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DragonQuest

NEW 2nd Edition

The Award-Winning Fantasy Role-Playing Game System

★ Character Generation
★ Magic ★ Combat
★ Skills ★ Monsters
★ Adventure

the complete game in one bound volume including a bonus adventure to get you started

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DragonQuest

The Fantasy Role Playing Game

SECOND EDITION

CREATED BY SIMULATIONS PUBLICATIONS, INCORPORATED

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of CHARACTER GENERATION, SKILLS, and ADVENTURE SYSTEMS

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I. Introduction

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

What Is Role-Playing?

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

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

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

An Example of Role-Playing

In a role-playing session, the players (usually three to nine people) sit around a table with the Gamesmaster at the head. Sometimes the adventure can be played through in one sitting but, more typically, the players will meet a number of times to finish the adventure. Adventures can be strung together and players play the same character from game to game in a role-playing *campaign*. Their characters will grow or diminish in strength, ability and wealth. Throughout the entire experience, the Gamesmaster creates the world through which the characters travel, by interacting with and prompting the players. Here is a brief sample of a typical role-playing exchange:

Gamesmaster (GM): Your characters are seated around a table in a very dingy tavern, drinking mead, when a hooded figure enters, approaches the bar, and orders a tankard of ale.

John *(character name: **Delion**)*: What does he look like? Can we see any details of his face?

GM: No, the hood covers his features. He appears to be avoiding eye contact with anyone but the bartender.

Delion: I will go over to the bar, activating my magical talent of Sensitivity to Danger, and take the place next to him.

GM: He begins to move away from you.

Delion: I speak to him and say, "Sir, your robe appears to be torn. Has your journey been a hard one?"

GM *(now acting the part of the Non-Player Character, **Argotac**)*: He turns to you, his eyes glowing with an eerie amber light, and says: "Young man, my travels are none of your business, and your inquisitiveness may cause you harm if you continue."

Delion: What is my talent telling me?

GM: This man (if he is a man) radiates danger.

Delion: I return to my table, joining my companions, while continuing to watch his movements.

GM: After drinking for about half an hour, he leaves.

Delion: My companions and I will follow him.

This very simple, edited version of an encounter in a tavern with a Non-Player Character may lead to an adventure which may place the character's very life in danger. The chance to be bold and brave without any real world consequence is one of the fascinations of role-playing.

There is also the fun of assuming the role of a powerful or outrageous character very different from your real-world self. The exhilarating experience of the power of one's own imagination is terrifically entertaining and engrossing. Role-playing is a very *social* experience as well. People can use their role-playing identities to interact with one another in ways that are usually impossible. You can come to someone's rescue. You can sell them the key to their quest — or you can sell them out! In particular, the Gamesmaster has the chance to influence the very fate of the other players — how often do you get to tell a friend that he has found a fortune or been eaten by a dragon?

Role-Playing Subjects:

Most role-playing games are *fantasy*-based such as **DragonQuest.** These games deal with the world of magic, monsters and mayhem. Other role-playing games deal with *science fiction,* — such as SPI's **Universe.** These games basically substitute the intricacies of technology and aliens for magic and monsters. A small number of *military* role-playing games, — such as SPI's **Commando**, — are also available. In fact, virtually any action-oriented subject lends itself to role-playing.

Whatever area of role-playing interests you, you can best get started by buying only the basic set of any role-playing system in which you are interested. This book, for instance, contains the *complete* rules for **DragonQuest**. Nothing more is necessary for you to play a high level, full-fledged role-playing game (in role-playing, the word "basic" should not be equated with "simple").

Once you are thoroughly familiar with the basic system, you will have a wide choice of supplements, adventures, and accessories to expand your role-playing enjoyment. A full line of such materials is available for **DragonQuest**, for instance, and new materials are constantly published. See your local adventure games dealer for these products. *Ares* Magazine, published by SPI, is another great source for **DragonQuest** (and **Universe**) adventures and supplemenatry material, and a subscription to *Ares* will keep you up to date on happenings throughout the hobby — as well as providing you with a new science fiction or fantasy boardgame in every issue.

Role-playing gaming is an exciting and involving hobby that is limited only by your imagination. Role-playing offers you the chance to participate in adventure and take an active part in creating your own entertainment. In these times of low-grade, thin-blooded commercial TV stories, role-players such as yourself can engage in the energetic, mind-stimulating fun of real adventure.

The DragonQuest System

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

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

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

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

Rules and the GM

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

While the rules as written are playable, they may not suit everyone's taste. Some may be too complex, and some may not be complex enough (the desires of role players are many and varied). The GM is empowered to change whatever he wishes (with the mutual consent of his players) in order to make the game more enjoyable for all concerned. In order to make these decisions fairly, he must know the entire body of rules thoroughly and have a keen sense as to what is good for his campaign. The first attribute can be easily attained; the second requires experience and an acute awareness of his players.

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

A Note on Dice

It is strongly recommended that the Gamesmaster and players have an adequate supply of 20-sided dice, which are used to resolve numerous game functions. These dice are readily available at adventure game shops. If you have no 20-sided dice, a pack of common playing cards may be used. Extract and shuffle the Ace through 10 of both a red and a black suit and draw from these at random as required by the situation you are resolving (see 2.6).

Introductory Adventure

At the back of this book is an introductory adventure. It is designed to be played with one or two players and a GM. This was done to aid the beginning GM in getting familiar with the rules and with running an adventure; handling many players at once can be a trying experience for the best GM. Once the new GM has arranged to play *DragonQuest,* he should read the adventure very carefully, especially the character sketches provided for the non-player characters (NPC's). These are intended as guides for the GM. He should play the parts of these NPC's as accurately as possible, remembering that the players, especially in this adventure, will need to interact extensively with those NPC's to successfully complete the adventure. When the adventure is over and the GM goes on to create his own NPC's, he should use the sketches as guides. The level of characterization of the people who populate a GM's world is a good indication of the quality of the overall campaign and that particular GM's preparation (or lack thereof).

The adventure also contains examples of Encounter Tables designed for a special place and special NPC's. It is not necessary for the GM to invent a different table of his own for every adventure, but he should be wary to alter the probabilities to fit the scenario. The new GM should also examine the Camp Map. Since it is drawn at a scale of 1 hex/5 feet, it facilitates transfer to the Tactical Display. This is a minor detail, but if overlooked, it can slow down the game. This type of map, with a few pertinent details left off, may be shown to the players upon entering any similar situation.

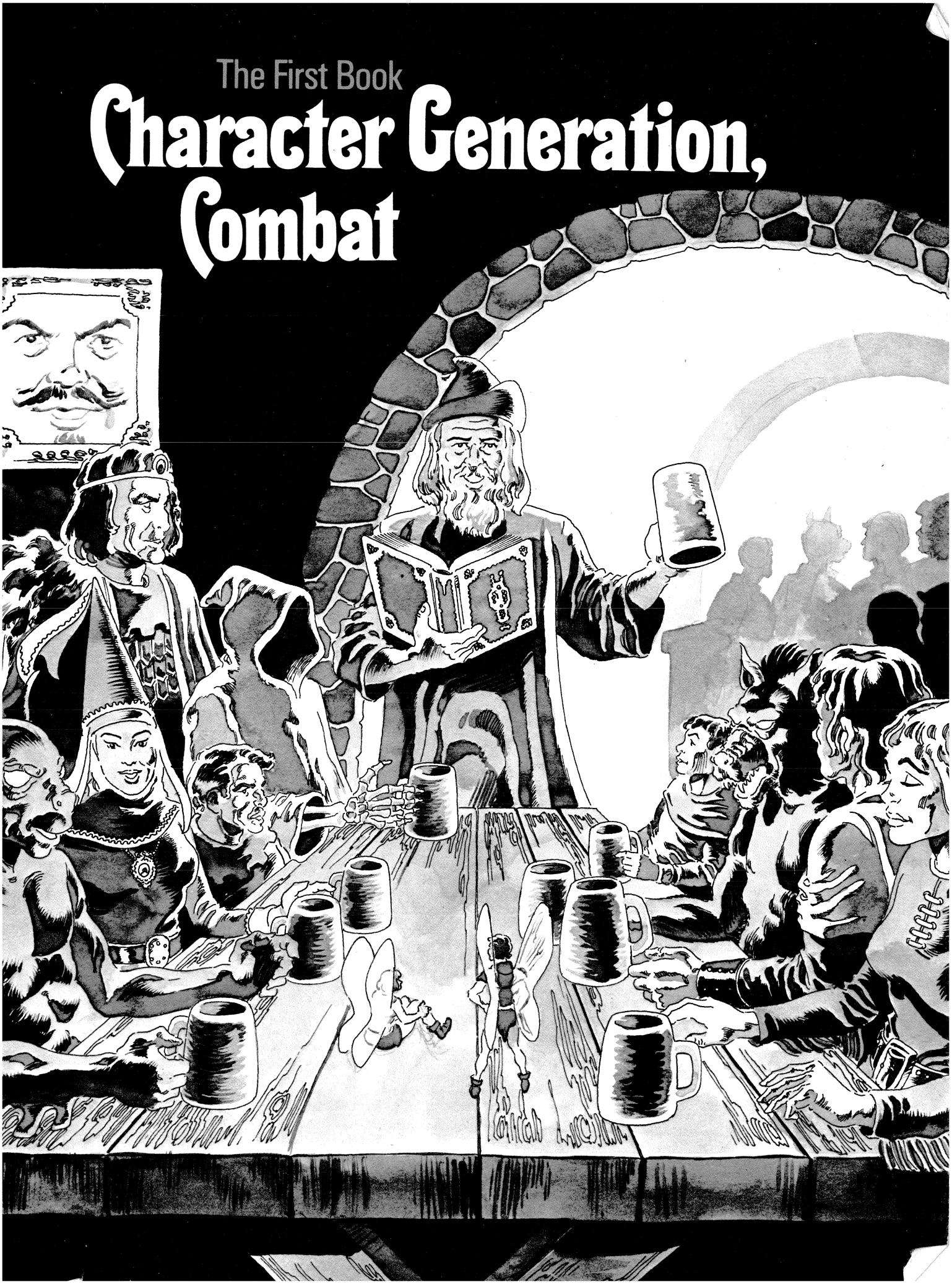
The GM should guide the players through the adventure, stopping whenever there are rules questions or problems of any sort. Together, the players and the GM should discuss the problem and resolve it to their mutual satisfaction. In this way, all concerned will learn the game and their parts in it, and hopefully whet their appetites to continue playing *DragonQuest.*

Please enjoy playing *DragonQuest.* We at SPI are confident it will bring you many hours of pleasure.

