appeal to PCs as well.

I also wanted a bit of a simple religious system in place, hence the **Devotional Paths** system where characters may follow a Light or Dark path with appropriate benefits and restrictions placed on them.

The **Colleges of Magic** are revised here to allow for those from **Arcane Wisdom** and a College of White Magics.

Finally, the **Equipment** and **Adventuring** sections add a bit more variety to the DQ 2nd edition rules.

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1. Skills

Addition to DQ VII. (52-66)

Skill Titles

To enhance “suspension of disbelief” during role-playing, the GM may use the following “titles” to refer to a character in each skill, based on current rank in that skill:

- 0-1 **Novice or Apprentice**
- 2-4 **Journeyman**
- 5-7 **Expert**
- 8-10 **Master**

Difficulty Modifiers

The skills always assume an unburdened, unarmored, and well-rested character with 2 hands free and in generally favorable lighting and weather conditions. The GM should apply common sense to modifying Skill Chances for characters burdened and/or fatigued in some way, as well as for poor lighting and weather, as applicable.

Many skill chances can be modified by the **Difficulty Modifier (DM)** of the task being attempted, which is assigned by the GM, in suggested ranges as follows (Difficulty of Task = modifier range):

- Easy = +16 to +30**
- Routine = +6 to +15**
- Moderate = +5 to -5**
- Challenging = -6 to -15**
- Difficult = -16 to -30**

Recognizing the Difficulty of the Task

Depending upon the Perception and rank of the character using a skill, the GM may inform the player which of the 5 Difficulty Levels (but **not** the exact number modifier) the task will be attempted at, or at least **appears** to the PC to be. The base chance of *recognizing the Difficulty of the Task* would be **(2 x PC) + (10 x Rank)**. A character that narrowly fails can be told one level off the actual difficulty, while one who is twice or more over the chance should be told 2 or more levels off.

Characteristic Limits on Skill Ranks

Some of the original DQ skills and the new ones in *Worldly Endeavor* now have their maximum ranks limited by one or more characteristic values. In most cases, this limit is **(Characteristic – 10)** with an absolute maximum of Rank 10. Thus, a character with the Acrobat skill and an AG of 18 could not advance beyond Rank 8.

2nd Edition Skills Limits: Alchemist (none), Assassin (WP), Astrologer (none), Beast Master (WP), Courtesan (none), Healer and Horsemanship (WP), Mechanician (MD), Merchant, Military Scientist, Navigator, and Ranger (WP), Spy/Thief (AG and MD), Stealth (AG), and Troubador (none).

2nd Edition Skill Revisions

Courtesan (DQ 54.): In “ancient” times courtesans were prostitutes that combined physical with intellectual and/or musical charms. Thus, they catered to an upper class clientele (sort of like modern “high class” escorts or call girls/gigolos, with the addition of intellectual and/or artistic skills).

Abilities: The character begins with TWO of the abilities listed in [54.2] at Rank 0 and adds one per rank.

Add the following ability: **15. Converse intelligently** (gains Scholar at Rank 0 in any field of study (art, history, literature, music, mythology, or politics seem most appropriate). This ability may be chosen repeatedly to gain additional fields (see **1.21 Scholar**).

Characters who choose abilities that are detailed in the **Artist** skill – 1 or 2 (Musician), 3 (Singer), 5 (Poet), 7 or 13 (Actor), and 9 (Dancer) – gain the appropriate Artist skill at Rank 2 in the appropriate form. The

Courtesan can perform simple artistic works and may advance further in the Artist skill/form rapidly (see **1.6 Artist**).

Troubador (DQ 62): A troubador is like the Anglo-Saxon bard, the Medieval jester, and the Shakespearian clown all rolled into one. Hence, you have a multitalented entertainer of all classes of people.

Abilities: The character begins with TWO of the abilities listed in [62.1] at Rank 0 and adds one per rank. Ability 12 would involve simple actions like juggling and pratfalls, not the more detailed abilities in the Acrobat skill.

Characters who choose abilities that are detailed in the **Artist** skill – 1 (Musician), 2 (Singer), 4 (Poet), 7 or 11 (Actor), and 9 (Dancer) – gain the appropriate Artist skill at Rank 2 in the appropriate form. The Troubador can perform simple artistic works and may advance further in the Artist skill/form rapidly (see **1.6 Artist**).

Military Scientist (DQ 58.)

Experience cost modifiers:

25% deduction if the character has Arms Master at a higher rank than Military Scientist

Ranger (DQ 60.)

[60.5] - The chance of successfully finding healing herbs is $60 + (6 \times \text{Rank})$ for a Ranger specializing in Fields, Plains or Woods; the chance is $30 + (3 \times \text{Rank})$ for a Ranger specializing in Marsh, Rough, or Ruin. The GM could assign a negative DM for poorly vegetated areas and colder seasons/climates.

[60.6] - A ranger may choose a 2nd specialty environment at Rank 6, assuming the Ranger has had suitable experience in that environment.

New Skills

Skills marked with * do NOT count toward adventurer or hero level (DQ 86.2) qualification.

1.1 Acrobat

The acrobat skill allows characters to excel at performing useful acts of agility. The maximum rank a character may achieve in Acrobat is limited to $AG - 10$.

Experience cost modifiers:

Racial: Half-elves and Elves = 10%, Halflings = 20% deduction to achieve each rank.

Agility: 18 and up = 10% deduction to achieve each rank.

Modifiers are cumulative, so a Halfling with 19 Agility would receive a 30% deduction in EP costs.

An Acrobat performs at a level equal to his Rank minus AG loss due to armor and total weight.

An Acrobat Gains Enhanced Abilities:

These abilities require no special practicing on the part of characters other than normal, healthy physical conditioning:

Balancing: the ability to avoid slipping while walking over treacherous obstacles such as ledges, narrow bridges, etc. Depending on how badly the character loses balance (i.e. fails the die roll), the GM could have the character catch himself/herself (but perhaps lose an item) or outright fall. Check for a possible fall every $(AG/2) + (2 \times \text{Rank})$ feet. *Chance to keep balance* = $(3 \times AG) + (5 \times \text{Rank}) +/- DM$

Dodging: the ability to avoid missile objects, assuming the character is aware of the object and is prepared to dodge it (in combat requires the Evade action). *Chance to dodge* = additional $(2 \times \text{Rank})$ deduction from the enemy Strike Chance (DQ 17.6).

Falling: the ability to avoid/reduce damage due to falling from heights. *The character may fall* $(AG/3) + \text{Rank} + D5$ feet without suffering a significant injury. If the fall is greater than the amount rolled which the character would suffer no injury from, subtract that amount from the total amount fallen and apply damage normally. This assumes a fall to a normal, flat surface. The GM should modify for different surfaces as applicable.

High Jumping: the ability to leap vertically over objects or up onto a high surface. Characters may retry to make the jump repeatedly, but may take damage with each failure at GM's discretion depending on the surface the character falls back onto, etc. Any height over about 2-3 feet should require a running start of several feet. $Height\ jumped = (2 \times AG) + (2 \times Rank) + (2 \times D10\ inches)$

Long Jumping: the ability to leap horizontally over objects, chasms, etc. Attempts to leap over objects may be repeated as in High Jumping above. Failure to leap over a chasm might see the character not actually fall in if the die roll was very close (perhaps the character just misses the jump but grabs and hangs from the ledge on the other side...). Characters can do a standing jump up to $(AG/4) + (Rank/2)$ feet. Longer jumps require a running start of $(2 \times Distance\ to\ be\ jumped) - (AG/2 + Rank)$ feet. $Total\ distance\ jumped = (AG/2) + (Rank) + D5\ feet.$

Distances listed above are for human-sized figures. In addition, weather (wind, rain, etc.) should be accounted for, if applicable, in the DM.

Combat skill enhancement: characters should practice this skill fairly regularly when not on adventure. **Enhanced defense** – when evading, add $(2 \times Rank)$ to the character's defense if the character is wearing light armor such as Cloth or Leather. Martial Artists (see **1.16 Martial Artist**) do not get this bonus.

Special abilities: characters should practice these sub-skills regularly when not on adventure in order to use them at maximum performance. The PC could choose to specialize in one or more listed below, and the GM would assess skill point costs to gain and maintain each special skill the PC desires. Or the GM could simply designate required practice time amounts per week while the character is not on adventure, such as $(Rank)$ hours per week per special skill:

Gymnastics – specialized maneuvers such as tumbling, etc. GM discretion. This skill probably would be more of a “show off” skill rather than an adventure skill, but could be used to provide improved Dodging and Falling skills in some cases. Skills could include tumbling, swinging on a horizontal bar, etc.

Juggling – juggling of common objects, primarily for entertainment. A character cannot juggle any objects until Rank 0 has been achieved in Acrobat. Higher levels can juggle more dangerous objects without dropping (or suffering injury). The character can juggle $3 + (Rank/4)$ objects, checking each Rank minutes to see if an item is dropped. Ranks 1+ can juggle safe, round objects of similar size and weight (balls, etc.). Ranks 3+ can juggle difficult objects (objects of different sizes and weights, or of dissimilar shapes, etc.). Ranks 6+ can juggle extremely difficult and/or dangerous objects in combination (such as a knife, axe, and brick) at the same time. Roll: $(MD) + (8 \times Rank) (+/- DM)$ to avoid dropping objects. Dropping a dangerous or weighty object could result in injury if the character fails an agility roll: $(AG + PC) \times 2.$

Pole Vaulting -- using a special pole or strong, straight stick to leap over objects. Could allow a character to leap vertically much better than the High Jumping skill above, but would require a sturdy pole to use of an appropriate length for the height to be leaped (at least as high as the height attempted), and a good running start (20-30 feet). Improve the height leaped for the High Jumping based on the Acrobat skill rank: 0-1 = 2.0 times. 2-4 = 2.5 times. 5-7 = 3.0 times. 8-10 = 3.5 times.

Tightrope Walking – walking along a tightly strung rope without falling. Would require specialized equipment in most cases to string the rope properly. Use like the Balancing skill above. The GM would need to modify for weather effects such as the angle of the rope, tautness, and fatigue of the character (for long walks), in addition to weather effects. Characters attempting this skill without some sort of balancing pole to carry should suffer from a DM penalty.

1.2 Administrator *

Administrators exhibit organizational ability and knowledge of laws, customs, and bureaucracy. Characters Proficient in this skill will be able to operate businesses/establishments and estates, influence government officials, and generally succeed in dealings with aristocrats, city/town officials, and the like. The maximum rank a character may achieve in Administrator is limited to WP – 10.

An administrator is likely to be very proficient in reading/writing languages appropriate to his current position.

Experience cost modifiers:

10% deduction if the character has the Courtesan skill at a higher level than Administrator.
10% deduction if the character has the Orator skill at a higher level than Administrator.

Abilities gained per rank:

Rank 1 - Comprehend official documents, paperwork, etc.
Rank 2 - Operate small establishment; keep accurate records and account books, etc.
Rank 3 - Bribe officials (depending on official's Willpower, amount of bribe, etc.)
Rank 4 - Effectively operate medium establishment/small estate
Rank 5 - Intimidate officials (depending on the official's Willpower vs. the character's Willpower)
Rank 6 - Effectively operate large establishment/medium estate
Rank 8 - Effectively operate large estate
Rank 10 - Time to apply to Enron...

Administrators get a (2 x Rank) bonus in reaction rolls when dealing with aristocrats and officials (this is cumulative with any Chevalier/Courtesy bonus when dealing with an aristocrat).

1.3 Architect/Builder *

An architect/builder can design and supervise the construction buildings.

Experience cost modifiers:

Racial: Dwarves and Gnomes = 10% deduction to achieve each rank.

Abilities gained per rank:

Rank 0 - Design/build very small structure (shed, shack, etc.)
Rank 1 - Survey small plots of land (up to about 2 acres)
Rank 2 - Design/build small structure (cottage, small house, etc.)
Rank 3 - Design/build medium structure (large house, inn, etc.)
Rank 4 - Survey medium plots of land (2-10 acres)
Rank 5 - Design/build large/tall structure (wooden fort, keep etc.)
Rank 6 - Survey large plots of land (10+ acres)
Rank 7 - Design/build large/tall, complex structure (small castle, cathedral, etc.)
Rank 8 - Design/build sprawling, complex structure (large castle, etc.)
Rank 10 - Destined to be remembered with Frank Lloyd Wright

Note that some construction jobs might require the services of a skilled carpenter, mason, etc., esp. medium sized structures and larger (Rank 3 and above).

1.4 Armorer

An Armorer is able to repair, fit, and manufacture all types of armor and shields used by adventurers. Training begins with simple stitching and mending of cloth and leather armor, increasing to the point where the Armorer will be able to manufacture all types of plate armor.

Experience cost modifiers:

Racial: Dwarves = 10% deduction to achieve each rank.

Manual Dexterity: 22 and up = 10% deduction to achieve each rank.

50% deduction for ranks 4 and above if the character has the Tradesman/Blacksmith skill at a higher rank.

Abilities gained per rank:

Rank 1 - Fit and repair Leather and Cloth armor.
Rank 2 - Repair shields (all except Main Gauche).
Rank 3 - Fit and repair Scale and Chain armor, build suit of Leather or Cloth armor.
Rank 4 - Manufacture Shields (all except Main Gauche).
Rank 5 - Fit and repair Partial and Full Plate armor, build suit of Scale or Chain armor.
Rank 7 - Fit and Repair Improved Plate armor, build suit of Partial or Full Plate armor.
Rank 8 - Build suit of Improved Plate armor, repair Special Armor*.

Rank 9 - Build suit of Special Armor*.

If the Armorer is attempting to build armor, he must also acquire the supplies necessary for the armor to be constructed. Leather or cloth armor takes (48 hours - 3 hours/Rank) to construct and fit to a humanoid character. Metal armor takes (72 hours - 4 hours/Rank) to build and fit.

In each case, the base chance for success is equal to $(2 \times MD) + (5 \times Rank)$. If the roll is more than the success percentage but less than the percentage + manual dexterity, the armor is poorly produced, causing either a reduction in the armor's Protection Rating or an increase in the time required to manufacture the armor (GM discretion). If the roll is greater than both of these, the armor is considered useless, and the Armorer must begin again from scratch. If the Armorer rolls less than 5% of his success percentage, the armor has been built perfectly, resulting in either a +1 in the armor's Protection Rating or a reduction in the Agility Loss from wearing the armor, at the GM's option.

An Armorer can attempt to build armor out of lighter metals, to reduce the weight of the armor. This will usually decrease the effectiveness of the armor, at the discretion of the GM (section 29.1 gives a general idea).

*Special Armor is considered any armor made of engraved metals, armor encrusted with jewels, or made with some foreign material (e.g. the scales of a Dragon). The Base Chance to successfully build this armor is $(5 + Manual Dexterity) \times Rank$. This armor will generally be built only for Royalty, ceremony, or magical purposes.