Gerry Klug
Editor, Second Edition
10 August 1981

The First Book

Character Generation, Combat



II. HOW TO PLAY THE GAME

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

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

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

1. GENERAL COURSE OF EVENTS

The following is an informal sequencing of the order in which the gamesmaster should cause events to occur. What is written here is not intended to supplant any of the rules in the following Sections.

A. PRE-ADVENTURE ACTIVITY

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

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

2. Map Adventure Area. The gamesmaster must map (see 77.3) the land (or sea) area in which he expects the player characters to travel. This must include the area between the characters' current location and their destination, and should take in a sizeable portion of the surroundings. The GM must also plan the interior of any structures which will figure prominently in the adventure.

3. Record Adversary Information. The gamesmaster must prepare a listing for each of the beings who directly oppose or obstruct the completion of the player characters' mission. Additionally, he must prepare listings for a few miscellaneous encounters (q.v.), which can be picked at random when the characters are due to meet something other than their ultimate foe. Both of these listings are recorded as described in rule 63. The gamesmaster will probably wish to append some notes to the descriptions of the characters' adversaries.

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

B. ADVENTURE ACTIVITY

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

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

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

7. Determine Any Contractual Arrangement. The players, representing their characters, and the gamesmaster, representing any non-player characters, haggle to decide how any booty will be split. The standard Adventurers' Guild contract (see 79.4) is suggested.

8 through 11. Trek/Wait Stage, Encounter Stage, Chase Stage, Tactical Stage. See rule 80.

C. POST-ADVENTURE ACTIVITY

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

12. Experience Point Awards. The gamesmaster awards the characters Experience Points (see 86), depending on each player's performance during the adventure.

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

14. Upkeep Level. The players inform the gamesmaster of how much their characters will spend on upkeep (see 85.3) per week, until the next adventure begins or the character goes broke.

15. Allocation of Time. Each player informs the gamesmaster how his character will use the time between adventures. This is especially important for increasing Rank (q.v.) and acquiring new abilities (q.v.).

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

17. Experience Point Expenditures. If the player wishes to increase the Rank (q.v.) or value of an ability, skill or characteristic, he must have sufficient Experience Points in his character's Experience Point Bank (q.v.) and have his character perform all pre-requisites successfully (see 87). He so informs the gamesmaster, and a change is made on his Character Record.

18. Calendar Update. The gamesmaster marks off the passage of game time on his calendar (see 78.1).

This cycle is repeated indefinitely, as long as the campaign lasts.

2. REQUIREMENTS FOR PLAY

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

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

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

Since the GM is the final arbiter of these rules, most rules questions should be answered by him. However, if any question arises which players or GM's cannot answer, please write to SPI, phrasing your questions so they can be answered by a simple sentence, word, or phrase. You must enclose a stamped self-addressed envelope. Write to: SPI Rules Questions Editor for DragonQuest, 257 Park Avenue South, NY, NY 10010-7366.

[2.2] A Tactical Display is used in conjunction with the Combat rules (see, particularly, rule 11).

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

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

Most often, role players use metal miniatures (available from most reputable hobby stores these days) to represent their character while he occupies the display. If these are unavailable or undesirable, cardboard counters (such as those used in wargames) are equally useful, if not as picturesque. In a pinch, such markers as chess pieces, toy soldiers, or other small items (dice of different colors often work well) may be substituted without affecting play.

The GM will need markers of some kind to represent monsters or NPC's which also occupy the display. Doors, chairs, walls, trees, windows, fireplaces, chests, and other items of importance will also have to be represented. A combination of small markers and lightly drawn-in features will solve most of these problems. A note should be made of any ambiguous item or drawing.

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

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

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

1. Each player must have a copy of the Character Record for each of his characters. It is suggested that all numerical values be recorded in pencil, and the rest of the entries in pen.

2. The GM must have a copy of the Adventure Record. The players should fill this out before the adventure begins.

3. The GM should have a copy of the Strategic Map Hexgrid on which the area over which the characters are going to adventure may be drawn. **NOTE**: The players are given permission to photocopy or reproduce in any way any of the above for their private, non-commercial use.

4. The GM must have either graph paper or copies of the Strategic Map Hexgrid if he is to draw any structure plans.

5. Each player must have some readily identified marker to represent his character on the Tactical Display. This marker must have an unambiguous front and back, for the purpose of determining facing during combat.

6. Scrap paper, pens and pencils will also be needed.

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

A jargon for the number of dice rolled has been established in the role-playing hobby, and this jargon is used throughout the rules. When the players are told to roll "D10" or "1D10", this means one of them is to roll a single twenty-sided die (since the die is only marked 1 through 0, this will yield a digit between 1 and 0). "2D10" would direct the players to roll two twenty-sided dice and sum the results, etc. Note that when a dice code is suffixed with "D10", any result of "0" on a die is treated as a "10". **Example:** Two rolls of "0" would equal 20 (twenty) when the players are directed to roll 2D10.

"D100", "1D100" or "percentile dice" would direct a player to roll two twenty-sided dice of different colors, treating one as the first digit of a two-digit number, and the other as the second digit. Thus, if a player rolls a "3" on the first die and a "9" on the second die, the dice-roll would be "39".

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

If a dice code is followed by a positive or negative number (e.g., D10 + 3, 2D10-4), add or subtract the number as indicated to or from the dice-roll. Thus, 2D10-1 would direct the players to roll two ten-sided dice and subtract one from the sum of those rolls (to obtain the result). Sometimes, an addition to or subtraction from a die or dice roll is referred to as a modifier. All modifiers affect a 1D10 die roll (thus, a "+4" modifier equals "D10+4"). When instructed to roll a D5, the player should roll a D10 and halve the result, rounding fractions up.

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

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

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

Suggestions are made throughout the rules as to who should roll dice in a particular situation, but the GM has the final authority in this matter. Where the very act of rolling dice may give the players more information than the GM wishes them to know, he should intersperse relevant dice-rolls with meaningless ones to confuse them.

The GM should set up his workspace so that the players cannot see his records or the results of any die he rolls.

III. GAME TERMS

The terms unique to magic and combat are summarized in rules 9 and 25.

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

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

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

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

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

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

Gamesmaster: The referee, or moderator, of the game.

Game Time: The speed at which time passes in the alternate world, relative to the time in the real world (see 78.1).

Leader: The player nominated to be the speaker for the party. Several privileges are accorded to his character for the extra bookkeeping responsibility he assumes. See rule 79.1.

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

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

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

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

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

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

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

Skill: A skill is a collection of interrelated abilities which are almost always learned together. See Section VII.

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

IV. CHARACTER GENERATION

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

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

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

3. DESCRIPTION OF CHARACTERISTICS

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

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

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

Though characteristics are relatively fix-

ed, a player retains total freedom of choice for his character. When a player shapes the personality of his character, he will probably wish to account for some of the character's more extreme characteristics. For instance, if a character with an extremely low Physical Strength value decided to specialize in magic, he might compensate for an inferiority complex developed during adolescence (due to constant bullying) by choosing spells of destruction. The spells would, of course, allow that character to stand off the would-be Conans of his world. A character with a high value in Agility might indulge in frivolous sports, because of his natural talent in such activities. Remember, the greater the care taken when characterizing, the more "real" that character becomes. The player should strive for consistency in developing facets of his character's emotional make-up.

[3.1] *Physical Strength* is a measure of a character's muscle co-ordination and strength.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

The Perception characteristic represents the character's ability to note peculiarities in a given situation (e.g., recognize an ambush), his ability to deduce a people's habits or customs from scant information, and his ability to gauge the fighting skill of another person or monster.

Perception value may be increased or decreased temporarily, as a result of a character's performance during an expedition, and may be increased permanently, through the expenditure of experience. Magic, drugs, and the character's condition may cause a temporary increase or decrease in the Perception value.

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

Physical Beauty is an optional characteristic representing a character's appearance compared to the aesthetic standards of his society and race. A character with a high Physical Beauty value will be a pleasing sight to a member of any of the races described in Section VI, though reactions will vary by race (for example, a female halfling would find a male halfling with a Physical Beauty of 23 sexually stimulating, while a female human would think that the same halfling is extremely cute). Physical Beauty is in no way a reflection of a character's personality; a member of the opposite sex might be smitten by a character with a high Physical Beauty value, but the smitten character's subsequent reactions would probably be governed by the beautiful character's personality.

The Physical Beauty values for monsters describe how that monster appears to a character, and *not* to another monster of the same race. This distinction is made because there is a greater incidence of character-to-monster than monster-to-monster interaction, from the perspective of the players.

Physical Beauty may be increased or decreased temporarily by magic, and decreased permanently by disfigurement.

4. EFFECTS OF CHARACTERISTICS

The characteristics do not cover every facet of a character's performance on an adventure. The gamesmaster relies upon characteristics only when a player attempts a physical or magical action for which character-gamesmaster interaction will no longer help decide the outcome. If the character must exercise his intelligence or wisdom (to name a few facets of his personality not included in characteristics), the player must provide the action or conversation for his character.

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

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

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

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

Example: Rolf the Barbarian informs the gamesmaster that he wishes to burst open a solid-looking oaken door which has temporarily stymied the party. He proposes to use his trusty great axe to batter the door down. The GM, who knows that the door is buttressed by an iron bolt on the reverse side, assigns it a difficulty factor of 2.5. Rolf's Physical Strength is 20, so if the GM rolls a 49 or less ($2.5 \times 20 = 50$), the door bursts asunder (and any traps will probably be set off). If the roll is 50, the door will be held by the iron bolt, unless Rolf's good friend, Tedric Ironthews (with Physical Strength of 18), takes his mallet to the door. If the roll is from 51 to 70 ($[2.5 \times 20] + 20 = 70$), the door withstands Rolf's assault. If the roll is 71 or greater, results will vary from the great axe being damaged or broken to Rolf receiving a jarring shock (he hit the iron bolt directly) to Rolf suffering Damage Points as oak splinters penetrate his armor. The result depends on the GM's discretion and how great the roll is.

The chance of failure is always equal to at least 30 minus the relevant characteristic, and a roll of 100 always causes failure. If, for instance, the applicable value is 23, then a roll of 94 or greater (30 – 23 = 7; there is a 7% chance of a number from 94 to 100 being generated) will cause the character to fail at his task, regardless of what the percentage chance of success may be.

The following sample tasks are provided so the gamesmasters may establish their own guidelines.

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

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

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

Endurance: Consider how tired the character already is and how exhausting the upcoming task if the character wishes to push his body to its limits.

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

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

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

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

Minor magic may be employed by any caster, regardless of his collegiate affiliation. No one may be directly harmed by the use of minor magic, although an adroit caster might conceive a trap making use of minor magic. If a being wishes to resist minor magic, his magic resistance is increased temporarily (see rule 31).

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

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

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

A character will often have to rely upon his intuition and his powers of observation at crucial junctures during an adventure. The GM can re-create a character's interpretation of events or of a tableau in front of him by deriving a percentage chance (of the character understanding the situation properly) from one character's Perception value.

The GM should use this procedure to dictate what he will tell the players only when the particular clue or piece of information is not deducible from verbally-relayed data. The GM should, for example, inform the players that the ellipsoid symbol on the robes of the tall man approaching them probably indicates that he is a priest, since the circle is a religious symbol used throughout his world. However, it would be up to the players to infer what happened when they see the vampire with which their necromancer friend was so recently talking come out the door, blood dripping from his mouth.

When the GM deems it appropriate to check a player's Perception before he answers a question, he either consults the Perception of the leader (see 79.1) or the character who is particularly suited to deduce information in the current situation. The obscurity of the information sought determines the difficulty factor. Multiply the character's Perception value by the difficulty factor, and roll D100.

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

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

The GM will stint those players who constantly request use of the Perception roll when it comes time for experience awards (see 86). A player who allows dice-rolls to usurp the responsibilities of his mind deserves no better.

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

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

Example: The GM requires each player to generate a value of Physical Beauty. He announces that the characteristic will come into play whenever the reaction of a humanoid non-player character must be gauged on the Reaction Table. The dice-roll will be modified by *one* for every 3 points difference between 15 and the Physical Beauty value of the character with whom the humanoid is conversing.

The primary purpose for creating new characteristics is to provide players with further reference points for their characters' personalities.

5. CHARACTERISTIC GENERATION

The player randomly generates his character's total Characteristic Points. He assigns values, within specified limits, to each of his primary characteristics from this point pool. The secondary characteristics are generated either randomly or as a direct function of a primary characteristic, or they begin at a set number for all characters. Some of the characteristics will be modified if the character is of a non-human race. The player will not know the race of his character (unless human) until all of his characteristics have been generated.

The range of values for a characteristic will normally be between 5 and 25. A value of 5 represents the minimum performance possible by an adventuring character. Thus, a character with a Manual Dexterity of 5 would be extremely clumsy, but not so inept that he could not be entrusted with a simple, though essential, task. A value of 25 represents the normal maximum performance which may be achieved by a human; a value of 26 or greater befits a superman. Thus, a character with a Physical Strength of 25 may not be able to bend steel bars in his hands, but he does pretty well with bars of iron.

[5.1] Each player begins the game with a randomly determined

number of Characteristic Points from which to assign values to his character's primary characteristics.

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

Point Generation Table

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

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

Furthermore, a character may have only *one* characteristic equal to his maximum value if that value is greater than 20, or may have up to *two* characteristics equal to the maximum value if that value is 19 or 20. In either case, the character may have up to *two* characteristics equal to *one less* than his maximum value and up to *three* characteristics equal to *two less* than his maximum value. If a character does not have a characteristic equal to his maximum value, he may increase the limit of characteristics with a value one or two less than the maximum values by *one*. Similarly, he may "transfer" an extra characteristic equal to two less than the maximum value for either or both of his two characteristics equal to one less than the maximum value; thus, if it were mathematically possible, a character could have *six* characteristics equal to *two* less than the maximum value for his group. Prior to dividing up his characteristic points, the player should give some thought to what kind of character he wishes to be and what weapons, spells, and/or skills he desires for this newly born individual. It is important to emphasize that in *DragonQuest*, any character can choose any combination of abilities. Certain weapons require a great deal of Physical Strength or Manual Dexterity and the player should be sure to allot enough points in those areas to use the weapons of his choice. All Magical Colleges (see 36 through 47) require a minimum Magical Aptitude to join (see 34.7) and the player should be aware of these restrictions. Most Skills (see 48 through 62) do not have any special requirements, but many give bonuses for exceeding a minimum value in certain characteristics. The choice of race will also alter the characteristic values, and the player must weigh all requirements and restrictions.

Example: A player begins with 88 points (maximum of 23) with which to assign values to characteristics. He could choose a Physical Strength of 23 (the maximum value), an Endurance and Willpower of 22 (his two with one less than the maximum value), and Agility and Manual Dexterity of 9, and a Magical Aptitude of 5. If the player wished, he could decrease his Physical Strength by one (to 22), and increase either Agility, Manual Dexterity, or Magic Aptitude by one.

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

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

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

Endurance is...	*Fatigue is...*
3 or 4	**16**
5 to 7	17
8 to 10	18
11 to 13	19
14 to 16	20
17 to 19	21
20 to 22	22
23 to 25	23
26 to 27	**24**

Boldface Endurance and Fatigue values may be achieved only by members of certain nonhuman races. Once the character has been completely generated, a change in the character's Endurance value will *not* affect his Fatigue value, and *vice-versa.*

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

The value may be modified if the character is non-human.

[5.5] An optional characteristic is usually generated randomly.

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

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

[5.6] A character's Tactical Movement Rate (see 14.1) is a direct function of his Agility.

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

Modified Agility is...	*Tactical Movement Rate is...*
3 or 4	**2**
5 to 8	3
9 to 12	4
13 to 17	5
18 to 21	6
22 to 25	7
26 or 27	**8**

The Tactical Movement Rate may be modified if the character is non-human. In addition, a character's normal Tactical Movement Rate may be reduced if he suffers an Agility penalty due to wearing armor, or becomes encumbered due to the amount of weight he carries (see 82.9). In normal play, a character's Agility will not exceed 27.

6. BIRTHRIGHTS

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

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

Practically, each race has its strengths and weaknesses. The human race is the most prevalent, probably because of its high birth rate and the flexibility of the individual human. The elves, dwarves and giants are

races in their twilight years; human civilization will not treat them too kindly. The halflings seem to be adaptable to almost any way of life, and thrive because of their compatibility with humans. The orcs and shapechangers are nascent races, who may some day challenge human hegemony.

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

[6.1] A player may choose the gender of his (or her) character.

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

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

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

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

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

The player rolls D5 and D10. If the D10 result is greater, the character's Primary Hand is his right. If the D5 result is higher, the Primary Hand is the left. If the two results are identical, the character is ambidextrous. This determination affects which hand a weapon is held in during combat, and any penalties assessed for attacking with a weapon in a non-Primary Hand.

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

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

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

Race	*Chance (%)*
Dwarf	25
Elf	30
Giant	06
Halfling	15
Human	100
Orc	20
Shape-Changer	04

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

When a character gains proficiency in an ability, it is represented in game terms by his player expending Experience Points. The cost, in terms of Experience Points, to advance in any one ability is affected by the character's race. Multiply the cost for any advancement in one ability (see the Experience Cost Chart, 87.7) by the Race Multiplier.

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

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

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

Special Abilities: 1. A dwarf may see in the dark as a human does at dusk. His effective range of vision in the dark is 50 feet under the open sky, 100 feet inside man-made structures, and 150 feet inside caves and tunnels. 2. A dwarf may assess the value of and deal in gems and metals as if he is a Merchant (see 57) of Rank 5. If a dwarf character progresses in the Merchant skill, his ability to assess the value of gems and metals is *five* greater than his current Rank, to a maximum of *ten*. 3. If a dwarf character takes the Ranger skill, he expends *one-half* the Experience Points to progress Ranks, if he specializes as a spelunker (i.e., mountain environment). 4. A dwarf's capacity for alcohol is twice that of a human's.

Characteristic	*Modifier*
Physical Strength	Add 2
Agility	Subtract 2
Endurance	Add 1
Magical Aptitude	Subtract 2
Willpower	Add 2
Perception	Add 1
Tactical Movement Rate	Subtract 1

Average Life Span: 125 to 150 Earth years

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

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

Special Abilities: 1. An elf may see in the dark as a human does on a cloudy day. His effective range of vision in the dark is 150 feet under the open sky, and 75 feet elsewhere. 2. If an elf character takes the ranger skill and specializes in a woods environment, he expends *one-half* the Experience Points to progress Ranks. 3. An elf receives a Magic Talent which functions in all respects as Witchsight (Talent T-1, Book II, pg. 60). 4. An elf makes little or no noise while walking and adds 10% to his chance to perform any activity requiring stealth. 5. If an elf character takes the healer skill (see 55), he expends *three-quarters* the Experience Points to progress Ranks, though he may *not* resurrect the dead. 6. An elf is impervious to the special abilities of the lesser undead. 7. If an elf character takes the courtesan skill (see 54), he expends *one-half* the Experience Points to progress ranks.

Characteristic	*Modifier*
Physical Strength	Subtract 1
Agility	Add 1
Endurance	Subtract 1
Magical Aptitude	Add 1
Willpower	Add 1
Fatigue	Add 2
Perception	Add 1
Tactical Movement Rate	Add 1

Estimated Life Span:
Circa 30,000 Earth years.

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

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

DIE	*Giant Type*
1 to 3	Fire
4 to 6	Frost (Water)
7 or 8	Cloud (Air)
9 or 10	Stone (Earth)

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

Special Abilities: 1. A giant possesses infravision, which allows him to see faint red shapes where living beings are located in the

dark. His range of vision is 250 feet. 2. A giant's magic resistance is increased by *10%*, except when a spell of the opposite elemental alignment is cast at him, in which case his magic resistance is reduced by *20%*. 3. A giant caster whose college is identical to his element gains 5% of his chance to cast a spell of that college. A giant may not be a caster of the college opposed to his element. 4. Whenever a giant attempts minor magic (see 4.2), the GM should increase the difficulty factor by *one*, making it easier.

Characteristic	*Modifier*
Physical Strength	See 70.1
Manual Dexterity	Subtract 1
Agility	Subtract 2
Endurance	See 70.1
Magical Aptitude	Subtract 1
Willpower	Subtract 1
Fatigue	Add 1

Average Life Span: 500 Earth years.

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

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

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

Characteristic	*Modifier*
Physical Strength	Subtract 3
Manual Dexterity	Add 3
Agility	Add 1
Endurance	Subtract 2
Magical Aptitude	Subtract 1
Willpower	Add 1

Average Life Span: 80 to 90 Earth Years.

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

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

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

Characteristic	*Modifier*
Physical Strength	Add 2
Endurance	Add 1
Magical Aptitude	Subtract 2
Willpower	Subtract 2
Fatigue	Add 2
Tactical Movement Rate	Subtract 1

Average Life Span: 40 to 45 Earth years.