1.5 Arms Master

An Arms Master is trained to be an expert fighter in a wide variety of situations, using a variety of combat skills. This is a skill that requires great dedication and training on the part of the character. The maximum rank a character may achieve in Arms Master is limited to WP - 10.

An Arms Master must have a Physical Strength and Manual Dexterity at least equal to the average physical strength and manual dexterity for that character's race (15 for a human). The character also must have a Willpower of 16 or greater.

An Arms Master cannot be an Adept, nor may he obtain the following skills: Alchemist, Administrator, Astrologer, Courtesan, Healer, Mechanic, Martial Arts, Merchant, or Tradesman.

Experience cost modifiers:

Physical Strength and/or Dexterity: 10% deduction each for 20 and above

Requirements to Advance:

In order to advance past Rank 2, the Arms Master must have rank in each of the following:

- Unarmed combat
- a sword that does at least D+2 damage
- a hafted weapon, other than a quarterstaff, that does at least D+2 damage.
- A shield (other than a Main-Gauche)
- A missile weapon

All of these combat skills (except shield) must be at a rank equal to or greater than half his rank with the Arms Master skill in order for the character to advance beyond Rank 4.

Specialized Weapons:

The character may choose up to 3 weapons (which do not necessarily have to be one of the compulsory weapons listed above) in which to **specialize**. He receives certain bonuses when using his specialized weapon(s). He may choose one such weapon each at ranks 2, 5, and 8. Each specialized weapon must be from the following types on the Weapons Chart (20.2): Swords, Hafted, Thrown, Pole, or Missile. No more than 1 specialized weapon may be from each type (i.e. no more than 1 sword can be a specialized weapon, etc.).

Each specialized weapon must be at a rank at least equal to the character's Arms Master rank.

He may change a specialized weapon at a cost of 500 experience points for each rank with the **new** weapon, and will need 1 week of practice for each rank he has with the **new** weapon (he then loses all bonuses for specialization with the previous weapon).

An Arms Master gains benefits from his skill:

When attacking...

- add Rank % to any Strike Chance (2 x Rank for a specialized weapon).
- add +1 additional damage at Ranks 2 and 8 (+1 damage at Ranks 2, 5, and 8 for a specialized weapon).
- add (1/2 Rank) % to the dice range chance of scoring an endurance hit (Rank % for a specialized weapon).
- add (1/2 Rank) % to the dice range chance of scoring a grievous injury (Rank % for a specialized weapon).
- add or subtract Rank to dice roll for Grievous injury (player's choice before rolling dice)

Note: If a character has both the Arms Master and Assassin skills, any increases to damage or the chance of a grievous injury is NOT cumulative. That is, the player must choose to use the bonuses from either the Arms Master skill or the Assassin skill.

For defense and Characteristic rolls...

- add Rank % to defense (2 x Rank when using a specialized weapon)
- add Rank to Endurance when calculating the amount of damage needed to stun.
- add (2 x Rank) % to the chance of recovering from stun.
- add Rank % to the chance of succeeding in the Willpower roll of rule 68.1 (when encountering creatures with a physical beauty less than 6). If he fails the Willpower roll, the GM subtracts the Warrior's Rank from the dice roll he makes for the Fright Table.

The Arms Master always adds his Manual Dexterity to the Strike Chance of using **any** weapon listed in the weapons chart, i.e. he effectively can use all the weapons at rank 0. In addition, an Arms Master who has any one of a type of weapon (such as swords) at Rank 3 or above can skip Rank 0 in any other weapon of that type (i.e. directly go to Rank 1 when learning that new weapon). This does not apply to any new weapons introduced by the GM. (i.e. it applies only to weapons listed in the weapons chart: not new, unknown, exotic weapons.)

The Arms Master may not have any non-weapon skill at a rank higher than his Arms Master rank (except languages and a few other minor ones, at the GM's discretion).

When an Arms Master takes the **Military Scientist** skill, he gets a 25% deduction of the required experience points cost to advance in the Military Scientist skill as long as his rank with the Arms Master skill is greater than his rank as a Military Scientist.

1.6 Artist *

An artist is talented in and practices one or more of the fine arts. An artist is skilled at producing aesthetically pleasing work not solely for commercial use.

Experience Cost Modifiers:

20% deduction for Rank 3 and above for a character with Courtesan or Troubador at a higher rank.

An artist can choose from various **art forms** to study and perform. Each form is treated as a separate skill.

Art Forms: actor, composer, dancer, musician, painter, poet, sculptor, singer

- Actor: can memorize and perform works of literature with expression.
- Dancer: can perform dances with skill and expression.
- Composer: can write works of music. Must also be a musician of at least equal rank.
- Musician: can perform music using an instrument (repeat this skill/form for additional instruments).
- Painter: can create beautiful works with paint and canvas, etc.
- Poet: can compose pleasant song lyrics, short poems, and epics (at high rank).
- Sculptor: can create pleasing works out of clay, marble, etc.
- Singer: endowed with a pleasing voice and can use it with expression.

Some forms should be limited by certain characteristics to (Characteristic – 10) rank. The appropriate characteristic for each form: Manual Dexterity (Musician, Painter, Sculptor), Agility (Dancer), and Willpower (Actor, Composer, Poet). There is no characteristic limit for Singer.

Abilities gained per rank:

Rank 0 - Understands the basic terminology of the art form
Rank 1 - Can duplicate simple works
Rank 2 - Can compose and/or perform simple works
Rank 3 - Can duplicate moderately complex works
Rank 4 - Can compose and/or perform moderately complex works
Rank 5 - Can duplicate complex works
Rank 6 - Can compose and/or perform complex works
Rank 8 - Can duplicate master works
Rank 9 - Can compose master works
Rank 10 - Do the names Mozart, Shakespeare, and Michelangelo ring a bell?

Artists of Rank 4 and above would be suitable to instruct/tutor others.

1.7 Berserker

A Berserker is a warrior who can work himself into a special rage or frenzy in combat. He can achieve an ecstatic state of mind that will enable him to fight longer, harder, and more savagely than normal. This makes him especially deadly in combat. A Berserker must have a minimum Willpower value of 15, and the maximum rank a character may achieve is limited to WP – 10.

Experience cost modifiers:

Racial: Human (Barbarian) = 10% deduction

Willpower: 20 and up = 10% deduction

Entering a Berserk State:

A Berserker may attempt to enter a berserk state at any time in which there are known hostile enemies nearby. He has a chance equal to **(3 X WP + 5 per Rank)**. It takes two pulses of pass actions to attain the berserk state.

Abilities and Hindrances gained per rank (while in berserk state):

Rank 0 - Unaware of current state of health until near exhaustion or death (5 or less FT or EN)

Rank 2 - +10% to PS, +1 to damage for a successful strike on an opponent

Rank 3 - Totally unaware of current state of health (FT or EN)

Rank 5 - +20% to PS, +2 to damage for a successful strike

Rank 6 - No longer aware of being hit in combat

Rank 8 - +30% to PS, +3 to damage for a successful strike

Rank 10 - You often feel the need to paint your body blue and fight while naked

PS bonuses round UP (and could be useful in strength tasks like bashing down a door, bending an iron bar, etc.)

A Berserker gains special benefits while he is in a berserk state:

Resist Pain as T-2 of *Sorceries of the Mind* (cannot be tortured or stunned, etc.)

+3 per Rank to engaged initiative value

+3% per Rank to strike chance

+5% per Rank to resist any magic - from friend or foe

A Berserker suffers special hindrances while in a berserk state:

-- He cannot use ranged or thrown weapons; he must advance to melee

-- He loses all Arms Master benefits

-- He must attack opponents until all are either clearly unconscious, dead, or he exits the berserk state

-- Once an opponent falls clearly unconscious or dead, the berserker moves on to the next nearest target

Exiting a Berserk State:

A Berserker may attempt to exit the berserk state at any time by taking a pass action. His chance to come out of his state of rage is equal to his chance to become enraged (**3 X WP + 5% per Rank**) minus (10 x the number of remaining enemies in visual site around the character).

Once no more opponents are visible, the Berserker will automatically exit the berserk state in (Rank) minutes unless he exits willingly earlier.

After leaving this state, he will suffer a loss of 3 FT + 1 additional FT per full minute in the berserk state. If he does not have sufficient fatigue points to lose, he falls unconscious for 3 minutes for each point he does not have available to lose. He may regain consciousness prior to that by being healed for the fatigue he did not pay.

1.8 Bowyer/Fletcher

A Bowyer/Fletcher (this is a single skill) is able to build, repair, and maintain bows, crossbows, arrows, and bolts. He/she will be familiar with wood, string types, arrowheads, and types of feathers for fletching.

Experience cost modifiers:

Racial: Elves – 30% deduction to achieve each rank through Rank 6 (Half-elves 10%).

Manual Dexterity: 21 and above – 10% deduction to achieve each rank.

20% deduction for Ranks 7 and above if the character has the Mechanician skill at a higher level than Bowyer/Fletcher.

Abilities gained per rank:

Rank 0 - Restring and repair Common Bows

Rank 2 - Repair Composite Bows

Rank 3 - Fletch Arrows, Construct Bolts

Rank 4 - Repair Crossbows, Manufacture Common Bows

Rank 6 - Manufacture Composite Bows

Rank 7 - Manufacture Crossbows

Rank 8 - Manufacture Special Bows*

Rank 10 - So THIS is where Robin Hood and William Tell buy their stuff!

Generally, a bowyer will need only tools and materials to repair and manufacture bows. This does not include the manufacture of arrowheads, however, which may require him/her to locate a kiln and molds, at the GM's discretion. He can attempt to build arrowheads out of bone, stone, or some other material, but will suffer a reduction in item performance (see section 29.1, part 1).

Manufacturing a bow requires 24 hours – 2 hours/Rank. This is assuming the materials required are readily available. The base chance for success is equal to $(2 \times MD) + PC + (5 \times Rank)$. The manufacture of a crossbow requires (48 hours - 2 hours/Rank) and the success percentage is equal to $(MD + PC) + (3 \times Rank)$. These rolls are made at the completion of the time required for manufacture, and the GM can adjudge whether or not the Bowyer should have a shop to work in for this procedure.

If the manufacturing roll for either is above the success percentage but less than the success percentage + the Bowyer's MD, then the weapon is only slightly unbalanced and the user will suffer a -5% to his Strike Chance with the item. If the roll is above the success percentage + Bowyer's MD, the item is useless. If the Bowyer rolls under 5% of his success chance, the item is considered high quality, and will grant the wielder a +5% to his/her Strike Chance.

Arrows and bolts can be produced at the rate of 2 + Rank/hour, unless they are being constructed of a special material (see below). The success chance for arrows or bolts is equal to $(3 \times MD) + (4 \times Rank)$. If the Fletcher rolls less than 5% of the success chance, the arrow or bolt will do an additional +1 damage when fired.

*Special Bows are those made of unique materials (metallic bows, bows with golden strings, and those encrusted with gems or metals). They usually require (96 hours - 2 hours/Rank) to construct. The success chance for such a weapon is equal to $MD + (4 \times Rank)$. However, the GM can adjust the time required or the success percentage if he feels the materials involved require special facilities or tools the Bowyer is not familiar with.

Arrows and bolts created of special materials will require twice the amount of time to manufacture and have half the success chance of normal ones.

1.9 Cartographer

A cartographer is able to read and make accurate charts and maps.

Abilities gained per rank:

Rank 0 - Read and copy maps with good accuracy; accurately map simple interiors

Rank 1 - Accurately map small, flat areas (up to several acres)

Rank 2 - Read and copy maps with excellent accuracy; accurately map complex interiors

Rank 3 - Accurately map medium sized areas and villages, including roads, streams and rivers

Rank 5 - Accurately map large (county) sized areas, including hills, small woods, and lakes

Rank 6 - Accurately map cities, mountains, and large forests

Rank 7 - Accurately map extensive coastlines and islands

A cartographer armed with good maps of an area should have very little chance of getting lost, esp. if he is also a ranger in the type of area being traveled in, or is accompanied by such a ranger.

1.10 Chevalier

A Chevalier is well versed in the customs and manners of aristocratic “gentlemanly” conduct, especially relating to *formal* personal combat. This skill is restricted to humans, elves, and half-elves, and is essential to the Knight profession. The maximum rank a character may achieve is limited to WP – 10.

Experience cost modifiers:

50% deduction for Ranks 0-3 (Courtesy) for a character with Courtesan at a higher rank.

Abilities gained per rank:

Rank 0 - Courtesy

Rank 2 - Duel (if requirements are met)

Rank 5 - Joust (if requirements are met)

To maintain rank in Chevalier, a character must practice his abilities regularly. The GM may reduce a character's skill level or even drop either the Duel or Joust ability (in extreme circumstances) if the character does not practice regularly.

The **Courtesy** ability allows the character to act and behave in a dignified, aristocratic manner. Such behavior could yield positive results in character interaction in some social situations. This ability also allows one to comprehend and succeed in formal situations, such as duels or jousts. A character with the Courtesy ability that does not acquire Duel or Joust may not advance beyond Rank 2. Courtesy is a common ability for those who regularly come in contact with aristocrats.

The **Duel** ability requires the character to have rank in the Main-Gauche (or dagger) and a sword. A character with the duel ability adds (2 x Rank) to Strike Chance and (2 x Rank) to defense **during a formal duel** using the above weapons. This ability requires 500 EP to gain. A character with this ability duels with an effective rank equal to his weapon rank if his weapon rank is lower than his Chevalier rank. Duel is a popular ability for aristocrats (particularly coupled with use of rapiers. Although a character learns how to conduct formal duels with swords, duels may be set up with any weapon.

The **Joust** ability requires the character to have rank in Horsemanship (3 or greater), Lance (0 or greater), and Small Round Shield (1 or greater). A character with the joust ability adds (2 x Rank with Lance) + (2 x Horsemanship) to the strike chance **in a formal joust** and (Chevalier Rank) + (Horsemanship) to defense in a formal joust using the lance and shield.

Characters with the Duel and/or Joust abilities (such as Knights) must regularly practice these abilities, as well as purchase and maintain the necessary equipment to do so.

1.11 Climb

This is the ability to successfully climb surfaces such as ropes, inclines, walls, etc. This skill assumes no special rappelling or mountaineering type equipment and skill; the character simply uses hands and feet to climb. The maximum rank a character may achieve is limited to AG or MD – 10, whichever is lower.

Climb Success = (PS + AG) x 2 + (6 x Rank) +/- DM of climb.

Check for a slip/fall every 2 + (2 x Rank) minutes.