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

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

Die	*Shape-Changer Type*
1 to 4	Wolf
5 or 6	Tiger
7 or 8	Bear
9 or 10	Boar

Traits: Shape-changers are identical in appearance to humans when not in animal form. Shape-changers are somewhat bestial in nature, adopting traits one might expect from an anthropomorphized wolf, tiger, bear, or boar. There exists a love/hate relationship between humans and shape-changers: shape-changers possess some degree of animal magnetism, but, if discovered, can expect severe treatment at the hands of humans. Shape-changers are, on the whole, bitter towards humans, and are not above using humans to their advantage. There are very few ways to tell a shape-changer from a human (e.g., they will be discomforted by garlic), and these vary by shape-changer type. Shape-changers are a ruthless lot.

Special Abilities: 1. A shape-changer may change from human to animal form (or *vice-versa*) in 10 seconds during daytime and 5 seconds during the nighttime. 2. A shape-changer possesses a dual nature. While in animal form, human inhibitions will be muted, and while in human form, animal instincts will be dulled. 3. A shape-changer cannot be harmed while in animal form, unless struck by a silvered weapon, magic, or by a being with a Physical Strength greater than 25. *Five* Damage Points are automatically absorbed in the latter case. 4. The shape-changer will regenerate 1 Endurance Point every 60 seconds while in animal form. 5. The shape-changer must devise a set of characteristics for his animal form. Take the difference between the average for each characteristic in animal and human form, and modify the human characteristics appropriately. 6. A shape-changer is automatically lunar-aspected (see 7.3). 7. A shape-changer may remain in animal form for one-quarter of the night times the phase of the moon; thus, during the full moon the shape-changer could remain in animal form all night. A shape-changer may remain in animal form for one hour times the quarter of the moon during the day. A shape-changer may make one set of transformations times the quarter of the moon. 8. If a shape-changer is in animal form during the day, there is a 1% cumulative chance for each 5 minutes he remains in animal form that he will never be able to change back into human form. Similarly, if the shape-changer exceeds the time limits given in Ability 7, there is a 1% cumulative chance (per 5 minutes) of his not being able to regain human form. Roll up a new character, or know an extremely powerful wizard. 9. A shape-changer will be inconvenienced by those wards which can be used against were-creatures. 10. A shape-changer's magic resistance is increased by *5%*. 11. If a shape-changer takes the courtesan skill (see 54.), he expends *three-quarters* the Experience Points necessary to advance Ranks.

A shape-changer's characteristics are not modified, though a new set of characteristics must be generated (see Ability 5).

Average Life Span: 55 to 65 Earth years.

7. ASPECTS

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

The gamesmaster is obliged to keep track of the passage of time for the purposes of character advancement in abilities (see 87). If he is not willing to maintain a formalized calendar, then he should not use the ensuing rules. The work required is minimal, though, once the calendar is set up.

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

[7.1] Each player randomly determines the aspect of his character.

Each player rolls D100, and enters the result corresponding to his dice-roll on his Character Record.

DICE	*Aspect*
01 ... 20	Winter Stars
21 ... 40	Vernal (Spring) Stars
41 ... 60	Summer Stars
61 ... 80	Autumnal (Fall) Stars
81 ... 85	Sun
86 ... 90	Moon
91 ... 95	Life
96 ... 100	Death

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

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

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

Time	*Effect*
Midnight, Character's Stars Ascendant	−10
Midnight, Equinox or Solstice named for Character's Stars	−25
Midnight, Character's Stars Descendant	+10
Midnight, Equinox or Solstice other than that Named for Character's Stars	+25

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

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

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

Time	*Effect*
Noon	−5
Midnight	+5
Noon, Summer Solstice	−25
Midnight, Winter Solstice	+25

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

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

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

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

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

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

Aspect of Character	*Event*	*Range is less than*	*Effect*
Life	Birth of non-humanoid mammal	100′	−5
Death			+5
Life	Birth of humanoid mammal	250′	−10
Death			+10
Life	Birth of humanoid mammal related to character*	500′	−25
Death			+25
Life	Death of non-humanoid mammal	50′	+5
Death			−5
Life	Death of humanoid mammal	125′	+10
Death			−10
Life	Death of humanoid mammal related to character*	250′	+25
Death			−25

8. HERITAGE

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

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

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

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

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

A character of noble birth will at all times have some sort of stigma attached to him: he may be a natural black sheep or a remittance man doing time until he will be forgiven for a disgraceful breach of conduct. In rare instances, a noble-born character will be naturally adventurous; his family will probably dismiss his departure from his proper station on some pretext or other. The young noble is certainly not performing the duties expected of him — ruling the people in fief to him, or learning to do so.

A character will never be of royal birth.

Social Status Table

DICE	*Social Status*	*Money Multiplier*
01...09	Poor Trash	1
10...25	Impoverished Gentlefolk	2
26...44	Burgher or Farmer	4
45...54	Merchant	6
55...58	Merchant Prince	10
59...77	Craftsman or Adventurer	5
78...89	Bandit or Pirate	8
90...97	Lesser Nobility	5
98...00	Greater Nobility	10

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

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

Order of Birth Table

	Bastard	*Legitimate*	*First Child*
Poor Trash	01...30	31...89	90...100
Impoverished Gentlefolk	01...10	11...85	86...100
Burgher or Farmer	01...17	18...91	92...100
Merchant	01...20	21...89	90...100
Merchant Prince	01...24	25...87	88...100
Craftsman or Adventurer	01...13	14...92	93...100
Bandit or Pirate	01...06	07...78	79...100
Lesser Nobility	01...27	28...96	97...100
Greater Nobility	01...35	36...98	99...100

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

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

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

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

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

The player rolls D10 to determine the order of birth.

Die	*Sibling Rank*
1 ... 3	Second
4 ... 5	Third
6	Fourth
7	Fifth
8	Sixth
9 ... 10	Seventh or younger

[8.5] A player now determines his character's initial allotment of Silver Pennies and Experience Points.

The player rolls D100 twice: the first time is for Experience Points, the second for Silver Pennies.

Dice	*Exp Pts*	*SP's*	*Dice*	*Exp Pts*	*SP's*
01 ... 02	10	5	51 ... 70	140	55
03 ... 06	30	15	71 ... 86	170	65
07 ... 14	60	25	87 ... 94	200	75
15 ... 30	90	35	95 ... 98	230	85
31 ... 50	120	45	99 ... 100	250	100

The Experience Point total may be modified by the character's order of birth, and the Silver Penny total will be modified by the Money Multiplier (see 8.1) and may be modified by the order of birth.

[8.6] A character may expend his initial allotment of Experience Points and/or Silver Pennies before ever going on an adventure.

Goods that can be purchased are listed on the Basic Goods List and Experience Point costs are listed on the Experience Point Cost Chart. **Note:** A character may expend only 100 Experience Points (rather than the usual cost, see p. 147) to acquire any one skill at Rank 0. He may exercise this option before his first, or at the conclusion of any adventure.

[8.7] The player has completely generated his character.

The player checks that every piece of relevant data has been entered on his Character Record, and then hands the completed record to the gamesmaster.

The player may want to equip his character with armor, shield, and weapon (see 18.1, 17.5, and 20.2), choose a college of magic for his character (see 34), choose skills for the character (see 8.6 and VII) and any abilities afforded by the adventure rules (see IX).

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

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

V. COMBAT

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

Combat occurs whenever characters, non-player characters, or monsters attempt to physically overcome or harm other conscious opposing figures while on the Tactical Display or in the Chase Stage (see 80). Combat should not occur whenever entities simply encounter one another; rather only when some overtly hostile action has taken place or intentions are made clear.

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

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

When all figures occupying the display are either dead, unconscious, incapacitated, or friendly towards each other, combat is over. Combat should never last any longer than necessary to resolve the situation; returning to the Trek/Wait stage (see 80) as soon as possible will speed overall play.

Note: The following combat rules simulate medieval hand-to-hand combat for fantasy campaigning. For those who desire greater "realism" at the expense of playing time, see *Arena of Death*, available from the publisher, for rules using the same characteristics as *DragonQuest*.

9. COMBAT TERMINOLOGY

The following terms are used throughout the combat rules:

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

Attacker. The figure taking action in an engagement.

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

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

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

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

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

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

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

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

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

Engaged. Hostile figures occupying adjacent hexes are engaged.

Facing. The placement of a figure on the display such that it unambiguously is oriented towards one hex, termed its front hex. Once this orientation has been performed, a figure's front and rear hexes are determined.

ILLUSTRATION 1 The figure is facing hex #2.

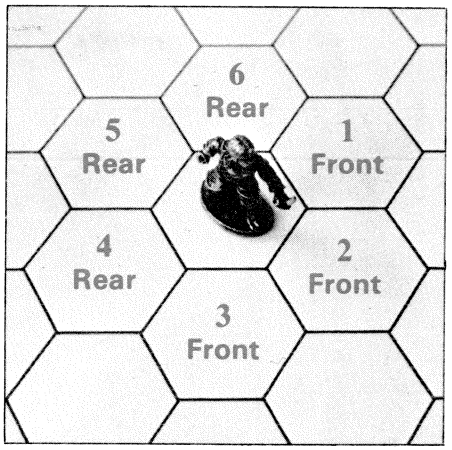


Figure. Any sentient entity occupying the display.

Fire. To throw or fire a weapon or spell in Ranged combat.

Grapple. The act of striking a figure in close combat.

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

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

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

Modified Agility. The figure's Agility after it has been modified due to weight carried (see 82.9) and armor worn (see 18.1).

Modified Manual Dexterity. The figure's Manual Dexterity after it has been modified due to the type of shield carried (see 17.5).

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

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

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

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

Sheltered Hex. Any hex containing physical objects behind which a figure could take shelter such that approximately 50% of his body is protected from any attack.

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

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

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

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

Weapon. Anything used to strike a hostile figure.

10. COMBAT EQUIPMENT

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

The Tactical Display is used to locate and regulate the movement of the figures involved in combat. It consists of a 25mm hexagonal grid, an example of which is included in this rules book. Each hex represents 5 feet of space from side to side. A number of photocopies of this display should be made and butted together to form large areas. The GM may wish to cover the display with a clear plastic (contact paper or acetate) to allow drawing on the display with china pencils or other erasable markers. If the players and the GM wish a detailed, rugged, 25mm hexgrid for use with *DragonQuest's* combat system, one is available from the publisher.

If the GM wishes to use a 1-inch square grid instead of hexes, he may, but should resolve any rules anomalies himself.

When representing figures on the display, some form of markers must be used. Often lead miniatures (available from most hobby stores) are painted to represent players' characters. Cardboard counters are equally useful, with counters being much less expensive but also much less visually exciting. Beginning players often find the three dimensional quality of miniatures helpful in visualizing what is actually occurring during combat. GM's will find that trying to collect an arsenal of appropriate monster miniatures

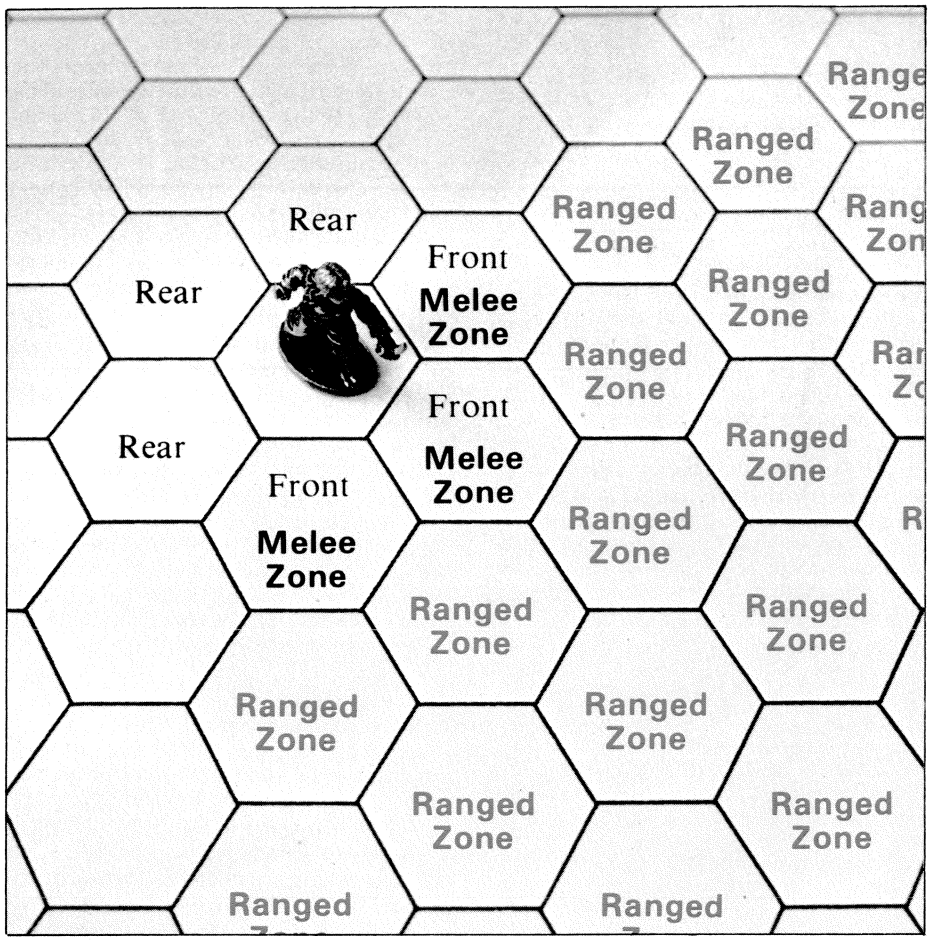


ILLUSTRATION 2

11. PREPARATION FOR COMBAT

Whenever it has been determined that combat in some form is an inevitable result of an encounter, the GM must set up all the equipment necessary for the resolution of combat (see 10.). It is important for the GM to be as organized as possible (have monsters' or NPC's characteristics and weapons pre-generated, have miniatures or counters ready, have the encounter area mapped to facilitate easy transfer to the display, etc.) so the set-up time for combat goes quickly. Knowing combat is coming, the players will get more excited in anticipation, and now is *not* the time for the GM to fumble with his notebook. Each player should have his playing piece and Character Record prepared and ready. There should be as little fuss as possible when placing pieces on the display, and the GM has the final word as to the placement of all characters, NPC's, and monsters.

If the GM has prepared the display to accept either china pencils or markers, he should draw in the details of the encounter location. This may be a hallway in a dungeon, a room in a castle, or whatever — wherever the party may encounter hostile entities is where combat may take place. If the display would be marred by drawing on it, the GM should use dice or some other form of marker to record the locations of important details. Anything the players would be able to see, touch, hear, or smell should be described to them, because inventive players will scrape for any advantage they can find, and are not above using a broken bottle, for

grows to become inordinately expensive, and numbered counters may be used. Special monsters, painted and prepared by the GM for a particular encounter, are useful to spice up an adventure.

The GM should have a copy of a completed Adventure Record and the players should have their Character Records. These contain information which will be used continuously during combat, such as strike chances, movement rates, etc. If any NPC's or monsters are involved in combat, the GM should record their characteristics and information on a piece of scrap paper or index card. This information should be determined prior to the adventure if at all possible. Any damage taken in combat should be recorded on a piece of scrap paper rather than on the Adventure or Character Records. Blank copies of these two records are included in this book.

Percentile dice are used in the resolution of combat, and plenty should be available (one pair for each player and the GM is ideal). Also, copies of all the combat charts and tables should be made so the players may readily refer to them. The GM will often use a GM screen to hide his die rolls, papers, etc., and the charts and tables may appear on it. SPI sells a screen designed for *DragonQuest* containing copies of all the needed combat charts and tables. Purchasers should be aware to buy only the 1981 version of the screen, as earlier versions contain charts no longer used.

example, as a thrown weapon if they can find one. The players need to feel as if they know all the details of the encounter location they could know if they were actually there. It is the sloppy GM who suddenly realizes he hasn't told them about the small window in the northern wall just as the party is frantically scrambling to find an escape route.

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

See 80.2 for the procedure to determine whether surprise exists. Once the determination has been made (this information should be conveyed to the players only if they are the ones who have *achieved* surprise) the GM then places the hostile figures on the display. If no surprise exists, the distance between the two parties should not be *less* then 8 hexes, and each group is aware of the other. If surprise does exist, the distance between the groups should not *exceed* 8 hexes, and can be much less depending on the GM judging the degree of "jump" one group has on the other. In both cases, the GM has the final say as to the distance separating the groups.

If surprise does not exist, Initiative is determined normally for the first Pulse of combat (see 12.2). If surprise does exist, the party with the advantage receives one "free" Pulse during which it can take any action it wishes without the surprised group being able to react. After this free Pulse, Initiative for the remainder of combat is determined normally.

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

For the characters, the GM should use the system detailed in 82.0. For all hostile figures, he should make a quick estimate relating all presumed activity they may have undertaken up to the instant of combat. The GM may dispense with this procedure if he feels the Fatigue loss would balance out or if he wishes to simply get on with and resolve the encounter. If he assigns penalties from one side, he must make a judgment for the other; he should *never* treat one party differently from another in this regard.

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

12. COMBAT SEQUENCE

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

Each Pulse, the following events occur in order:

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

2. If any Melee or Close combat is possible, the GM groups the engaged figures into engagements, determines Initiative for each engagement, and resolves combat for each engagement separately prior to proceeding to the next engagement. Each engaged figure may choose one action from the list of actions allowed of engaged figures on the Action Summary (see 15.7).

3. The side that won Initiative in Step 1 now has the option to take action or let the other side take action. All actions of the figures on one side must be resolved before any figures on the opposing side may take action. **Note:** It is entirely possible for Ranged, Melee, or Close attacks to occur in this step as non-engaged figures move and attack. Each non-engaged figure may choose one action from the list of actions allowed of non-engaged figures on the Action Summary (see 15.7).

After these steps are performed, the Pulse is over and a new one begins. See 78.3 for guidelines regarding speedy resolution of combat actions.

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

Each action listed in Sections 13 and 14 takes one full Pulse to accomplish unless the figure performing them has an exceptional Agility (see 15.3), in which case two actions may be combined. Magic may also alter the amount of actions taken in a Pulse.

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

ACTION	SECONDS
Search for trap in specific place (e.g., door)	20
Attempt to remove trap	see 61.3
Quick search of 10′ by 10′ room for disguised objects	15
Sound wall (floor, ceiling)	5
Search 100 square foot wall segment for concealed objects	90
Pick Lock	see 61.2
Force Lock	15
Spike Door (per spike)	10
Light Torch	25
Light Lantern	35
Exchange wieldy item close to or in hand with another being	
1-handed, 1 item	20
1-handed, 2 items	30
2-handed, 1 item	10
2-handed, 2 items	20
Take off Backpack	25
Remove Item from Backpack	
On ground	30
On back	40
Store Item in Backpack	15
Mount horse	5
Dismount horse	5

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

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

If the Leader is involved in Melee or Close combat, Stunned or unconscious, or otherwise incapacitated, some other non-engaged figure must roll for Initiative. His Perception (only) is added to the D10 roll for Initiative. A non-leader may *not* add his Military Scientist Rank to the roll.

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

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

A figure's Initiative Value is equal to his *modified Agility + Perception + Rank* with any prepared weapon. If the figure has no prepared weapon, it is equal to his *modified Agility + Perception.* In each engagement, the figure with the highest Initiative Value may act either first or last, at his option. All others must act in order of their Initiative Value, from highest to lowest.

If a figure is Stunned, or has any rear hex toward his opponent, the opponent automatically receives the Initiative.

Every character, NPC, and monster should have its Initiative Value for all the weapons or attack forms determined prior to the adventure and recorded (for characters, on their Character Record).

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

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

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

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

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

13. ACTIONS OF ENGAGED FIGURES

Being engaged imposes certain limitations on the actions which a figure may attempt. A figure who is engaged is defined as one who is adjacent to a hostile figure on the display, and may have his movement and choice of action restricted.

The order in which the actions of engaged figures are resolved is determined by each figure's Initiative Value, and any actions

taken by engaged figures are *not* simultaneous.

Two or more hostile figures who occupy the same hex are in Close combat and are considered engaged.

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

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

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

[13.2] An engaged figure may Evade.

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

If the figure who wishes to Evade is *not* within the defender's Melee Zone, he may move up to ½ his TMR and change facing as he sees fit (within the GM's discretion, see 14.1) while executing the Evade.

If a Melee attack is attempted on a figure who is Evading, with a Ranked weapon, he may be able to Parry or Riposte (see 17.4).

Note: A figure who is Evading receives defensive benefits versus Melee and Ranged attacks (see 17.6).

[13.3] An engaged figure may Withdraw.