1.12 Devotee

A devotee swears devotion to a spiritual and/or intellectual cause, Path, and/or deity, depending on the GM's world. As the devotee gains experience, the Path and/or deity to whom the devotee is pledged bestow him with special abilities. If a character ever performs an action that is against the sworn devotion, the GM may remove rank levels as appropriate (the character has lost favor with the powers of Light/Dark or god/gods). The maximum rank a character may achieve is limited to WP – 10.

Mages may not acquire the Devotee skill with the exception of adepts of the Colleges of Black or White Magics. Adepts of those two colleges may advance to Rank 6 in Devotee (but Success Chance modifiers do not apply to spell casting, either spells cast by the character or against him/her).

Types of devotions:

Cause: aid the poor, protect the weak, uphold the honor of ladies, protect endangered animals, etc.

Path: Light or Dark

Deity: Related to Light or Dark.

Characters sworn only to a Cause may not advance beyond level 2. Characters sworn only to a Path may not advance beyond level 6, and characters sworn to a Path and Deity may advance to level 10.

Cause Benefits:

Rank 0 - +10% experience when performing any combat or healing task directly supporting the sworn devotion

Rank 1 - *Blessed* (+ 5 to Success/Strike Chance vs. characters/creatures opposing the cause/devotion)

Rank 2 - *Confidence* (+ 10 Reaction modifier to like-minded characters). +10% to WP when dealing with characters/creatures of the opposite devotion

The GM may also provide additional benefits appropriate to the sworn Cause. For example, one sworn to protect the weak might temporarily gain a small PS and/or damage inflicted bonus when helping a poor laborer fight off a bullying ruffian.

Path Benefits:

Rank 3 - + 15% experience when performing any task directly supporting the sworn devotion. May convert Neutral characters/creatures (Priest)

Rank 4 - *Purified*: + (2 x Rank) to Success/Strike Chance vs. characters/creatures of opposite devotion

Rank 5 - *Righteousness*: +20% to WP when dealing with characters/creatures of opposite devotion

Rank 6 - *Charismatic Presence* (+ 20 Reaction modifier to like-minded characters)

Deity Benefits:

Rank 7 - *Favored*: + (3 x Rank) to Success/Strike Chance vs. characters/creatures of opposite devotion). + 20% experience when performing any task directly supporting the sworn devotion

Rank 8 - *Resolution*: +30% to WP when dealing with characters/creatures of opposite devotion

Rank 9 - *Awesome Presence* (+30 Reaction modifier to like-minded characters). May convert opposite minded characters/creatures (Priest).

Rank 10 - Sainthood! Immortality!

Success Chances do not include magic related rolls. At the GM's discretion, bonuses may also be granted vs. Gray (neutral) minded characters/creatures at ½ value.

Priests add (2 x Rank) to their Magic Resistance. Knights, Monks, and Warrior Priests add (Rank) to their Magic Resistance.

A specific deity may require special vows from devotees, such as chastity, obedience, poverty, etc. See section 3 (Devotional Paths).

Certain items obtained during adventuring may have special powers to characters pledged to a certain cause/path/deity.

1.13 Gambler *

A gambler is proficient in playing (and possibly cheating at) games of chance and sporting events such as animal baiting and fighting.

A gambler may add an area of expertise at each of the following Ranks: 0, 2, 5, and 8. The character chooses from among the following games: cards, dice, racing, and animal baiting/fighting. Each expertise chosen gives the character a complete working knowledge of the nature of that game/sport.

A gambler may try to **pick the winner** of a sport/contest he/she has ability in.
Chance to pick winner = $(PC/2) + (2 \times \text{Rank}) + \text{Average Chance to Win}$.

Average chance to win would be based on probabilities based on the number of competitors in the contest (a race involving 5 horses would have a 20% Average Chance to Win, etc.).

A gambler may **cheat** at a game he/she has ability in, particularly cards.
Chance to cheat = Willpower + $(8 \times \text{Rank}) - (2 \times \text{PC})$ of observing non-gambler character(s).
Chance to cheat = Willpower + $(8 \times \text{Rank} - \text{Observer's Rank})$ of observing gambler character(s).

1.14 Homemaker *

A homemaker knows the ways of various domestic skills related to hearth and home. This skill also includes the specialty abilities of Brewer, Cook, and Sewer.

At Rank 3, a character may either continue gaining basic Homemaker abilities up through Rank 7 or **Specialize** in one area in order to become proficient.

Abilities gained per rank:

- Rank 0 - Milk cows and goats.
- Rank 1 - Clean dwelling.
- Rank 2 - Prepare simple meal.
- Rank 3 - Clean linen and/or may choose a **Specialty**.
- Rank 4 - Mend garments.
- Rank 5 - Sew simple garments.
- Rank 6 - Brew simple beverages.
- Rank 7 - Prepare elaborate meals.
- Rank 10 - Hello, Martha Stewart!

Specialties include Brewer, Cook, and Sewer, and each gains the following abilities (at rank):

- Brewer - Brew simple beverages (3), Distill alcohol (5)
- Cook - Prepare elaborate meals (3), Prepare fine foods (5)
- Sewer - Mend garments (3), Sew simple garments (5)

Each Specialty costs 500 EP to gain.

Characters wishing to increase proficiency in brewer, cook, or sewer should specialize in such an area in the Tradesman skills vintner, chef, or seamstress/tailor.

1.15 Hunter and Fisherman

These are 2 separate basic skills of trapping/killing animals for food or sport. A hunter stalks his prey using stealth until closing to within desired weapon range (ideally a missile or thrown weapon). At higher levels, a hunter can construct snares/traps. A fisherman must have the necessary rod/reel (or at least a stick and twine/hook) to catch fish.

Hunters and Fishermen can make a Success roll more frequently as rank increases.

Abilities gained per rank (hunter/fisherman):

Rank 0 - Hunt/Fish each 2 hours

Rank 1 - Construct crude trap/rod

Rank 2 - Hunt/Fish each 90 minutes

Rank 3 - Construct a simple snare/rod

Rank 4 - Hunt/Fish each 60 minutes

Rank 5 - Construct a good trap/rod

Rank 6 - Hunt/Fish each 45 minutes

Rank 7 - Construct an exceptional trap/rod

Rank 8 - Hunt/Fish each 30 minutes

Fishing = (PC x 2) + (Rank x 3) + (Quality of rod x 2)

Hunting = (PC + Stealth Rank) + (Rank 2) + (Quality of Snare or Rank in thrown/missile weapon x 3)

1.16 Martial Artist

A Martial Artist is a master of self-defense and the use of the body as a weapon. This skill is restricted to humans, elves and half-elves and is a prime skill for the Monk profession. The abilities and talents gained by a Martial Artist can border on the supernatural at higher levels, as the character draws incredible inner strength to aid him.

To acquire this skill, a character must have a minimum ability score of 12 in Physical Strength, Agility, Manual Dexterity, and Willpower. In addition, the maximum rank any character may have in Martial Artist is equal to either MD – 10 or AG – 10, whichever is lower.

Characters with the Martial Artist skill must maintain skill in Unarmed Combat at a level no more than 1 rank lower than the character's Martial Artist rank.

A Martial Artist may never purposefully wear metal armor; in fact, he may not benefit from any skills or abilities associated with this skill if wearing such armor.

A Martial Artist performs at a level equal to his Rank – AG loss due to armor and total weight.

A character may not have any weapon skill at a higher level than his skill in Martial Artist, and a character with this skill may not gain rank in any sword, hafted weapon (other than the Quarterstaff), or bow.

A Martial Artist may be a mage, but only in a college in the Thaumaturgies branch of magic. In addition, the EP cost of mages advancing in Martial Artist is increased by 50% per rank.

A Martial Artist gains the following skills and abilities as he rises in rank:

+ 3% per rank for any action involving Stealth

+ 2% per rank for any Strike Chance in Unarmed Combat

+1 to TMR at ranks 2, 4, 7, and 10 (cumulative) if modified AG is at least 15.

+4% per rank to defense

+1 damage point per rank in Unarmed Combat if PS is at least 15

One extra Unarmed Combat attack for every 3 ranks gained (2, 5, and 8) if mod AG and MD are sufficient:

Rank 2: AG and MD must each be at least 15, attacks twice per pulse

Rank 5: AG and MD must each be at least 18, attacks three times per pulse

Rank 8: AG and MD must each be at least 21, attacks 4 times per pulse

May attempt a trip, knockout, or disarm in Unarmed Combat (see DQ 16.5) with +3% per rank

The above combat bonuses are not applicable to close combat.

If a Martial Artist is NOT a mage and has the minimum MA requirement, he gains the following talents:

- Rank 0 - Resist Pain (as in T-2 of Sorceries of the Mind [S.O.M.]) if MA is 8 or higher
- Rank 1 - Resist Temperature (as in T-1 of S.O.M.) if MA is 8 or higher
- Rank 3 - Sense Danger (as in T-3 of S.O.M.) if MA is 8 or higher
- Rank 5 - Detect Aura (as in T-1 of Naming Incantations) if MA is 10 or higher
- Rank 9 - Project Image (as in T-2 of Illusions) if MA is 12 or higher

The talents above are restricted in the same way as for mages; there may be no contact with cold iron in order for them to work. Each talent gained starts at Rank 0 and can be increased up to the current rank the character has in Martial Arts.

1.17 Miner and Prospector

Miner and Prospector are 2 related but separate skills that involve locating, retrieving, and refining valuable mineral and gem deposits from the natural environment.

A **Miner** is skilled at safely tunneling in the earth to extract minerals and gems and smelting ores into metal.

A **Prospector** is skilled at locating and identifying minerals and gems in nature. A prospector has some limited skill in extracting ores and minerals.

Experience Cost Modifiers:

Racial: Dwarves and Gnomes = 20% and 10% deduction to achieve each rank, respectively

Miner Abilities gained per rank:

- Rank 0 - Extract surface deposits
- Rank 1 - Extract shallow deposits (3 x Rank feet deep); concentrate ore*
- Rank 2 - Tunnel 5 x Rank feet; smelt ore
- Rank 4 - Tunnel 10 x Rank feet
- Rank 6 - Tunnel 20 x Rank feet
- Rank 8 - Tunnel 50 x Rank feet
- Rank 10 - Tunnel indefinitely

A miner's ability to tunnel depends upon proper use of wood bracing, etc.

The amount of ore extracted per hour = Physical Strength x Rank pounds.

*Concentrating ore means to reduce the weight of the retrieved material by PC + (8 x Rank) percent.

Prospector Abilities gained per rank:

- Rank 0 - Identify and classify minerals and gems
- Rank 1 - Locate a rich deposit
- Rank 2 - Extract surface deposits
- Rank 3 - Locate an average deposit
- Rank 4 - Extract shallow deposits (3 x Rank feet deep); concentrate ore
- Rank 5 - Locate a poor deposit
- Rank 8 - Tunnel 5 x Rank feet

A prospector can search a 5-mile square area every (36 – PC – Rank) hours (12 hour minimum).

The chance to locate a rich deposit = PC + (8 x Rank)

The chance to locate an average deposit = PC + (5 x Rank)

The chance to locate a poor deposit = PC + (2 x Rank)

1.18 Orator *

An orator is skilled at public speaking and the art of verbal persuasion. An orator can compose, memorize, and present increasingly longer speeches with greater effectiveness as he advances in rank.

Experience cost modifiers:

20% deduction for Ranks 0-4 for a character with the Troubador skill

An orator's effective rank when using this skill cannot be higher than his rank in the language being spoken.

Abilities gained per rank:

- Rank 0 - Prepare/present short speech (up to 5 min.)
- Rank 1 - Utilizes eye contact; effectively uses logical persuasion
- Rank 2 - Prepare/present medium length speech (up to 20 min.)
- Rank 3 - Utilizes proper body language; effectively uses emotional persuasion
- Rank 4 - Improvises well; can speak extemporaneously
- Rank 5 - Prepare/present long speech (up to 1 hour)
- Rank 6 - Understands all effective debate strategies
- Rank 8 - Prepare/present exhaustive speech (up to 3 hours)
- Rank 10 - Your next speech begins, "Fourscore and seven years ago..."

Prepare/present means that the character writes, memorizes, and delivers the speech as to keep the attention of an audience interested in the subject matter of the speech.

To **persuade** a character who disagrees with the speaker:

$$(2 \times \text{WP}) + \text{Physical Beauty} + (8 \times \text{Rank}) - (2 \times \text{WP of other character}) \pm \text{DM}$$

The DM should consider the reaction of the character, Devotional Path differences, bribes, etc. as well as the nature of what is being asked of the other character. Asking an enemy to pause in a fight is one thing, asking him/her to surrender or join forces would be much more difficult.

Some suggested DM's: Friendly character = +20, Neutral character = -5, Unfriendly character = -25, Sworn enemy/Opposite Devotion = -50

If the character is attempting to persuade a member of the nobility, add (5 x Chevalier Rank) to the skill chance (up to a maximum of +15).

1.19 Planter *

A planter knows proper techniques in planting, raising, harvesting, and storing crops.

Abilities gained per rank:

- Rank 0 - Can plant and raise a small vegetable garden
- Rank 1 - Knows how to properly harvest and store garden vegetables (tomatoes, for example)
- Rank 2 - Knows how to prepare soil for crop farming
- Rank 3 - Knows how to properly plant and raise cash crops (wheat, for example) in good soil
- Rank 4 - Knows how to properly harvest and store cash crops
- Rank 6 - Understands proper irrigation techniques
- Rank 7 - Can plant and raise crops in poor soil
- Rank 8 - Can profitably manage a large farm

1.20 Sailor *

A sailor is able to operate small boats for short distances and serve in the crew of larger vessels. It does not include the more complex abilities of the separate Navigator skill in DQ.

Experience costs are 1/2 of the Navigator skill, with the following modifiers:

50% deduction for Ranks 5 and above if the character has the Navigator skill at a higher level than the Sailor skill.

Abilities gained per rank:

- Rank 0 - Operate a small, stable rowed boat
- Rank 1 - Operate crude rafts, boats and canoes on rivers and small lakes
- Rank 2 - Operate small sailing craft on rivers and small lakes
- Rank 3 - Serve on medium-sized sailing vessel; operate all small watercraft on large lakes and seas
- Rank 4 - Serve on large sailing vessel

Rank 5 - Gain Rank 0 in tradesman (carpenter and sail maker) and navigator*

* at no EP cost to the character.

Higher ranks (6 and up) allow the sailor to be increasingly proficient at handling small watercraft, esp. in hostile weather conditions (swells, high winds, strong tides, etc.). Characters may not advance beyond Rank 3 unless they serve as a crewman on a sailing vessel for a time.

Starting at Rank 3, the character gains knowledge of basic knots, rigging, and sails. Also, characters at this rank that use their Climb skill use it as if at 2 levels higher than the actual rank, if climbing rigging or rope.

1.21 Scholar *

A scholar is dedicated to the pursuit of intellectual knowledge. Like the various languages a character may learn and know, a character may develop more than one field of study, and each area is treated as a separate skill with its own EP requirements.

A scholar should be literate, though a little can be learned through oral instruction. The scholar should regularly seek out and study knowledge (mostly by reading books) in order to maintain and raise rank in each field.

Experience Cost Modifiers:

20% deduction for Rank 1 and above for a character with Courtesan at a higher rank.

Fields of Study: anatomy, armor/weapon lore, art, flora, fauna, geography, herbal lore, history, literature, mathematics, music, mythology, physics, politics, racial lore (elven, dwarvish, orcish, and such; this represents general knowledge of the culture of a race other than that of the character), theology, etc. The GM should add to this list as appropriate.

At rank 0, the character knows mostly general knowledge in the scholar field. As he progresses in rank, the character knows increasingly more specific and esoteric facts.

The base chance a character will be able to answer an esoteric/specific question in an area of study = (Rank x 10) +/- DM (assigned by the GM).

Knowledge of a certain field of study gives a positive modifier to reactions of like-minded NPCs, (2 x Rank), once that knowledge is displayed to the NPC.

A character may have a number of ranks of study (total of the ranks of all scholar areas) equal to 3 x WP. .

A scholar of Rank 2 and above must keep up a well-stocked library or will function at 2 ranks lower than actual rank when attempting to recall knowledge in a field of study.

1.22 Swim *

This skill allows the character to swim across bodies of water. Swimming can be an extremely fatiguing activity, so for lengthy swims it will be increasingly likely that a character might drown! **A character without rank in this skill cannot swim at all.**

The GM assigns the Difficulty of the swim, then makes a Swim Check:

Swim Check = (4 x EN) + (5 x Rank) +/- DM of swim.

The DM of the swim should take into account the current fatigue of the character, the strength of the water's current, and the distance to be swum, etc.

A failed check means the character flounders (losing 2 FT) and must attempt to tread water/float or will quickly drown (unless promptly rescued).

To **tread water/float**, the character makes a second swim check (with +10 to the DM). If successful, the character may make another attempt to complete the swim in 60 – (3 x Rank) seconds.

A character treading/floating for a long period of time must recheck for possible drowning each Rank minutes. In addition, the character loses 1 Fatigue point each Rank minutes in the water (1 point loss for less than 1 minute in the water).

The character loses Fatigue equal to the Difficulty of the Swim – (Rank / 2), drop fractions.

Difficulty of the Swim: Effortless = 2, Easy = 4, Moderate = 6, Challenging = 8, Difficult = 10

For example, Slim the Elf (EN 15 and Swim Rank 4) attempts to swim across a moderately wide (50 yards), but relatively calm river. The GM decides the swim will be Easy (+20). Slim's chance of success without foundering (and having to tread/float for a while) is 105% (but a roll of 00 always fails) and he'd lose 2 fatigue points. Should Slim flounder (-2 Fatigue), he would have a 115% chance of successfully treading/floating and being able to reroll to finish the swim in 45 seconds (-1 more fatigue point for treading water).

If Slim were crossing a wide river with a strong current (Challenging, -20), his chance of success would be 65% and he'd lose 6 Fatigue in the attempt. Slim might want to pass on that one until he's better skilled.

1.23 Teamster *

A teamster is skilled in the operation and upkeep of wagons, carriages, and such. The character can properly harness (team) animals in groups to animal-drawn vehicles and complete simple repairs to such vehicles.

10% deduction to EP costs if the character is a Beast Master who specializes in Riding Animals.

Rank 0 - Safely operate team at slow speeds

Rank 1 - Properly team 2 animals

Rank 3 - Safely operate team at moderate speeds

Rank 4 - Properly team up to 4 animals

Rank 5 - Safely operate team at fast speeds

Rank 6 - Properly team more than 4 animals

Rank 10 - Can defeat Ben-Hur at the Circus Maximus

A character who is also a Beast Master specializing in riding animals can **operate** a team at an effective rank 2 higher than his actual Teamster rank.

1.24 Tradesman *

A tradesman is skilled at (usually) a single specialized commercial trade.

Learning a trade generally requires instruction from a tradesman of higher rank. The character would likely serve as an apprentice to a journeyman (Rank 4) or higher tradesman until the character reaches Rank 2. As the character rises in rank, he/she can complete increasingly difficult tasks.

Trades: Blacksmith, butcher, carpenter, carpet maker, cobbler, chef, dyer, glass blower, haberdasher, jeweler/gem cutter, mason, sail maker, scribe, seamstress, tailor, tanner, vintner, weaver, etc. GM discretion.

Abilities gained per rank:

Rank 0 - Understands the basic terminology and can identify tools appropriate to the trade

Rank 1 - Can assist a more experienced tradesman in completing tasks.

Rank 2 - Can complete common/simple tasks

Rank 4 - Can complete common/moderate average tasks; can supervise an apprentice

Rank 6 - Can complete common/difficult tasks

Rank 8 - Can complete special or complex tasks*

Characters at Rank 4 in their trades should be able to complete the vast majority of everyday work required.

The GM needs to specify the types of tasks and the relative difficulty of those for each specific trade. Special tasks include work largely ornamental and/or with a great deal of detail.

Trades that require a great deal of work with a character's hands should be limited in rank to (Manual Dexterity - 10). This would include jeweler/gem cutter, scribe, seamstress, tailor and, perhaps, carpenter, haberdasher, saddler, etc.

The GM could subdivide some of the trades listed above, if desired, to allow for greater specialization. For example, tanner (glove maker, saddler, etc.) or carpenter (cabinet maker, shipwright, wagonwright, wheelwright, etc.) could be.

Of particular interest to DQ characters, 2 specialty areas of blacksmith have separate, detailed skills: armorer and weaponsmith.

1.25 Weaponsmith

A weaponsmith is able to repair and manufacture many types of weapons, including swords, hafted weapons, pole weapons, and the like. His apprenticeship will usually begin with basic weapon maintenance, and advance to weapon repair, production, and creation.

Suggested cost modifiers:

Racial: Dwarves = 20% deduction to achieve each rank through Rank 7.

Strength: 20 and above = 10% deduction per rank

50% deduction for ranks 5 and above if the character has the Tradesman/Blacksmith skill at a higher rank

Characters should be required to practice the skill for a number of weeks equal to the rank to be achieved before advancing.

The maximum rank is limited to MD - 10.

Abilities gained per rank:

Rank 1 - Repair Damaged Hafted and Pole Weapons

Rank 3 - Repair Damaged Swords, Manufacture Hafted or Pole Weapons

Rank 5 - Manufacture Swords

Rank 7 - Manufacture All Common Weapons

Rank 8 - Produce Special Weapons*

A weaponsmith must have proper facilities in order to practice this skill. These will generally include a smithy, including kiln, bellows, anvil, hammers, clips, etc. If the PC does not own such a facility, he can rent space if one is available. The fee usually is 2 Silver Pennies/hour. The GM can gauge whether the weapon to be repaired would require such facilities. The time required for item repair is also up to the GM, but it will generally take (11 hours - 1 hr/Rank) to repair broken items (such as those broken in combat per rule 17.3).

Beginning at Rank 5, a weaponsmith can attempt to manufacture weapons, assuming again that proper facilities and the necessary materials (metals, woods, leathers, etc.) are used. The Base Chance for manufacturing a weapon successfully is equal to $(2 \times MD) + PC + (4 \times Rank)$.

If the roll is under the modified success chance, the weapon has been manufactured successfully. If the roll is greater than the modified percentage but less than the modified percentage + the weaponsmith's MD, the weapon is only slightly unbalanced, causing a loss of 5% from the wielder's strike chance. A roll above the character's success chance + MD indicates that the weaponsmith has failed completely, and the weapon is useless. If the character rolls less than 5% of his success chance, the item will be extremely well crafted and balanced, granting a 5% bonus to the strike chance of the wielder. It will generally take (20 hours - 1 Hour/Rank) to manufacture a weapon.

*Beginning at Rank 8, a weaponsmith can begin to build special weapons. This category includes those items made of engraved metals, new items (invented weapons), jewel encrusted weapons, etc. Time required for manufacture or repair of these items will vary greatly, as will cost, and will be left up to the GM. Obviously, cost for such items will also vary, depending on materials used, time required, etc. The Chance to successfully manufacture such an item is equal to $(MD) + (4 \times Rank)$. GM's can modify this percentage depending on the complexity of the item to be created.



Painting by Joe Jusko, designed by Redmond Simonsen

2. Professions

Professions allow characters to have clearly definable careers/occupations by providing the GM with logical groupings of skills for NPCs.

In addition, some PCs may choose to follow a profession if the character's heritage is appropriate. In particular, the Knight, Monk/Warrior Priest, Priest, and Warrior professions and their associated skills can provide unique benefits to PCs. However, no PC need follow a profession; these are not characters "classes."

The professions below may have skills that are **Required** (essential to the profession), **Favored** (preferable and useful, a character is likely to have at least some of these), and **Forbidden**. Any skill not forbidden may be acquired, but no such skill should ever exceed any Required Skill in rank.

2.1 Aristocrat – A member of the nobility, instructed in the customs and manners of the upper classes.

Favored: administrator, artist, chevalier, courtesan, gambler, horsemanship, languages, orator, scholar, troubador, weapons (dagger and/or sword)

Forbidden: homemaker, teamster, tradesman

2.2 Bandit/Pirate – One who lives outside the law of society, typically by violence and theft.

Required: navigator (Pirate), sailor (Pirate), weapon

Favored: cartographer (Bandit), courtesan, fisherman (Pirate), gambler, hunter (Bandit), military scientist, swim (Pirate), ranger (Bandit)

Forbidden: Devotee (Light)

Bandits and Pirates usually cannot follow a Light path except in certain special circumstances (Robin Hood!).

2.3 Craftsman – One who has become expert at a certain trade.

Required: tradesman

A craftsman who operates his/her own shop would be considered a Shopkeeper (1.19).

2.4 Bard – An entertainer/poet who is typically versed in music and storytelling.

Required: troubador

Favored: acrobat, artist, languages, orator, scholar (literature, music)

2.5 Engineer – One who plans and oversees large-scale construction projects such as castles, ships, military fortifications, etc. Most engineers probably specialize in one type of construction

Required: scholar (mathematics, physics)

Favored: architect/builder, administrator, cartographer, scholar (geography), tradesman

2.6 Explorer – One who travels extensively in little-explored/unexplored lands.

Required: ranger

Favored: beast master, cartographer, climb, fishing, healer, horsemanship, hunting, languages, scholar (geography, racial lore), stealth, swim, weapons

2.7 Farmer – One who works the land for crops, usually at the behest of the local noble.

Required: planter

Favored: architect/builder, beast master, homemaker, horsemanship, healer, hunting/fishing, teamster, tradesman

Forbidden: chevalier, orator

2.8 Innkeeper – One who owns and/or tends bar at an inn or tavern (also Barkeep).

Favored: administrator, homemaker (brewer), troubador, weapon (dagger, etc.)

2.9 Knight – An elite warrior usually, but not always, of the nobility. Dedicated to a life of battle and quest for a cause of some sort, typically devotional in nature. Knights must follow a Light or Dark Path.

Required: chevalier, devotee, horsemanship, shields, weapons (lance and sword, esp.)

Favored: arms master, beast master, military scientist, ranger, scholar (history, racial lore)

Forbidden: astrologer, courtesan, mechanician, merchant, architect/builder, miner/pro prospector, tradesman, all magical colleges

Knights are primarily human, but half-elves (Way of Men) may be too.

A knight begins training as a **Page** (7-8 years old) in the service of a noble household. Later, as an adolescent, he becomes a **Squire** (12-14) in the service of a Knight. Once the young adult proves worthiness, he is dubbed by a powerful noble or knight as a **Knight** (16-?). In some cases a superior knight could achieve the title of **Paladin**.

PCs may start the game as a **Squire**, attaining knighthood later once the required skill levels are reached and true devotion to a cause is proven. This profession would be a good choice for a non-magic using PC.

Pages typically acquire chevalier (courtesy), devotee and horsemanship, plus perhaps beast master, and/or scholar. **Squires** acquire shield and weapons skills while continuing to develop other skills (esp. chevalier, devotee and horsemanship).

Knights have all required skills at rank 2 and above (including at least one shield, the broadsword, the lance, chevalier, and at least 3 favored skills at 1 and above).

Paladins have achieved some great success in knighthood and have numerous skills at moderate to high levels.

PC knights should behave properly. Historical knights typically were dedicated (supposedly) to such concepts as bravery, loyalty, generosity, humility, and devotion to women.

2.10 Laborer – An unskilled worker.

Favored: homemaker

Forbidden: tradesman

Laborers would be characters with few skills, and any gained would be at low rank.

2.11 Mariner – An expert sailor and navigator of ships.

Required: navigator, sailor

Favored: administrator, cartographer, climb, gamble, military scientist, scholar (geography), swim

2.12 Mercenary – A soldier of fortune for hire, generally a cut above a normal soldier.

Required: shield, weapons

Favored: arms master, assassin, horsemanship, military scientist, spy

Forbidden: devotee

Mercenaries can follow any Path, but are most likely Neutral.

2.13 Monk/Warrior Priest – A member of a secret spiritual order from the Far East (Monk) or West (Warrior Priest). Monks and Warrior Priests are characters that combine training in spiritual, healing, and combat skills.

Monks are extremely rare, and those who wander from a monastery are usually on a personal quest of some kind. Some Monks are adepts of the College of Sorceries of the Mind. Warrior Priests are slightly more common, but cannot be mages.

Monks and Warrior Priests must follow a Light or Dark devotional path.

Required: acrobat (Monk), devotee, martial artist (Monk), military scientist (Warrior Priest)

Favored: healer, orator (Warrior Priest), planter, ranger, scholar, tradesman (scribe), stealth (Monk), weapons (see below)

Forbidden: merchant, shield (Monk)

Warrior Priests may use any non-edged hafted weapon such as clubs, maces, flails, morning stars, quarterstaves, etc., but may not use any swords, thrown, pole, or missile weapons. They may use any armor and shield.

Monks may use the following weapons: quarterstaff, javelin, spear, sling. They may not wear metal armor or use any shield.

Monks are restricted to humans, elves, and half-elves (Way of Men). Warrior Priests are restricted to humans, half-elves (Way of Men), and dwarves.

2.14 Philosopher/Tutor – One who specializes in study and teaching.

Required: scholar (various)

Favored: artist, chevalier (courtesy), orator, tradesman (scribe)

2.15 Physician – One skilled in the art of enhancing and prolonging human life.

Required: healer

Favored: alchemist, astrologer, scholar (anatomy, herbal lore)

2.16 Priest – One dedicated to spreading the faith of a god or gods. Priests must follow a Light or Dark Devotional Path (see 3.0)

Required: devotee

Favored: administrator, artist (music), healer, homemaker, orator, planter, scholar (various), tradesman (scribe)

Forbidden: astrologer, thrown and missile weapons

Priests are not normally in the business of combat. Their primary purposes are to carry on traditional ceremonies, convert non-followers, and establish centers of their faith (chapels, churches and the like). Their secondary purposes are healing and scholarly pursuits. Thus, combat skills should not be a priority. If a priest does choose to have rank in a melee weapon, follow the limitations of warrior priests, at least (perhaps limit priests to maces only), although a Dark Path priest might be free from such limitations.