If the figure who wishes to Withdraw is within the opponent's Melee Zone *and* the opponent also occupies at least one hex of the figure's Melee Zone, the figure may Withdraw by backing directly into any of his rear hexes *but* may not change facing. While Withdrawing, the figure may adopt one of two postures, *Offensive Withdrawal* or *Defensive Withdrawal.* If he chooses the offensive posture, he may strike at his opponent (at a −20 modifier to his Strike Chance) before executing the Withdrawal. To adopt a defensive posture, a figure must have a prepared shield (ranked or unranked). While in this posture, he may interpose the shield between himself and any attack. This adds 20% to his Defense, in addition to any other modifiers already in his favor.

ILLUSTRATION 3

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

If the figure who wishes to Withdraw is within the opponent's Melee Zone but the opponent does not occupy any hexes of the figure's Melee Zone, he may move and change facing normally (see 14.1). **Note:** Figure #7 in the illustration on this page is an example of this situation. If the opponent is able to Melee attack the figure, the opponent automatically receives Initiative for the attack. A figure *may* Withdraw from one hostile figure's Melee Zone into another hostile figure's Melee Zone. If the figure wishing to Withdraw does not occupy a hex within the defender's Melee Zone, he may move normally.

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

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

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

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

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

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

If the Adept wishing to cast a spell is within a hostile figure's Melee Zone, he may not move or change facing, and if attacked, will have to perform a Concentration Check (see 29.5).

If the Adept wishing to cast a spell is not within a hostile figure's Melee Zone, he may change facing after the Cast Check is performed.

An Adept who is in Close combat may not cast a spell, but may activate Talent Magic (see 26.0).

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

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

If the figure who wishes to Close and Grapple is not within the Melee Zone of the defender, the defender may not attempt to repulse the Close attempt and the attacker may immediately enter and Grapple.

Figures that are larger than one hex treat this action differently (see 22.0).

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

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

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

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

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

14. ACTIONS OF NON-ENGAGED FIGURES

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

The determination of which side acts first is resolved by the Initiative die roll (see 12.2).

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

A figure's TMR equals the number of hexes he may move in one Pulse, and he expends one point of the TMR for each normal, unobstructed hex he enters. For characters and all NPC's, this total is determined by their modified Agility (see 5.6). For monsters, it is listed with their other characteristics in 66 through 76.

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

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

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

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

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

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

Note: Giant characters have their TMR calculated according to the monster section pertaining to them (70.1). The average TMR listed is used as the midpoint of a chart the GM creates similar to the one in 5.6, with the appropriate giant's TMR replacing the average human TMR of 5, with modification above and below that occurring in a similar manner according to modified Agility as for humans. Thus, a Cloud Giant with a modified Agility of 19 has a TMR of 14 (average TMR of 13 + 1 for Agility = 14).

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

At the end of the figure's movement, if he is adjacent to any hostile figure, he may Melee attack him (with a negative modifier, see 17.6). The destination hex *is* counted when figuring ½ of the TMR.

Consult the Weapons Chart for listings as to which weapons are Pole weapons.

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

This action is in all ways similar to 14.2, except the movement is greater and using a Pole weapon gives the attacker a bonus to his Strike Chance (see 17.6). Some Pole weapons use this attack form from two hexes away (see the Weapons Chart).

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

This action is in all ways similar to 13.6, except the charging figure has moved into the adjacent hex from outside that hex. No facing changes are allowed during this action, and the destination hex (the hex the defender occupies) is counted when figuring ½ of the TMR.

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

The figure must obey all rules of movement (see 14.1) and while moving is much harder to hit (see 17.6).

If a figure who is evading while moving is Melee attacked he may (if he has a prepared Rank weapon) be able to Parry or Riposte (see 17.4).

[14.6] A non-engaged figure may move up to 2 hexes directly backward, and this is a Retreat.

The action functions in all respects as a Withdraw (13.3) except the figure may not adopt an Offensive posture since there are no adjacent hostile figures to attack.

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

A figure may not move or change facing in the same Pulse as a weapon is Fired or a spell is loosed, with two exceptions: (1) once a crossbow is prepared and loaded, a figure may carry it around and fire whenever he wishes. In this instance, movment of up to 2 hexes prior to or after firing is allowed. (2) If an Adept or his mount is flying and the Adept is in all other ways eligible to cast a spell (has his hands free, is not out of Fatigue, etc.) he or his mount may move up to ½ (rounded down) of his or his mount's TMR and attempt to cast the spell prior to, during or after his movement. This also applies to all flying magic-using monsters.

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

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

Pass actions are listed in 13.4. A figure who is Passing may also change facing while executing a Pass. The actions listed in 12.1 may require a number of consecutive Pass actions to complete.

15. ACTION CHOICE RESTRICTIONS

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

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

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

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

Thus, Thon the Dwarf, whose modified Agility is 7 due to both the weight he carries and his lack of Agility, can only move one hex while he prepares his Mattock instead of two.

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

Thus Eaglewing the Elf, whose modified Agility is 25 due to the lack of weight he carries, his natural Agility and his bonus due to being an Elf can move three hexes while preparing his Tulwar instead of two.

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

The actions may be combined in any order. If a figure with this option chooses not to combine two actions, it may increase its movement (as in 15.2) by two hexes.

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

See 19.0 for details concerning Stun and Stun recovery. A figure who becomes incapacitated can do nothing.

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

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

If a figure is attempting to Melee attack a hostile figure who occupies a hex whch is obscured (due to smoke, magic, etc.), he may attempt to strike if he first rolls less than or equal to four times his Perception on D100. If the roll is above this result, the attack may not take place and the figure may take no other action that Pulse.

[15.6] If an Adept attempts to cast a spell while either being Ranged attacked or Melee attacked, he must perform a Concentration Check (see 29.5).

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

[15.7] The Action Summary lists all actions and their restrictions.

See combat charts and tables.

16. ATTACKING

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

The order of all attacking actions is determined by the Initiative procedure as detailed in 12.2 and 12.3. Combat involving engaged figures is always resolved prior to any combat involving non-engaged figures. An attacker's weapon is always assumed to be held in his Primary hand (see 6.2) unless he states otherwise. Optionally, a figure may attempt to use two weapons at once, or attempt to strike more than one target with one weapon.

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

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

The attacker declares his target, determines and applies any Ranged Combat modifiers (see 17.6), and executes a Strike Check. The only weapons eligible for use in Ranged Combat are those rated for Ranged Combat on the Weapons Chart (see 20.2).

To fire a weapon, the attacker must have a Line of Fire (see 9.0) to the target. In addition, the attacker may fire into but not through an obscured hex. The weapon fired always travels in a straight line, and if not stopped by striking an object, it will travel 1.5 times the range of the weapon and fall to the ground.

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

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

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

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

The attacker declares his target, applies any Melee Combat modifiers (see 17.6), and executes a Strike Check. The only weapons eligible for use in Melee Combat are those rated for Melee Combat on the Weapons Chart. The attacker may have moved adjacent to the target during that Pulse and this combination of movement and Melee is a Charge (see 14.2).

The normal melee attack is intended to do as much damage to the target as possible, but other forms of specialized attack exist and are detailed in 16.5.

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

The attacker declares his target (there may be more than one figure in the hex), applies any Close Combat modifiers (see 17.6), and executes a Strike Check. The only weapons eligible for use in Close combat are those rated for Close combat on the Weapons Chart. The attacker may have moved into the target's hex during that Pulse, and this combination of movement and Grappling is detailed in 13.6 and 14.4.

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

A figure may attempt to strike one or more targets more than once as part of the same attack with two different weapons (one in each hand), but suffers a negative attack modifier (see 17.6). The attacks need not be directed at the same hostile figure, but must be of the same type (Grapple, Melee, or Fire). Some non-humanoid monsters could attack 3, 4, or more times in one Pulse using this option.

A figure may attempt to strike more than one target one time each if the prepared weapon is Class B and the attacker is Rank 4 or above with the weapon. Each figure thus attacked must be in adjacent hexes within the attacker's Melee Zone. Thus, the maximum number of attacks available via this option is three. This attack may only occur in Melee Combat, and the attacker suffers a negative attack modifier (see 17.6).

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

Trip. The attacker must be armed with a Quarterstaff, Spear, Halberd, Poleaxe, or Glaive and be in Melee Combat. The Base Chance is 40% and the damage is D10. If the attack is successful, the target must attempt to roll less than or equal to 3 times his modified Agility. If the target's Agility roll is successful, he keeps his footing; if he fails the roll, he falls prone. This only works against human size or smaller targets.

Entangle. The attacker must be armed with a Net, Whip, or Bola. The Base Chance is listed with the individual weapons. If entangled, the target suffers D10−4 damage. If the attack is successful, the target must

attempt to roll less than or equal to 3 times his modified Agility, falling prone if he fails. The target must disentangle himself before rising, and to do so requires the target to execute a Pass action for two consecutive Pulses.

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

Knockout. The attacker must be armed with any weapon except Missile Weapons, Entangling Weapons, Darts, Grenados, Lances, or Pikes. The attack is successful if the Strike Check result is equal to or less than (15% of the modified Strike Chance). No damage is done and the target is knocked unconscious for D10+5 minutes, with the results of the time roll being kept from the players. **Note:** The Sap is a weapon especially designed for this purpose and is detailed on the Weapons Chart (see 20.2). This attack may not be attempted on larger than human-sized monsters.

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

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

17. RESOLVING ATTEMPTED ATTACKS

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

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

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

To attack with any Ranked weapon, the Strike Chance is (Base Chance of Weapon) + (Modified Manual Dexterity) + (4 × Rank). To attack with any unranked weapon, the Strike Chance is equal to the weapon's Base Chance unmodified. The Strike Chance of either a Ranked or unranked attack will be further modified (see 17.6).

In any natural attack form such as teeth, claws, etc., for monsters, their Manual Dexterity plus 4 times Rank (if any) is *always* added. For all characters and other figures, the Strike Chance should be calculated prior to an adventure and recorded on the Character Record.

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

If the attacker rolls less than or equal to the Modified Strike Chance, a successful hit has been scored and a Damage Check must be performed (see 18.0).

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

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

If the roll is 99, the attacker may have broken the weapon; on 100, the attacker may have dropped his weapon. In either case, the attacker then rolls D100: if the roll is less than or equal to 3 times his modified Manual Dexterity, he has avoided either misfortune. If the roll is above his modified MD, the misfortune occurs.