A priest may have no skill at a rank higher than his rank in devotee (see 2.10).

Depending on the religious system in the GM's world, priests may have titles appropriate to their rank in the faith's hierarchy.

2.17 Reeve/Steward – One who manages a household, estate, etc. Reeves would oversee rather large estates, etc. while stewards would manage on a smaller scale (a household, etc.).

Required: administrator

Favored: chevalier (courtesy) homemaker, merchant, planter, spy, stealth, tradesman

A character can become a Reeve or Steward with a low administrator rank, but must raise his rank in that skill as quickly as possible until it is that character's highest ranked skill.

2.18 Rogue – One who lives outside the common laws of society, but not as ruthless and violent as a bandit.

Required: spy/thief

Favored: acrobat, alchemist, assassin, chevalier, courtesan, gambler, mechanic, stealth, weapons, troubador

Forbidden: devotee (Light)

Most Rogues will probably be Neutral, though some might follow a Dark Path, and they would tend to use light, stealthy weapons (such as daggers, light swords, saps, darts, short bows, etc.).

2.19 Servant – One who serves on the staff of a household, estate or inn.

Favored: administrator, beast master, chevalier (courtesy), courtesan, homemaker, orator, teamster, thief

This profession includes several specific types: butler, coachman, gardener, groom, herald, maid, porter, etc.

2.20 Shopkeeper – One who sells goods for a living.

Favored: administrator, mechanic, merchant, orator, tradesman

2.21 Soldier – A common foot soldier of low to moderate skill.

Required: weapon (likely only one or two types)

Favored: gambler, military scientist, shield

2.22 Warrior – A master of weaponry and combat.

Required: arms master, shield, weapons (various)

Favored: horsemanship, military scientist, scholar (armor/weapons lore)

Forbidden: artist, several others (see Arms Master skill for a list)

2.23 Wizard – A master of knowledge and spellcraft

Required: Adept in a college of magic, scholar (at least 1 or 2)

Favored: alchemy, astrologer, beast master, orator, scholar (various)

Forbidden: arms master, berserker, devotee, martial artist, military scientist

3. Devotional Paths

The following rules are guidelines for GM's who would like to add a **simple** spiritual/religious system to a campaign to allow for priests, knights, warrior priests, monks and the like.

Paths are views of the spiritual/supernatural that increasingly deny the power (and perhaps even the existence) of magic. Followers of the Paths believe in the reality of 2 competing forces in the universe: Light and Dark (exceptions to this are Gray, which could believe in either a true balance of Light and Dark or disbelief in the existence of such forces).

Characters with the Devotee skill must declare a Path in order to advance beyond Rank 2.

3.1 Paths

Dark – characters committed to the Powers of Darkness (Chaos and/or Evil)

Light – characters committed to the Powers of Light (Order and Good)

Gray – characters likely to be ambivalent, apathetic, or nihilistic. Could be atheistic, agnostic, deistic or believers in the power of pure Fate. No special requirements or benefits.

The Devotee skill (see 1.12) provides the basic benefits of selecting a Path and advancing in rank.

In general, Knights and Monks/Warrior Priests should attempt to defeat those of the opposite Path, and generally do deeds appropriate to their own Path. Knights should actively quest and attempt to engage in battle, while Monks/Warrior Priests might serve more as instructors/healers or balance questing and instructing.

In general, Priests should attempt to maintain the faith, win converts and foil conversion attempts of the opposite Path. They might also attempt to heal those of the same Path and establish spiritual centers of learning and faith (i.e. chapels, churches and the like), performing ceremonies and/or rituals of the faith.

3.2 Deities

Requirements and special benefits conferred by deities beyond those listed in 2.10.

Some sample deities:

Dark – Dark Power Mother and/or the Dark Power God

Light – Light Power Mother and Light Power God

Gray – perhaps a deity such as Wyrld or Fortuna (Fate), deism or polytheism; alternatively, Gray characters might be agnostic or atheistic.

GM's should name the various deities in fitting in the campaign setting being used.

Special Requirements of deities:

Dark Power Mother: requires frequent promiscuity. She may endow followers with special talents in the area of seduction and/or combat.

Dark Power God: requires selling of one's soul. He may confer a special (perhaps supernatural) talent on the devotee, as well as special charismatic powers.

Light Power Mother: requires vow of chastity. The follower may be granted special combat abilities, as well as a talent related to purity, such as immunity to fire or disease; or, perhaps the ability to discover holy artifacts/relics.

Light Power God: requires vow of poverty (and perhaps chastity), and humility. The follower may be granted special healing and charismatic powers.

Knights might pledge to the appropriate Mother deity, Priests directly to the God, while Monks and Warrior Priests might pledge to either or both.

Conversion of Gray or Opposite characters may be attempted once a character has reached a certain rank in Devotee (see 1.12).

4. New Magic

The DQ magic supplement **Arcane Wisdom** added 3 new colleges of magic: *Lesser Summonings* (89), *Rune Magics* (90) and *Shaping Magics* (91). In addition, sections called *Magical Research and Spell Construction* (92), *Guide to Magical Stones, Rocks, and Gems* (93), *Guide to Herbal Lore* (94), *Magic Items* (95), a Master List of all DQ Magic rules (96), and *Magic System Designer's Notes* (97) were to be included. However, AW had not yet been published when SPI's "assets" were acquired by TSR.

TSR did publish parts of AW in the adventure module *The Shattered Statue* and in the 3rd Edition of DQ (which added the 3 new colleges, but removed 2 others: Black Magics and Greater Summonings!).

Worldly Endeavor recognizes the complete **Arcane Wisdom** as the “Fourth Book” of DQ and adds to it below.

4.1 The Colleges of Magic Revised (DQ 34-47)

There are 16 colleges of magic divided into 4 Branches of Magic, with 1 college “lost” as follows:

The Thaumaturgies:

- Ensorcements and Enchantments
- Sorceries of the Mind
- Illusions
- Naming Incantations

The Elementals:

- Air Magics
- Water Magics
- Fire Magics
- Earth Magics
- Celestial Magics

The Entities:

- Necromantic Conjurings
- Lesser Summonings
- Greater Summonings
- Rune Magics
- Shaping Magics*

The Devotionals:

- Black Magics
- White Magics

Alignment

	<i>Thaum</i>	<i>Elemental</i>	<i>Entity</i>	<i>Devotional</i>
<i>Thaum</i>	Same	Neutral	Opposed	Neutral
<i>Elemental</i>	Neutral	Same	Neutral	Neutral
<i>Entity</i>	Opposed	Neutral	Same	Neutral
<i>Devotional</i>	Neutral	Neutral	Neutral	Opposed

The College of Naming Incantations (DQ 39.)

[39.4] Note that there are now 32 counterspells for a Namer to know.

4.2 THE COLLEGE OF WHITE MAGICS

The College of White Magics is the magical opponent of the College of Black Magics. It uses the powers of magic to counter the Powers of Darkness and to spread the power of Light. They are a very old group whose magic is primarily aimed towards defensive and healing powers, although it does have some offensive magic. The College is divided into three differing levels of commitment:

The Initiation: The initial level of training in the College, Initiation is achieved when the adept is granted his knowledge by the Powers of Light. Once initiated, the adept gains access to the Talents, General Knowledge Spells, and General Knowledge Rituals of The College of White Magics at Rank 0. No special restrictions are placed on the adept, except that he may not achieve greater than Rank 15 in any of his knowledge. However, all White Mages are champions of the Powers of Light, and are expected to act in a manner consistent with this responsibility (the GM may require the adept to have the Devotee skill).

The Compact: In order to learn the Special Knowledge spells of the College of White Magics, the adept must first make a Compact with the Powers of Light. In this the adept dedicates his life to the work of the Light and places it as his first loyalty (equivalent to attaining Devotee Rank 3). As a sign of this dedication, the adept is marked with a small white star mark on the palm of his right hand, and thenceforth must never attack without provocation (i.e. unless he is attacked himself, or witnesses actions contrary to the dictates of the Light). Adepts who have made the Compact can attain up to Rank 20 in all talents, General Knowledge spells, and General Knowledge rituals, and up to Rank 15 in all Special Knowledge spells (but not rituals). In addition to this, the Powers of Light will grant the adept a familiar. Such familiars generally take the form of some small creature (often a house cat), and in most respects will be like the creature in question. However, it will always be unusually intelligent and possess the ability to communicate on a basic level with its owner. Familiars always know where their owner is to be found. The presence of his familiar within 10 feet adds 5% to the adept's Cast Chances and allows him to "borrow" the creature's Fatigue for use in spell casting, at double the normal cost (i.e. 2 Fatigue for General Knowledge spells, and 4 Fatigue for Special Knowledge spells). If his familiar dies, the adept will have a penalty of -5% to all Cast Chances until a new one is obtained. A new familiar can only be gained once every 5 years, and only if the old familiar is dead.

The Sealing: The third level of commitment in the College of White Magics is when the adept is sealed to the Powers of Light. This allows the adept access to the Special Knowledge rituals of the College and also permits him to attain up to Rank 20 with all talents, spells and rituals. Adepts who have been sealed to the Powers of Light gain +30 to their Magic Resistance against the effects of the magics of the Dark (which includes all Dark-Aligned Colleges as well as magic cast by creatures such as demons, undead, and so on). However, Sealed adepts cannot be raised from the dead in any way, as upon their death they will be granted their reward by the Powers of Light and thus lose all contact with the material world. This also means that if a Sealed adept of the College of White Magics is killed by an undead creature, he will not become undead in turn.

Once an adept has made the Compact or undergone the Sealing, their bonds to the Powers of Light can never be totally renounced. Upon renouncing either, the adept immediately loses all abilities of the College. If he should join another College at a later stage, he will never be able to go above Rank 15 with any of the knowledge he gains. The exception to this general rule is the College of Black Magics, which longs for the subversion and corruption of their bitter enemies. An adept of the College of White Magics may, if he so desires, switch to the College of Black Magics and obtain a position equal in stature to the one he currently holds. Any experience spent on the College of White Magics can be transferred to the College of Black Magics, and the adept will also be equivalent in the commitment that he has made to the College (i.e. the First Pact for the Initiation, the Lesser Pact for the Compact, and the Greater Pact for the Sealing). Subverted witches will be instantly recognizable to their former colleagues in the College of White Magics. Any character wishing to make the reverse movement (from the College of Black Magics to the College of White Magics) will find it to be much more difficult, and must give up all magical knowledge he has gained and begin his studies anew.

I. Restrictions

Adepts of the College of White Magics may only practice those talents, spells and rituals permitted them by the pact they have made. They may never practice any of the arts of the College until they have made the appropriate pact. The Initiation must be done before the Compact is made, and the Compact made before the Sealing is undergone.

II. Modifications

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	+5
It is nighttime	-5
It is a High Holiday of the powers of Light	+20
It is a High Holiday of the powers of Darkness	-10

The GM must determine the High Holidays of the powers of Light and Darkness according to the nature of those powers in his own world.

III. Talents

WhT-1. Resist Fear

Adepts of this College are more or less immune to the effects of normal fear. They also gain a bonus of 10% (+5/Rank) to their resistance against magical fear. The Experience Multiple for this talent is 200.

WhT-2. Truth Sense

The adept has a Base Chance equal to his Perception (+5/Rank) of detecting any falsehood uttered in his presence. Only outright lies are detected, so it is possible for a person to evade this ability to some extent by phrasing their words carefully. For instance, if a character let someone die through inaction, he could say "I did not kill him" without lying. However, if he said "I did not contribute to his death," this would be a lie and could be detected using this ability. The Experience Multiple for this talent is 300.

WhT-3. Special Alchemy

Adepts of this College gain certain knowledge of alchemy following their initiation, the benefits of which are as follows:

- A. The ability to distill poison antidotes like an Alchemist of rank equal to one-half their Rank with this ability. The Experience Multiple is 150.
- B. The ability to distill a potion of toad sweat that will remove blemishes, warts, corns, and pimples, at the rate of 1 disfigurement (+1/Rank) per dose. The Base Chance of effectively preparing this potion is 60% (+3/Rank), and its constituent materials cost 50 silver pennies. Its Experience Multiple is 100.
- C. The ability to manufacture these amulets:
 1. Amulet of Alectorius: This amulet will increase the average value of treasure found by the wearer and his companions by 5%. Cost: 600 silver pennies.
 2. Amulet of Amethyst: This amulet 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.
 3. Amulet of Aquilaeus: The wearer subtracts 10 from all rolls on the Fright Table. Cost: 300 silver pennies.
 4. Amulet of Beryl: Increase the wearer's ability to detect traps and ambushes by 5. Cost: 500 silver pennies.
 5. Amulet of Betony: Reduces the wearer's chance of becoming infected by 5. Cost: 650 silver pennies.
 6. Amulet of Bloodstone: Prevents miscarriages and reduces the wearer's chance of becoming infected by 10. Cost: 1000 silver pennies.
 7. Amulet of Carbuncle: Decreases damage sustained by the wearer from poison by 2 points per Round or day (as applicable). Cost: 1200 silver pennies.
 8. Amulet of Chalcedony: No undead will willingly come within 10 feet of the amulet wearer under most circumstances. Cost: 300 silver pennies.
 9. Amulet of Elder Flowers: Makes the wearer proof against the Evil Eye spell. Cost: 50 silver pennies.
 10. Amulet of Hypercium: Increases the wearer's Magic Resistance by 10 against any magical act performed by a demon. Cost: 100 silver pennies.
 11. Amulet of Iron: No demon will willingly come within 10 feet of the amulet wearer under most circumstances. Cost: 250 silver pennies.
 12. Amulet of Jade: No undead will willingly come within 30 feet of the amulet wearer under most circumstances. Cost: 500 silver pennies.
 13. Amulet of Jet: No demon will willingly come within 50 feet of the amulet wearer under most circumstances. Cost: 600 silver pennies.

14. Amulet of Luck: Increases the wearer's Magic Resistance by 3 and Defense by 2. Cost: 300 silver pennies.

15. Amulet of Protection: Increases the wearer's Magic Resistance by 9 and Defense by 8. Cost: 1800 silver pennies.

The "cost" of each amulet is the cost of materials required to manufacture it. Each amulet requires 3 days to manufacture once the necessary materials have been gathered or purchased.

IV. General Knowledge Spells

WhG-1. Blessing

Range: 15 feet + 15/Rank

Duration: 1 day + 1/Rank

Experience Multiple: 150

Base Chance: 40%

Resist: None

Effects: The target of this spell receives a favorable modifier of 2 (+1 for every 3 Ranks, rounded up) to all percentile dice rolls in which he is directly involved, except those of an attacking nature. For instance, a character's chance to hit with a weapon would not be increased by the use of this spell, but his chance to cast a defensive spell would.

WhG-2. Converse with Animals

Range: 10 feet + 10/Rank

Duration: Concentration (maximum of 3 hours/Rank)

Experience Multiple: 100

Base Chance: 40%

Resist: None

Effects: This spell allows the caster to communicate with fauna (whether verbally or symbolically, and to what extent, are left to the GM's discretion). Physical contact between the animal and the caster increases the Base Chance of successfully casting this spell by 5.

WhG-3. Detect Danger

Range: Adept only

Duration: 1 hour + 1/Rank

Experience Multiple: 300

Base Chance: 20%

Resist: None

Effects: This spell gives the caster a chance equal to his Perception (+4/Rank) of detecting when he is in a dangerous situation. The adept will feel a prickling in his thumbs whenever any creature with evil intentions towards him approaches. The spell will also detect situations such as a rickety rope bridge that will collapse if the adept crosses it. It is up to the adept to interpret the signal, as no precise source of the danger is given.

WhG-4. Detect Poison

Range: Touch

Duration: Immediate

Experience Multiple: 75

Base Chance: 50%

Resist: None

Effects: This spell requires a wand of either ash wood, ivory, or unicorn's 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.

WhG-5. Empathy

Range: Touch

Duration: Immediate

Experience Multiple: 225

Base Chance: 35%

Resist: None

Effects: This spell allows the adept to feel the emotions and physical sensations the target of the spell is experiencing. It also allows the adept to absorb wounds from Endurance and Fatigue at a rate of 2 points cured for every 1 that the adept agrees to subtract from his own Fatigue (never Endurance). Thus, an adept could remove 6 damage points from a character by inflicting 3 of the 6 on himself (the other 3 being eliminated).

WhG-6. Light

Range: 15 feet + 15/Rank

Duration: 15 minutes x [D-5] x Rank

Experience Multiple: 75

Base Chance: 50%

Resist: None

Effects: This spell will illuminate any designated area of up to 1000 cubic feet (+500/Rank). The light produced is equal to conditions of medium light at Ranks 1-5, bright light at Ranks 6-10, and intense light at Ranks 11 and above.

WhG-7. Mind Cloak

Range: Adept only

Duration: 1 hour + 2/Rank

Experience Multiple: 250

Base Chance: 30%

Resist: None

Effects: This spell cloaks the target's mind so that his thoughts cannot be detected or "read." The target's resistance against the Mental Attack spell (MiS-1) is increased by 10 (+2/Rank) while the spell is in effect.

WhG-8. Walking Unseen

Range: 1 foot + 1/Rank

Duration: 1 hour + 1/Rank

Experience Multiple: 100

Base Chance: 45%

Resist: None

Effects: This spell enables the target to 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 an entity), the spell is immediately broken and he is seen.

WhG-9. Wall of Light

Range: 15 feet + 15/Rank

Duration: 10 minutes + 10/Rank

Experience Multiple: 275

Base Chance: 25%

Resist: Passive

Effects: This spell creates a very bright glowing wall of white light, either 10 feet high, 1 foot thick, and 20 feet long, or in a ring 10 feet high, 1 foot thick, and 5 feet in radius. The adept can increase any dimension by 1 foot per Rank. The spell may not be cast on top of other creatures. The wall or ring is only bright on one side and can be seen through from the caster's side. Any creature that attempts to pass through the bright side of the wall and fails to resist will be blinded for [D-6] Rounds. In addition, any creature aligned with the Powers of Darkness that attempts to pass through either side of the wall and fails to resist will sustain [D-2] points of damage, and must also roll on the Fright Table.

WhG-10. Witchsight

Range: 10 feet + 10/Rank

Duration: 30 minutes + 30/Rank

Experience Multiple: 150

Base Chance: 35%

Resist: None

Effects: The target of this spell has a Base Chance equal to his Perception (+5/Rank) of seeing objects or entities which are normally invisible or which have been rendered invisible by magical means (i.e. spells such as Walking Unseen, Blending and Invisibility).

V. General Knowledge Rituals**WhQ-1. Create Crystal of Vision**

This ritual enables the adept to create a magical crystal that will grant him visions (usually of a precognitive nature) whenever he concentrates closely upon it. At Rank 5 and above, the crystal may also be used to spy into a particular area and see what is happening there. The area spied upon must be within 5 miles (+15/Rank) of the adept. The Base Chance of successfully creating the crystal using this ritual is 75% (+1/Rank). The larger the piece of crystal

used, the clearer the image within it will ultimately be. The ritual also requires that the adept burn one ounce of ambergris, at a cost of 1,000 silver pennies. The resulting crystal may be used once per day for a period of up to 10 minutes (+1/Rank). This ritual takes 5 hours to perform, and has an Experience Multiple of 200.

WhQ-2. Soul Candle

This ritual enables the adept to manufacture a soul candle, by mixing a small amount of blood (from the person the candle is for) with beeswax and forming a candle from the resulting mixture. The person for whom the candle is intended must be present during the ritual. If a soul candle is lit when the person for whom it is made goes for a journey, it will remain alight and mirror the well being of the traveler until he returns. The candle will burn brightly while all goes well, but will flicker and start to die out if the traveler is endangered, and will go out completely if he dies. The candle only reflects the welfare of the traveler, and not vice-versa. Thus, if the candle is put out while the traveler is away, this will not kill the person concerned. The adept who made the candle may use it to see the current situation of the traveler, by inhaling the fumes of the candle and meditating for one hour. The chance of obtaining such a vision is equal to the adept's Perception (+3/Rank). This ability can be used a number of times equal to the adept's Rank. The Base Chance of successfully creating a soul candle by the use of this ritual is 40% (+3/Rank). Its manufacture involves the use of exotic substances that will cost the adept (1000 - 25/Rank) S.P. to purchase. The Experience Multiple for this ritual is 200.

VI. Special Knowledge Spells

WhS-1. Armor of Light

Range: 5 feet + 1/Rank

Duration: 30 minutes + 30/Rank

Experience Multiple: 300

Base Chance: 15%

Resist: None

Effects: This spell will cover the target in a glowing golden nimbus that will subtract 2 (+2/Rank) from the Strike Chance of any non-magical attack. It will also provide 1 point of armor protection (+1 for every 5 Ranks, rounded up) against any damage inflicted by creatures aligned with the Powers of Darkness, including magical damage.

WhS-2. Barrier of Light

Range: 15 feet + 15/Rank

Duration: 10 minutes + 10/Rank

Experience Multiple: 300

Base Chance: 30%

Resist: Passive

Effects: This spell creates a blinding wall of solid light. The barrier will be 10 feet high, 20 feet wide, and 1 inch thick. The adept may increase the height or width of the barrier by 1 foot per Rank. Any entity facing the barrier must resist or be blinded for [D-4] minutes. To avoid looking at the wall as it initially appears, an entity must successfully make a Perception roll (with a difficulty factor of 3). Any entity that touches the wall and fails to resist will sustain [D-5] (+1/Rank) points of damage and be violently thrown back (i.e. fall prone).

WhS-3. Bless Unborn Child

Range: Sight

Duration: Immediate

Experience Multiple: 150

Base Chance: 40%

Resist: None

Effects: This spell allows the adept to bless any unborn child whose pregnant mother is within sight, increasing any one characteristic of the child by 1 point (+1 for every 3 Ranks, rounded up). An adept may only cast this spell once upon any particular child.

WhS-4. Bless Crops

Range: Sight

Duration: 1 year + 1/Rank

Experience Multiple: 100

Base Chance: 50%

Resist: None

Effects: This spell increases the richness of the soil of 1 acre (+1/Rank). For the duration of the spell everything grown in that soil will be proof against locusts, droughts, flooding, frost, and other natural disasters.

WhS-5. Bless Livestock

Range: Sight

Duration: 1 month + 1/Rank

Experience Multiple: 125

Base Chance: 50%

Resist: None

Effects: This spell may be cast on the livestock of any one owner if they are all in sight. For the duration of the spell, affected animals will be resistant to natural disorders such as rabies, dysentery, worms, and hoof and mouth disease.

WhS-6. Bolt of Light

Range: 30 feet + 15/Rank

Duration: Immediate

Experience Multiple: 350

Base Chance: 25%

Resist: Active and passive

Effects: A blazing bolt of white light may be cast at any one target within range. The bolt will strike the first entity or object in its flight path, inflicting [D-5] (+1/Rank) points of damage unless a successful resistance is made.

Creatures aligned with the Powers of Darkness are more vulnerable to this spell, and sustain [D+1] (+1/Rank) points of damage if it strikes and they fail to resist.

WhS-7. Peace

Range: 30 feet + 15/Rank

Duration: Concentration (no maximum)

Experience Multiple: 400

Base Chance: 10%

Resist: Passive

Effects: When this spell is cast, all creatures within range must resist or throw down their arms and cease all hostile activities for as long as the adept continues to chant. Those who are unaffected by the spell must make a fresh resistance at the beginning of each Round to avoid coming under its influence. This also applies to creatures that enter the area of effect after it has been cast. Additionally, anyone directing a blow towards the adept while the spell is in effect must immediately make another resistance to avoid being affected by the magic. The spell persists for 1 minute (+1/Rank) after the adept stops chanting. This spell does not affect the caster, but will affect his companions (if any).

WhS-8. Cloud of Light

Range: 10 feet + 5/Rank

Duration: 10 seconds x [D-5] x Rank

Experience Multiple: 600

Base Chance: 15%

Resist: Passive

Effects: This spell creates a cloud of swirling and blinding vapors centered around the caster. Those in the area of effect that fail to resist will be blinded (suffering a penalty of 40% to their Strike Chances), and will sustain [D-4] points of damage on each Round that they remain in the area. Creatures who are aligned with the Powers of Darkness are more vulnerable to this spell, and will sustain [D+2] points of damage per Round in addition to being blinded. Even creatures that successfully resist this spell will have their range of vision reduced to 10 feet, and will also suffer a penalty of 20% to their Strike Chances. Creatures that do resist must make a fresh resistance at the beginning of each Round to avoid sustaining damage as outlined above, but will not be blinded. This spell does not affect the caster, but will affect his companions (if any).

WhS-9. Cold Ward

Range: Touch

Duration: 1 hour + 1/Rank

Experience Multiple: 175

Base Chance: 40%

Resist: None

Effects: This spell renders the target immune to the effects of normal cold. Any entity under the influence of the spell will be able to resist the effects of cold down to temperatures of 0 Fahrenheit (-5/Rank). It will also add 1 per Rank to the target's Magic Resistance against cold-based magical attacks. In addition 1 (+1 for every 4 Ranks, rounded up) is subtracted from any damage done to the target by cold-based magical attacks.

WhS-10. Converse with Plants

Range: 10 feet + 10/Rank

Duration: 30 minutes + 30/Rank

Experience Multiple: 100

Base Chance: 25%

Resist: None

Effects: This spell allows the caster to communicate with any flora with which he is familiar. The mode and extent of any reciprocal communication is left in the hands of the GM.

WhS-11. Healing

Range: Touch

Duration: Immediate

Experience Multiple: 200

Base Chance: 40%

Resist: None

Effects: This spell will heal the target of 2 damage points (+1 for every 2 Ranks, rounded up) that have been previously removed from either Fatigue or Endurance.

WhS-12. Protection against Darkness

Range: 15 feet

Duration: 60 minutes + 30/Rank

Experience Multiple: 400

Base Chance: 20%

Resist: Passive

Effects: This spell creates a glowing white circle of 15-foot radius upon the ground. No creature aligned with the Powers of Darkness may enter this circle unless they successfully resist upon first encountering it.

WhS-13. Strength of Light

Range: Touch

Duration: 10 seconds + 10/Rank

Experience Multiple: 200

Base Chance: 30%

Resist: None

Effects: This spell will temporarily add 1D10 (+1/Rank) points to the target's Physical Strength.

WhS-14. Speak in Tongues

Range: Adept only

Duration: 10 minutes + 10/Rank

Experience Multiple: 325

Base Chance: 30%

Resist: None

Effects: This spell gives the adept the ability to speak in a language he does not normally understand. The adept will speak the language at Rank 3 (+1 for every 3 Ranks with this spell, rounded up). This spell will function for only one particular language at any one time.

WhS-15. Weapon of Light

Range: 5 feet + 5/Rank

Duration: 20 seconds x [D-5] x Rank

Experience Multiple: 350

Base Chance: 15%

Resist: None

Effects: This spell will increase the effectiveness of any one weapon in range. The affected weapon has its Base Chance increased by 1 (+1/Rank) and its Damage Modifier increased by 1 point for every 3 Ranks, rounded up. At Rank 6 and above, the adept may use this spell to create a weapon entirely composed of light, which will function exactly as a real weapon with this spell cast over it.

WhS-16. Wings of Light

Range: Adept only

Duration: 1 hour + 1/Rank

Experience Multiple: 250

Base Chance: 25%

Resist: None

Effects: This spell creates great angel-like wings upon the adept's back. These wings will bear him through the sky at a rate of 30 miles per hour (+1/Rank).

VII. Special Knowledge Rituals

WhR-1. Forbidding

This ritual enables the adept to place a barrier around a particular area to prevent an entity (or entities) from either entering or leaving. The adept must prepare a pentacle and conduct this ritual for a number of hours equal to the Magical Aptitude of the forbidden entity, divided by 2 (rounded down). In the case of multiple entities, the time required is calculated using the entity with the highest Magical Aptitude. When an area has been forbidden, the affected entities will be unable to leave or enter the area by any means, unless they make a successful passive resistance upon first encountering the barrier (counterspells will be of no assistance for this purpose). The ritual will affect a maximum of 1 entity (+1 for every 3 Ranks, rounded down). The adept must know of and specify each entity to be affected. True Names are not needed. The borders of the area to be affected must be clearly defined, and may not exceed 1 square mile (+1/Rank) in size. Only one forbidding may be in existence in any given area. In order to affect the ritual, the adept must commit some of his own person energy to the forbidding. Casting the ritual will permanently drain him of a number of Fatigue points equal to the Magical Aptitude of the forbidden entity, divided by 10 (rounded down). In the case of multiple entities, the Fatigue loss is calculated using the entity with the highest Magical Aptitude. The Fatigue loss only occurs if the ritual is successful. The effects of the Forbidding ritual last for a number of months equal to the adept's Rank. The adept may automatically renew the forbidding by returning to the site of the original ritual and repeating the ritual. Permanent Fatigue loss does not occur when the ritual is merely being renewed. The Forbidding ritual is powerful and the GM should adjudicate its effects as the situation demands. It has a Base Chance of 15% (+4/Rank), and an Experience Multiple of 400.