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

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

Only figures who are currently Evading and are being Melee attacked may Parry. The defender rolls D10, adds the Rank of any prepared weapon, and subtracts the Rank of the attacker's weapon. If the result is 3 or less, the attack has been successfully Parried; but in so doing, the defender has been thrown off balance and must execute a Pass action next Pulse. If the modified result is 4 through 7, the attacker has been Disarmed per the attack of the same name (see 16.5). If the modified result is 8 or above, the attack has been Parried to the extent that the attacker has become Disarmed and the target may execute a Melee attack instantaneously against him without need to perform an attack action. This is called a Riposte. A Riposte may never itself be Parried and may occur as many times during a Pulse as the evading target was Melee attacked. A target may even Parry attacks which do not come through his Melee Zone (e.g., from behind him). An unarmed figure may Parry if he is Ranked in Unarmed Combat (see 21.0).

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

A figure's Defense Rating is subtracted from an attacker's Strike Chance. The defense of a shield is a function of the Rank the target has with the individual shield types (see Shield Chart). Thus, a figure with a modified Agility of 13 and Rank 3 with shield carrying a Large Round Shield has a Defense Rating of [13 + (3 × 4%)] = 25%, and this is subtracted from any attacks coming through any of the figure's Melee Zone hexes. If the attack comes through any of the figure's rear hexes, the addition of the shield defense is ignored, but the modification for Agility remains in effect.

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

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

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

After calculating the attacker's Strike Chance and subtracting the defender's Defense, the Strike Chance Modifiers Summary should be consulted to see if any situations exist which could further modify the Strike Chance.

Example: Rolf the Barbarian is Melee attacking the White Mouser, a lithe figure with high Agility. Rolf is using a broadsword (which he wields at Rank 3), and has a modified Manual Dexterity of 15. The Mouser has a modified Agility of 18 and is using a Main Gauche (which he wields at Rank 2). Rolf's Strike Chance is [55+15+(3×4%)] = 82%. The Mouser's Defense Rating is [18+(2×2%)] = 22%, which is subtracted from Rolf's Strike Chance since he is attacking the Mouser through the Mouser's Melee Zone (if he was attacking him through one of his rear hexes, the 4% extra for the Main Gauche would not count and the Defense would be 18%). But, furthermore, the Mouser is kneeling (a +20 from the Melee Combat Modifiers Chart), so receives a Modified Strike Chance of 82−22+20 = 80%.

[17.7] The charts listing modifiers used in calculating the Modified Strike Chance of any attack include the Shield Chart, Ranged Combat Chart, Melee Combat Chart, Close Combat Chart,

Lighting Conditions Chart, and the Miscellaneous Conditions Chart.

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

18. DAMAGE

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

There are three types of damage possible from a successful strike, depending on how low the attacker rolled on the Strike Check: Damage affecting Fatigue; affecting Endurance; and Grievous Injury. When the Strike Check result is above 15% of the Modified Strike Chance, any effective damage is subtracted from Fatigue (Endurance when Fatigue reaches 0). When the Strike Check is 15% or less of the Modified Strike Chance, any damage directly affects Endurance and is *not* absorbed by armor. If it is 5% or less of the Modified Strike Chance, a Grievous Injury may also result, in addition to Endurance damage. These percentages are summarized on the Special Damage Chart (18.2).

Any Damage Checks modified to a result less than 1 are treated as 1.

[18.1] Damage affecting Fatigue is absorbed by armor.

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

Example: Rolf is wearing Leather armor (Protection Rating of 4) has 3 Fatigue Points remaining. An attack against him results in 9 total damage points. The Leather absorbs 4 of those, and normally the remaining 5 would be subtracted from Fatigue. But, since he only has 3 Fatigue Points left, he loses 3 Fatigue Points and the rest are ignored entirely. If any further attacks result in damage being subtracted from Fatigue, the Leather would still absorb 4 points of that damage, but any remaining points would be subtracted from Endurance instead.

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

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

The Special Damage Chart lists modified Strike Chances and their damage directly affecting Endurance range.

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

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

Weapons are classed on the Weapons Chart (see 20.2) according to type: thrusting weapons are Class A; slashing weapons are Class B; and crushing weapons are Class C. The Grievous Injury Table lists the ranges for each class of weapon. A figure may suffer any number of Grievous Injuries in a Pulse.

Whenever a figure suffers a Grievous Injury, there is a possibility he has dropped whatever he is holding, and the procedure outlined in 17.3 is used to resolve this occurrence.

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

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

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

When being attacked by the breath weapon of a monster, treat the damage as if magical energy, as above, but allow every target a Passive resistance roll before applying the damage. If the target does Passively resist, the damage is halved (round fractions down). No Active resistance is allowed versus breath attacks.

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

If using this rule, add 1 to the damage modifier of a weapon for every 5 points of Physical Strength above the minimum necessary to wield the weapon the attacker possesses. Thus, a figure with PS of 20 through 24 would do D+5 damage when wielding a Broadsword. However, for every +1 of damage the figure receives, an extra 6% is added onto the chance of the weapon breaking during combat. The above figure with the PS of 20 would have a chance to break the Broadsword on rolls of 93 through 99, inclusive. This increase in breakage chances precludes any Modified Strike Chances which would conflict with it. Thus, if the above figure had a Modified Strike Chance of 97%, it would actually be 92% since rolls of 93–99 would result in a possible break and 100 would result in a possible drop. This does not apply to Thrown or Missile Weapons.

If wishing to allow increased damage for Rank attained with a weapon, give a +1 bonus for every 4 Ranks (round down). This rule *will* increase damage down by Thrown or Missile Weapons, and does *not* increase breakage chances. It is recommended only *one* of these systems be used with any one particular weapon, not both.

19. THE EFFECTS OF DAMAGE

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

Whenever a figure suffers effective damage greater than one-third his original Endurance from a single strike, he becomes Stunned. The figure may not take any other action except attempt to recover from Stun until he has recovered. A figure who becomes Stunned may drop anything he is holding. (The procedure outlined in 17.3 is used to resolve the outcome. The check is only performed once, at the moment the figure becomes Stunned.)

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

To recover from being Stunned, a figure must roll less than or equal to *2× his Willpower plus his current Fatigue.*

Current Fatigue is the figure's Fatigue total at the instant the roll is made. Every Pulse after becoming Stunned, the figure may attempt to recover but may do nothing else, including move.

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

20. WEAPONS

Any instrument used to inflict damage on a figure is called a weapon. Weapons may include the figure's hands, claws, talons, feet, teeth, breath weapon, etc. All normal weapons are listed on the Weapons Chart along with their characteristics. The only limits to the number of weapons a character may have in his possession are the weight and bulk of those weapons. The GM should carefully examine each character, checking for the location of the character's weapons. Any odd or unlikely method of carting weaponry around should be disallowed. Any humanoid figure may never have more than

two one-handed weapons or one two-handed weapon prepared at any one time. Carrying a prepared shield replaces one one-handed weapon and disallows a two-handed weapon for this purpose. Figures with more than two appendages may use as many weapons as they are able. It is always assumed when a figure is armed with a one-handed weapon it is carried in his primary hand unless stated otherwise.

A figure may attempt to envenom any A or B Class weapon and thus poison the figure it strikes. An assassin is trained in the use of envenomed weapons (see 20.3).

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

A figure may attempt to strike bare-handed (see Unarmed Combat, 21.0), but only if one hand is free. Any figure may attempt to use an item not normally assumed to be a weapon (furniture, books, glasses, dishes, etc.) at the GM's discretion, who assigns Base Chances, damage modifiers, and so forth.

[20.2] The Weapons Chart lists all normal weapons and their characteristics.

All normal weapons which would appear within a common *DragonQuest* world are detailed on the chart. If the GM wishes to add more exotic weapons to the list, he should feel free to, and should assign characteristics for those weapons based on the examples given. The characteristics for each weapon are:

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

Physical Strength. The minimum Physical Strength a figure needs to wield the weapon properly; a figure without the PS to meet this minimum does one less point of damage for each point of strength he is below the minimum. A figure may never achieve Rank in a weapon he does not have the PS to wield.

Manual Dexterity. The minimum modified Manual Dexterity a figure needs to maneuver the weapon properly; a figure without the MD to meet this minimum has the Base Chance of the weapon lowered by 5 for every point he is below the minimum. A figure may never achieve Rank in a weapon he does not have the MD to maneuver.

Base Chance. The base percentage of the weapon to score a successful hit on a figure.

Damage Modifier. The number added to the D10 die roll when peforming a Damage Check; the modified total may never be less than 1.

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

Class. A letter representing the type of damage done by the weapon. **A** weapons do thrusting damage. **B** weapons do slashing damage. **C** weapons do crushing damage. Used for determining Grievous Injuries.

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

Cost. The cost, in Silver Pennies, to purchase the weapon. At the cost listed, the weapon is of normal quality.

Maximum Rank. The highest Rank attainable with that weapon.

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

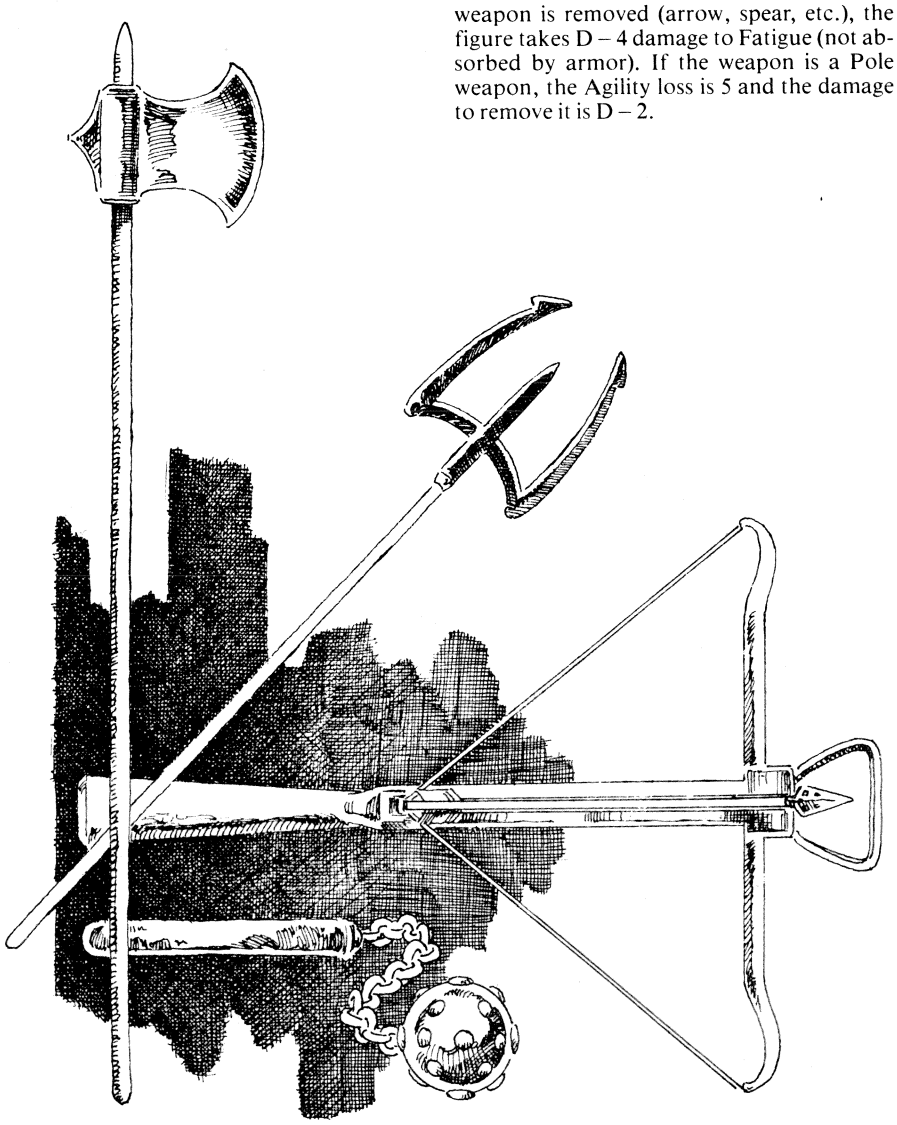
If the GM permits, figures may carry and use weapons coated with poison. Only Class A and B weapons may be envenomed. See the Alchemist skill for details concerning types of poisons and paralysants. For the venom to be introduced into the bloodstream of the victim, at least 1 point of *effective* damage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