WhR-2. Spirit Projection

This ritual enables the adept to free his spirit from his corporeal self. The ritual takes 12 hours to perform, and if it is successful the adept's spirit will be liberated from his body at the end of this time. The freed spirit appears as an intangible and wraithlike form, bound to the adept's body by a thin astral tie. It may move at speeds of up to 100 miles per hour (+10 miles an hour per Rank), and is immune to all normal dangers. It may pass through any defenses and enter any areas save those that have been consecrated to the Powers of Darkness. The spirit is vulnerable to both magic and the life draining powers of some undead (such as wraiths). The adept may not cast magic when in spirit form, except when fighting other immaterial creatures. While the adept is in spirit form, his physical form will fall into a death-like trance. The adept must return to it before a number of hours equal to his Willpower (+1/Rank) have passed. If he is unable to do so, his body dies. The GM may also choose to detail other dangers in relation to this spell. Weird creatures are known to exist on the plane of existence where the adept's freed spirit travels, and not all of these will be friendly. The Base Chance for this ritual is 15% (+5/Rank). It has an Experience Multiple of 550.

WhR-3. Summon Spirit of Light

This ritual enables the adept to petition for direct aid from the Powers of Light. If the ritual is successful, a major servant of the Light will come in response to the adept's summons. The servant can be of any form determined by the GM as suitable for his own campaign. In a campaign with a Medieval European flavor, such a servant would be an angel. The servant will generally not take a direct hand in any affairs, as the Powers of Light prefer to allow man free will and are therefore reluctant to interfere. The servant will, however, provide information, healing and protective measures to the adept in the amount it deems necessary. The servant cannot be compelled in any way except by the persuasion of the adept. If the servant does decide to intervene directly, it will be at least equivalent to a Demonic King (as described in the College of Greater Summoning). The ritual's Base Chance will vary, depending on the situation the adept finds himself in. The more desperate his plight, the higher the Base Chance will be. The ritual has an Experience Multiple of 500.

WhR-4. True Speech

This ritual takes 1 hour to complete, and affects a number of beings equal to the adept's Rank. Whenever they speak, affected creatures must make true declarative statements. If they temporize, misstate themselves, or exaggerate, their vocal apparatus will become paralyzed, making it difficult to talk properly. If a being lies while under the effect of this ritual, its tongue will cleave to the roof of its mouth and it will become mute for [D+1] days. All subjects to be affected by the ritual must be present as it is performed. Its effects may be resisted both actively and passively, and last for 10 minutes (+5/Rank). The ritual has a Base Chance of 40% (+3/Rank), and an Experience Multiple of 350.

5. Equipment

5.1 Weapon and Armor Durability and Wear

Through the course of adventuring, equipment, weapons and armor can become damaged, causing a loss in performance.

Weapons will become dulled or notched after successive combats. Broken weapons are, of course, useless. It is assumed that each character is taught the proper care (cleaning, oiling, sharpening, polishing, etc.) when he/she achieves initial Rank with a particular weapon.

This care is usually performed while sitting around campfires, standing watch, gossiping in taverns or relaxing at the local inn. Greater damage will need to be attended to by a weaponsmith, etc.

Armor will become dented and damaged when subjected to the similar duress which weapons suffer: the general wear and tear of travel, the mud of the road, those pesky little teeth marks from that encounter with the goblins, that spear you should have moved aside for, etc. Here it is assumed that the character knows how to wash off mud, polish, repair a strap or two, bend back a legging, or add a new "shoelace" when the need arises. Anything beyond will need to be attended to by one more proficient (an armorer, etc.).

Like infection, it is suggested that weapons and armor be checked for possible damage after each combat. The base chance for weapons or armor to have sustained such damage is 10%. The following modifiers apply:

Weapons

- +5% if the weapon scored a successful strike against metallic armor
- +5% if the weapon encountered a shield (this modifier does not apply to bucklers or a main-gauche)
- +10% if the weapon scored "damage directly affecting endurance" (subject to adjudication)
- +20% if the weapon scored a grievous injury (subject to adjudication)

Note that these modifiers are cumulative. If the damage check is equal to or less than the modified percentage, the item has been damaged.

Armor

- +5% if a successful hit was scored by a Class A weapon
- +5% if the armor is metal and successful strike was scored by a Class C weapon
- +10% if the armor is cloth or leather and a successful strike was scored by a Class B weapon

Note that these modifiers are cumulative. If the damage check is equal to or less than the modified percentage, the item has been damaged.

Weapons that fail their damage check suffer a penalty of -1 to the damage they inflict and a -5% to their strike chance. These modifiers are cumulative.

Armor which fails to save will suffer a -1 in its protection rating. The damage sustained for weapons and armor will remain in effect until they are repaired by a weaponsmith, an armorer, or by magic (or whatever the GM feels is adequate for repair).

The methodology to this rule is to further enhance the sense of realism for the Player Characters. This will obviously necessitate the need for returning to cities or towns to find adequate repairs rather than spending weeks or months at a time on adventures where smithies and their kilns are not present. Other items, such as saddles, clothes, ropes, carts, etc., could also undergo similar checks as they are used, at the adjudication and discretion of the GM. Obviously, items that are not repaired will become useless if their deterioration goes unchecked.

5.2 Expanded Equipment, Livestock, and Hirelings

Many items that could commonly be purchased in the medieval world are not listed in the DQ rules. This list should help GM's enhance their worlds, by giving them a general guideline from which to base prices. The prices listed for the items below are based on the Silver Penny prices listed in 85.4 of the DragonQuest Rulebook. Remember that this list assumes that characters are mid-level, earning a yearly income averaging out to about 40,000 silver pennies per year.

Additionally, prices for some items may vary greatly, depending on season, geographical location, etc. Prices for most items can be higher in cities, where the wealth of most kingdoms is located, and lower in the towns and farm communities. Hired soldiers were often paid a portion of treasure from adventure or conquering, in addition to their pay.

Animals/Livestock

Boar	75 lb	40 sp
Bull	1250 lb	150 sp
Calf	60 lb	15 sp
Cart Horse	1200 lb	30 gs
Cow	600 lb	60 sp
Ewe	75 lb	20 sp
Goat	100 lb	25 sp
Kid	25 lb	10 sp
Lamb	85 lb	20 sp
Ox	2000 lb	35 sp
Pig	60 lb	25 sp
Piglet	15 lb	10 sp
Ram	200 lb	50 sp
Sheep	120 lb	25 sp
Clam	4 oz	1 cf
Cod	4 lb	3 sp
Crab	12 oz	2 cf
Dog	8 lb	9 sp
Eel	5 lb	18 sp
Flounder	2 lb	1 sp
Herring	4 oz	1 cf
Lamprey	4 lb	9 sp
Lobster	2 lb	30 sp
Mussel	2 oz	1 cf
Oyster	2 oz	1 cf
Pike	18 lb	40 sp
Salmon	8 lb	15 sp
Trout	2 lb	4 sp
Capon	24 oz	4 sp
Cock	4 lb	8 sp
Coot	12 oz	3 sp
Duck	3 lb	6 sp
Falcon	3 lb	800 sp
Goose	8 lb	24 sp
Heron	4 lb	10 sp
Lark	4 oz	2 cf
Mallard	4 lb	8 sp
Ostrich	60 lb	100 sp
Partridge	2 lb	4 sp
Peacock	10 lb	45 sp
Pheasant	5 lb	10 sp
Pigeon	1 lb	2 sp
Plover	24 oz	6 sp
Quail	1 lb	3 sp
Swan	12 lb	40 sp
Teal	18 oz	4 sp

Foods and Provisions

Apples	1 lb	3 sp
Dates	1 lb	4 sp
Figs	1 lb	2 sp
Kumquats	1 lb	6 sp

Lemons	1 lb	16 sp
Olives	1 lb	4 sp
Oranges	1 lb	16 sp
Onions	1 lb	1 sp
Peaches	1 lb	4 sp
Pears	1 lb	6 sp
Potatoes	5 lb	1 sp
Pickles	2 lb	1 sp
Plums	1 lb	4 sp
Prunes	1 lb	3 sp
Raisins	1 lb	4 sp
Turnips	1 lb	2 cf

Cinnamon	8 oz	4 sp
Cloves	8 oz	3 sp
Curry	8 oz	10 sp
Garlic	8 oz	2 sp
Ginger	8 oz	4 sp
Honey	16 oz	5 sp
Lemon Peel	8 oz	2 sp
Molasses	8 oz	4 sp
Paprika	8 oz	8 sp
Pepper	8 oz	2 sp
Saffron	8 oz	10 sp
Salt	8 oz	1 sp
Sugar	16 oz	6 sp
Tea	4 oz	2 sp

Gallon of Ale	8 lb	6 sp
Gallon of Beer	8 lb	8 sp
Gallon of Dwarven Beer	8 lb	18 sp
Gallon of Cider	8 lb	4 sp
Gallon of Wine	8 lb	12 sp
Gallon of Elven Wine	8 lb	40 sp
Gallon of Liquor (Average)	8 lb	25 sp

Butter	16 oz	4 sp
Cheese	16 oz	6 sp
Cream	16 oz	3 sp
Lard	16 oz	1 sp
Pint of Milk	16 oz	2 sp

Mustard	8 oz	10 sp
Olive Oil	16 oz	20 sp
Peanut Oil	16 oz	12 sp
Rape Oil	16 oz	6 sp

Almonds	1 lb	4 sp
Chestnuts	1 lb	5 sp
Currants	1 lb	6 sp
Peanuts	1 lb	4 sp

Dried Beef	1 lb	8 sp
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Household Items

Armoire	150 lb	100 sp
Bathtub (Copper)	90 lb	125 sp
Bookcase	35 lb	55 sp
Chair	8 lb	20 sp
Desk	60 lb	120 sp
Divan	90 lb	145 sp
Feather Bed	80 lb	100 sp
Hammock (Cloth)	2 lb	10 sp
Ottoman	15 lb	130 sp
Settee	70 lb	90 sp
Sq. yard Burlap	8 oz	2 sp
Sq. yard Cotton	4 oz	10 sp
Sq. yard Damask	6 oz	20 sp
Sq. yard Felt	5 oz	15 sp
Sq. yard Linen	4 oz	18 sp
Sq. yard Sack Cloth	6 oz	2 sp
Sq. yard Satin	4 oz	25 sp
Sq. yard Silk	4 oz	85 sp
Sq. yard Velvet	5 oz	25 sp
Sq. yard Wool	6 oz	8 sp
Table (4 person)	40 lb	65 sp
Table (8 Person)	65 lb	90 sp

Tools

Corkscrew	6 oz	2 sp
Crowbar	4 lb	3 sp
Collar (Animal)	6 oz	1 sp
Loom	450 lb	80 gs
Mortar & Pestle	12 lb	4 sp
Vice	5 lb	20 sp
Winepress (Small)	120 lb	40 gs
Wood Clamp	5 lb	2 sp

Adventure Equipment

Arm Sheath (Small)	26 oz	3 sp
Balance, Alchemist	20 lb	400 sp
Balance, Merchant	5 lb	80 sp
Bear Trap	18 lb	45 sp
Blanket, Light	24 oz	2 cf
Bowstring	2 oz	5 sp
Caltrops	1 lb	5 sp
Compass, magnetic	3 lb	85 sp
Compass, geometric	1 lb	40 sp
Cooking Set	3 lb	10 sp
Dice	4 oz	20 sp
Hammock, Cloth	2 lb	8 sp
Hunting Horn	1 lb	20 sp
Falconry Kit	12 oz	30 sp
Falconry Gauntlet	1 lb	8 sp
Leg/Boot Sheath	14 oz	5 sp
Magnifying Glass	2 lb	400 sp
Magnifying Glass (sm)	6 oz	100 sp
Perfume (Common)	4 oz	45 sp
Playing Cards	8 oz	22 sp
Scissors	12 oz	12 sp
Sextant	3 lb	30 gs
Spyglass	4 lb	50 gs
Telescope	30 lb	150 gs
Wallet	12 oz	4 sp

Instruments

Coronet	6 lb	20 gs
Dulcimer	8 lb	15 gs
Fiddle	3 lb	22 gs
Flute, Wooden	12 oz	45 sp
Harp, Concert	100 lb	120 gs
Harp, Personal	4 lb	20 gs
Harpichord	450 lb	180 gs
Longhorn	22 lb	12 gs
Lyre	3 lb	10 gs
Mandolin	5 lb	15 gs
Military Drum	8 lb	10 gs
Military Horn	3 lb	5 gs
Piano	800 lb	250 gs
Recorder	12 oz	30 sp
Tambour Drum	2 lb	15 gs

Hirelings/Journeymen

Archer (per week)	15 sp
Bathers (per bath)	1 cf
Bookkeeper (per day)	12 sp
Buyer (per day)	3 sp
Coach/driver (per day)	20 sp
Cook (per day)	5 sp
Courtier/Courtesan	(See 58.5)
Falconer (per hunt)	20 sp
Footman/Infantry	15 sp
Forger (per job)	100 sp
Greensman/Gardener	10 sp
Groom (per animal)	2 cf
Guide (City)	5 sp/day
Guide (Overland)	12 sp/day
Hairdresser (per day)	2 cf
Herald (per day)	4 sp
Horseman/Cavalry (per week)	4 sp
Hunter (per hunt or day)	4 sp
Laborer (per day)	2 sp
Maid (per day)	2 cf
Manservant (per day)	2 sp
Masseuse (per whatever)	5 sp
Messenger (In town)	2 sp/message
Messenger (Overland)	5 gs + 1 gs/day
Minstrel (per party)	25 sp
Mourner (per funeral)	1 cf
Musician/Singer (per evening)	10 sp
Oarsmen (per day)	1 sp
Pilot/Navigator (per day)	2 gs (plus bonuses)
Porter (per day)	2 cf
Ranger (per week)	50 sp
Riverman w/boat	2 gs + 1 sp/mile
Scribe (per day)	2 sp
Squire (per day)	12 sp
Tailor (per item)	4 sp + cost

Transportation

Raft	200 lb	30 gs
Junk	2000 lb	130 gs
32 ft Sailboat	4 tn	400 gs
Longboat	1200 lb	200 gs
Riverboat (flat bottomed)	650 lb	100 gs
Frigate	50 tn	25000 gs

6.0 Adventuring

6.1 Expanded Character Generation and Birthrights

Perception (DQ 5.4)

A character's starting Perception value is **8** (this is in the Bantam 2nd edition and TSR 3rd edition).

Birthrights (DQ 6.)

[6.1] Addition to the elf. Elves receive a magical talent, **Witchsight**, like that listed for the *College of Ensorcelments and Enchantments* (T-1). An elf may advance in rank with it and it is not affected by the presence of cold iron.

[6.11] A half-elf is rare crossbreed between men and elves that may be found mingling with either race.

Traits: Half-elves tend to live in populated areas, develop into leaders in human society (Way of Men), but sometimes struggle with acceptance in the elven world. Elves who overcome this handicap often find themselves successful mediators in disputes between men and elves. Upon reaching maturity, half-elves must choose whether to follow the "Way of Men" or the "Way of Elves."

Characteristic	Modifier
Physical Strength	Subtract 1
Willpower	Add 2
Endurance	Subtract 1
Perception	Add 2
Fatigue	Add 1

Special Abilities: 1.) Half-elves receive a +10 on reaction rolls involving men and dwarves, but a -10 on such rolls involving elves. 2.) Half-elves expend *three-quarters* the Experience Points to progress in ranks in the Healer and Military Scientist skills. 3.) The "resurrect the dead" ability of Healers is only available to those who choose the Way of Men. 4.) Half-elves who choose the Way of Elves also gain the **Witchsight** talent [6.1].

Estimated life span if **Way of Elves:** Ca. 30,000 years. Experience Multiplier is 1.2.

Estimated life span if **Way of Men:** 200-300 years. Experience Multiplier is 0.9.

To be a Half-elf, a player must roll a 09 or less (rule 6.3).

6.2 Revised Character Heritage

The following tables replace those found in DQ rulebook in section 8, Heritage, and allow for a more detailed and realistic heritage for PC's based on both race and social class.

Table 8.1 (revised)

Social Class	Human	Halfling	Elf	Dwarf	Orc	Giant	Shape Changer	Half-elf	Gnome
Barbarian	01-10	—	—	—	01-20	01-20	01-15	01-05	--
Slave	11-15	01-05	—	01-05	21-30	—	16-25	06-10	01-05
Woods Dweller	—	—	01-45	—	—	—	—	11-45	--
Miner	—	—	—	06-35	—	—	—	--	06-30
Peasant	16-25	06-15	—	—	31-40	21-30	26-35	46-50	--
Farmer	26-31	16-35	—	—	—	31-50	36-45	51-55	--
Townsmen	32-38	36-55	—	36-40	—	—	—	56-60	31-40
Soldier	39-46	—	—	41-50	51-60	—	—	61-64	41-45
Craftsman	47-53	56-75	46-65	51-65	—	51-65	—	65-75	46-65
Adventurer	54-63	76-85	66-85	66-75	51-60	66-75	46-65	76-85	66-75
Bandit	64-70	—	—	76-80	61-75	75-90	66-80	86-90	76-85
Pirate	71-77	—	—	—	76-85	—	81-85	91-95	--

Merchant	78-84	86-95	—	81-85	86-95	—	86-95	96-00	86-94
Merchant Prince	85-88	—	—	—	—	—	—	--	95-97
Lesser Nobility	89-97	96-00	86-95	86-95	96-00	91-95	96-00	--	98-99
Greater Nobility	98-00	—	96-00	96-00	—	96-00	—	--	00

Table 8.2 (revised)

Social Class	Multipliers		Bastard	Order of Birth	
	Money	Experience		Legitimate	First
Barbarian	2	1.2	01-10	11-85	86-00
Slave	1	0.9	01-25	26-95	96-00
Woods Dweller	4	1.0	01-10	11-80	81-00
Miner	7	1.0	01-05	06-85	86-00
Peasant	2	0.8	01-30	31-85	86-00
Farmer	4	0.9	01-17	18-81	82-00
Townsmen	5	1.0	01-13	14-92	93-00
Soldier	5	1.1	01-13	14-92	93-00
Craftsman	5	1.0	01-13	14-92	93-00
Adventurer	5	1.2	01-13	14-92	93-00
Bandit	8	1.2	01-15	16-90	91-00
Pirate	8	1.2	01-15	16-90	91-00
Merchant	6	1.0	01-20	21-89	90-00
Merchant Prince	10	0.9	01-24	25-87	88-00
Lesser Nobility	5	0.8	01-27	28-96	97-00
Greater Nobility	10	0.7	01-35	36-98	99-00

The Money and Experience multipliers above (in Table 8.2) are applied to the amounts rolled for in rule 8.5. These are one-time only multipliers used in character generation.

Note, the Gnome player-character (as well as Goblin and Suarime/Lizard-man) appeared in an issue of *Ares* magazine.

A note on nobility: the GM should determine the exact title of the parents to suit the world being used. Some possible Lesser Nobility titles: Baron, Count, and Earl. Greater Nobility titles: Marquis, Duke, and Prince.

6.3 Starting Character Skills

Beginning PC's should have a few starting skills which reflect that character's race, heritage, and any profession the character may have been training in as a child (esp. knight, monk, etc.). Most would be at Rank 0, but some might be as high as Rank 2 (maximum). Here are a few guidelines:

Adventuring skills: add Climb as a "free" skill at Rank 0 for all characters, and perhaps at Rank 1 or 2 for characters raised in a geographically rough/mountainous area. Characters whose heritage includes growing up near a body of water might also get Swim at 0-2.

Racial skills:

- Human: varies, would depend on heritage and profession (if any)
- Dwarf: hafted or pole weapons (esp. axes), Prospector, Ranger (rough or cavern),
- Elf: bow weapons, Bowyer/Fletcher, Ranger (woods)
- Halfling: dagger, mace, sling, Thief, Troubador
- Giant: giant weapons (!), Ranger (as appropriate)

General skills:

Most characters should get 1-2 **Scholar** skill areas (at Ranks 0-2) to reflect schooling/hobbies. **Mages should get a lower allotment of starting skills** of all kinds to reflect the intense study of the mage's spells. Some starting skills would be linked to heritage; here are some suggestions:

- Barbarian: higher weapons skills (Rank 1-2), Beast Master, Berserker, Ranger
- Slave: Beast Master, Berserker, Chevalier (courtesy), Homemaker, Teamster
- Woods Dweller: Hunter, Ranger (woods)
- Miner: Miner, Ranger (Rank 1-2, caverns or rough)
- Peasant: Homemaker, Teamster, Thief
- Farmer: Beast Master, Homemaker, Planter, Teamster

Townsmen: Administrator, Spy, Troubador
 Soldier: weapons, shield, Arms Master
 Craftsman: Mechanician, Tradesman (Rank 1-2, type varies)
 Adventurer: higher weapons skills, Cartographer, Ranger, Scholar (Rank 1-2, armor/weapons lore, geography)
 Bandit: Cartographer, Hunter, Ranger, Spy
 Pirate: Assassin, Fisherman, Navigator, Sailor
 Merchant: Mechanician, Merchant, Spy
 Merchant Prince: Administrator, Chevalier, Merchant, Spy
 Nobility: Administrator, Chevalier, Courtesan

Profession Skills:

Knight - weapons, shield, Chevalier (Rank 1-2), Devotee, Horsemanship (Rank 1-2)
 Monk - Acrobat, Devotee, Martial Artist (Rank 1-2), Planter
 Priest - Devotee (Rank 1-2), Healer, Orator
 Warrior Priest - weapons, Devotee, Military Scientist

Finally, in addition to rule 8.6 in DQ, allow non-mage characters to purchase 1 or 2 other minor skills (from the initial allotment of EP's rolled for) such as artist, gambler, orator, etc. to flesh the character out. Allow purchase of these extra skills at about 1/10 of the normal EP cost.

6.4 New Skill Rank Increases (DQ 87.8)

	Rank										
	0	1	2	3	4	5	6	7	8	9	10
Acrobat	300	750	1050	2350	4000	5750	7900	10250	12900	14850	16000
Administrator	250	100	200	500	950	1450	2050	2800	3600	6300	8000
Architect/Builder	600	250	650	1500	2600	3900	5300	7000	8850	10900	13000
Armorer	600	250	650	1500	2600	3900	5300	7000	8850	10900	13000
Arms Master	800	350	1200	2650	4350	6500	8650	11100	12750	14500	17000
Artist	600	250	650	1500	2600	3900	5300	7000	8850	10900	13000
Berserker	500	200	600	1400	2400	3600	5000	6600	8400	10400	12600
Bowyer/Fletcher	600	250	650	1500	2600	3900	5300	7000	8850	10900	13000
Cartographer	200	400	400	1200	2400	3600	5400	7200	9000	12000	15000
Chevalier	250	500	500	1000	2000	3000	6000	9000	12000	18000	24000
Climb	0	200	400	800	1600	3200	4000	6000	9000	12000	18000
Devotee	500	600	1200	3200	4800	6000	9000	12000	16000	22000	28000
Gambler	750	300	1050	2350	4000	5750	7900	10250	12900	14850	16000
Homemaker	200	100	200	450	500	1000	1500	2000	2500	3000	3500
Hunter/Fisherman	125	125	250	375	500	625	750	875	1000	1125	1250
Martial Artist	750	300	1050	2350	4000	5750	7900	10250	12900	14850	16000
Miner/Prospector	800	350	1200	2650	4350	6500	8650	11100	12750	14500	17000
Orator	250	100	200	500	950	1450	2050	2800	3600	6300	8000
Planter	250	100	150	350	700	950	1500	1850	2500	3200	4000
Scholar	250	100	150	350	700	950	1500	1850	2500	3200	4000
Sailor	200	75	200	600	900	1200	1675	2225	2875	3550	5250
Swim	500	500	1000	1500	2000	2500	3000	3500	4000	4500	5000
Teamster	125	250	250	375	500	625	750	875	1000	2000	3000
Tradesman	600	250	650	1500	2600	3900	5300	7000	8850	10900	13000
Weaponsmith	500	1000	1500	2000	2500	3000	3500	4000	4500	5000	5500

6.5 Sex in DQ

Sexual desire ranks right up there with some of the other major human instinctual urges, like hunger and shelter, for many people. Certainly the history of the real world illustrates the influence sexual desire has had on individuals and cultures since the beginning of time. Henry VIII, anyone? Hence, here are some ideas for adding sex to a DQ adventure or campaign for *heterosexual interaction between consenting adults*.

6.51 Libido

Libido is an optional characteristic measuring a character's sexual drive. A character with a high libido will tend to be interested in sex more frequently than one with a lower value and, in fact, might be required to make periodic seduction attempts or visits to brothels. Further, characters with high libidos could be prone to seduction attempts by other characters, with possible good or bad consequences.

Characters with high libidos who fail to engage in sexual activities for long periods of times could, at the GM's discretion, suffer minor negative side-effects such as irritability, lowered Willpower, etc. Alternatively, certain skills could help alleviate a character's libido (such as Devotee), or the presence of a spouse could curtail/suppress the libido. However, use of this characteristic would likely add much additional record keeping for the GM

Libido is rolled for like Physical Beauty (4D5 + 3).

racial modifiers: elves -2, half-elves -1, dwarves +1, giants +1, orcs +2

gender modifier: human males +2

6.52 Seducer

Seducer is a new skill to reflect a non-courtesan character's ability to convince another character to engage in sexual relations with the character. This skill is unrelated to the character's performance/effectiveness during the sexual relations (see Lover below). The seducer may woo/court the target for some time to increase the chance of success.

A Seducer may have a serious romantic interest in the target, or he/she may have ulterior motives (money, information, deter one from an important task, please a Dark Path deity, etc.). *The Success Chance for this skill assumes a target that is at least hesitant, and perhaps even outright resistant to being seduced by the character.*

Max Skill Rank = WP – 10.

Experience cost modifiers:

10% deduction if the character has PB greater than 16

Experience costs:

200 for Rank 0. 500 x Rank thereafter.

Difficulty Modifiers: - 30 if the target is *happily* married, - 10 if the target is *happily* engaged (not to the Seducer), + 2 for each point of PB of the Seducer over 16, - 5 for each point of PB of the Seducer below 14, - (Rank x 5) if target has Devotee at Rank 3 or greater and target is of opposite Path, + 5 per week the target has been wooed by the Seducer (max. +20), + 10 if the target is mildly intoxicated, +20 if the character is *in love with* the Seducer.

The Success Chance to successfully seduce a person = WP + (Rank x 4) – target WP + DM

6.53 Lover

Lover is a new skill to reflect a character's skill in pleasing a partner during sexual relations. This skill could affect long-term relations with the partner and/or information gained during "pillow talk."

Experience costs:

50 for Rank 0. 200 X Rank thereafter

Difficulty Modifiers: - (Rank x 2) of partner's Devotee skill to represent sexual guilt

Max Skill Rank = AG – 10.

The Success Chance to perform will with a partner = (AG + FT) + (Rank x 10) + DM.

If the roll is 5% or less of the Success Chance, the partner is *enraptured* (20% chance to fall *in love with*)

If the roll is 15% or less of the Success Chance, the partner is *pleased* (5% chance to fall *in love with*)

Any other success yields a *satisfied* partner (1% chance that the partner will fall *in love with* the Lover

A roll of 100 indicates a serious malfunction; the partner is outraged and/or disgusted (-30 DM to seduce this character in the future)

An *enraptured* partner will provide any information that Lover requests, and will be highly inclined (95%) to perform reasonable tasks for the Lover. A *pleased* partner is likely (70% - WP) to provide information (except perhaps closely

held secrets) and perform reasonable tasks. A *satisfied* partner might provide information (50% - WP) or perform reasonable tasks.

The effects of performing well with a partner last for a number of hours equal to Success Change – the die roll.

6.54 Barmaid

Barmaid (Lady of the Evening, Prostitute, etc.) is a new profession (well, actually, it may be the OLDEST profession!) simulating prostitutes catering to the middle and lower classes.

Required: Seducer

Favored: Homemaker, Lover, Merchant

Credits:

Here are some of the sources used in this book. In most cases I made some changes to the original sources ranging from slight to substantial.

Ray Baise

Wizard, proofing and many suggestions.

Paul Montgomery Crabaugh

Revised Character Heritage tables (*Dragon Magazine* Nr. 97, May 1985, page 28).

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Martin Dick

College of White Magics.

Gerry Klug

Expanded **Birthrights**. From an issue of Ares magazine. **Ranger** changes, some from the DQ 3rd edition.

Piper Lorne

Armorer, Bowyer/Fletcher, Weaponsmith, expanded equipment list.

I got these from Aescylus (Tom Robbins) from his web site.

Tom Robbins -- aescylus@worldnet.att.net

Weapons and Armor Durability and Deterioration.

Mike Shepperd

Arms Master (originally Weaponsmaster)

Russell Whyte -- russell.whyte@sheridanc.on.ca

Many ideas in skill ranges, **Acrobat**, **Administrator**, and **Tradesman**. Russell has done tons of DQ additions on skills, weapons, etc., many more detailed than here in WE.

Kevin Wilson -- bad2dmax@aol.com

Berserker and **Martial Artist**.

Stephen Clark

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