When anyone but an Assassin handles an envenomed weapon, there is a chance the figure will nick himself and introduce the venom into his own bloodstream. Every time an envenomed weapon is handled, the figure must try to roll less than or equal to 3 times his modified Manual Dexterity on D100 to avoid any mishap. If the roll is greater than his MD, he has been nicked by the weapon and is poisoned. Handling a weapon is defined as including all actions of coating the weapon with the venom, storing the weapon until use, and preparing the weapon for the attack. The check should be made once for the preparation of the weapon and once for the attack. The timing of the checks is up to the GM, but two rolls should always be made if the weapon is used to attack. Cleansing the weapon of the poison does not require a check. An envenomed weapon will remain effective for 6 hours, by which time the venom will have evaporated or been wiped off. When the weapon has successfully struck and done 1 or more points of effective damage, the venom has been removed.

A paralysant functions as a knockout drug against human-sized or smaller figures. If the victim fails his Willpower Check (see 50.8), he falls prone unconscious and will remain that way for [20+D10−(His Willpower)] minutes.

[20.4] A figure struck by a Class A missile or thrown weapon will have his Agility lowered until the weapon is removed.

Whenever a figure suffers effective damage from a Class A Missile or Thrown weapon, it has lodged itself in the target's body and reduces his Agility by 3. The weapon remains lodged until a Pass action is executed to remove it. When any barbed weapon is removed (arrow, spear, etc.), the figure takes D − 4 damage to Fatigue (not absorbed by armor). If the weapon is a Pole weapon, the Agility loss is 5 and the damage to remove it is D − 2.



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

21. UNARMED COMBAT

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

For a humanoid figure to strike with his primary hand, the Base Chance is (modified Agility × 2). For every point the figure's Physical Strength is above 15, the Base Chance is increased by 1. The damage done by a successful strike is D − 4, with 1 extra point of damage for every 3 points of Physical Strength above 15. A humanoid can achieve Rank with bare hands just as he can with any weapon.

Beginning at Rank 3 in Unarmed Combat, figures may choose to kick instead of using hands (or in addition to hands) in unarmed attack. This allows an unarmed attack while a figure's hands are full. The Base Chance and damage are as above. Using legs in this manner allows an attempted Trip by the attacker (see 16.5) with Base Chance and damage remaining the same as for all unarmed combat.

22. MULTI-HEX MONSTERS

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

Multi-hex monsters have three types of hexes surrounding them: Front, Rear, and Flank. Front and Rear hexes function in the same way for them as for any other figure, but attacks through Flank hexsides give the attacker a bonus (see 17.6). The exact configuration of Front, Rear, and Flank hexes vary with the size of the monster (see illustration).

A multi-hex monster must always be placed on the display such that its head unambiguously faces a vertex of two hexsides. It may move in any way so that its head enters any Front hex, and may move up to its full TMR in this fashion. At the end of its movement, it must once again unambiguously face a vertex. For facing changes, a penalty of one less hex of movement for each two hex vertices changed is applied, since the mass being maneuvered is much greater than a humanoid's. In order to change facing, the monster must pivot using its head as the pivot point.

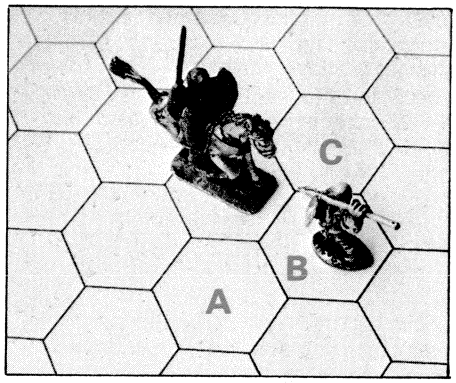
A multi-hex monster may freely pivot or move into any hex occupied by a 1-hex figure. The smaller figure is knocked prone automatically and the monster may then attempt to trample the figure at a Base Chance of 40%, doing (D10 + size of the monster in hexes) damage. Trampling is Class C damage.

See illustrations on this page and 22.

23. MOUNTED COMBAT

In mounted combat, the TMR of the figure (comprising the mount and the rider) is that of the mount; the rider may not move at all. A rider may only mount or dismount when the mount is not moving. Any action a figure is capable of while standing on the ground he is capable of while mounted with the following exceptions: (1) using a two-handed weapon; (2) firing any missile or thrown weapon while moving; (3) using more than one weapon at a time. These restrictions are lifted depending on the Horsemanship Rank of the rider (see 83.2). A figure may always use a shield and a one-handed weapon while mounted.

ILLUSTRATION 8



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

A rider and mount will normally occupy only one hex, unless the mount is a multi-hex monster. If they occupy more than one hex, the movement will be governed by the rules of multi-hex monsters (see 22). On a normal mount, the rider will not be able to attack out

ILLUSTRATION 5

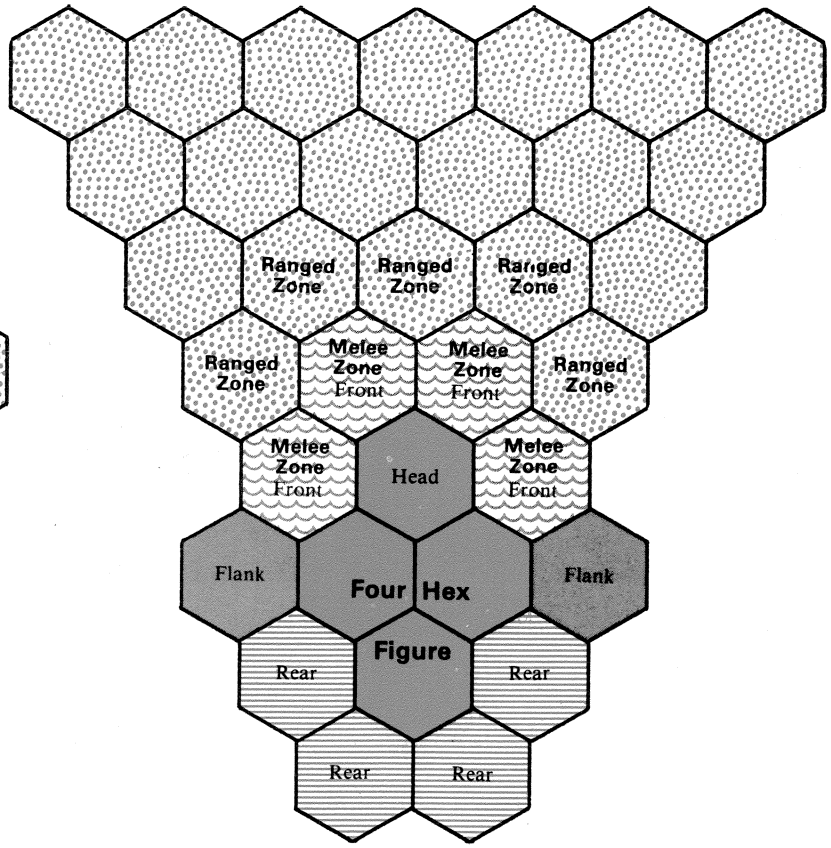
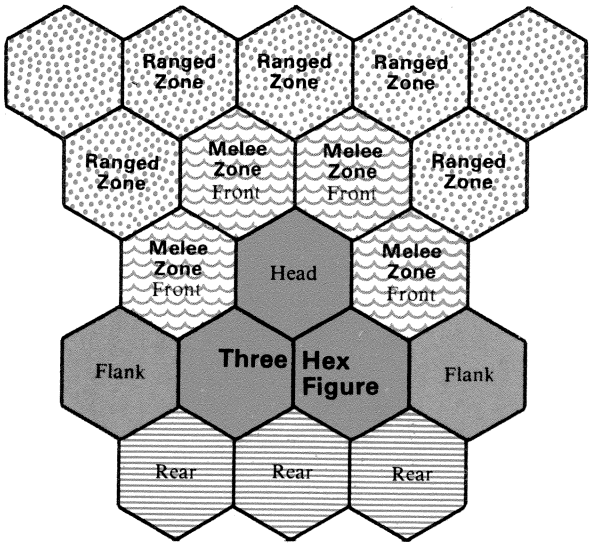


ILLUSTRATION 4



of his Front hex, only the hexes to either side of that hex. His Front hex *may* be attacked into using a spear (or similar long hafted weapon) or any Fired weapon (see illustration).

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

A Charge on a mount is executed in the same manner as a Charge on foot except the amount of movement prior to the attack will be greater and the Charge *must* be in a straight line (no facing changes allowed). Any act of turning the mount or stopping it during or after the Charge will require a Horsemanship Check (see 82.2). The Pulse following any mounted Charge, the momentum will take the mount past the target to its full TMR. Any attempt to turn or stop the mount will occur after that movement is terminated. A failed check will result in the mount continuing on its way.

24. INFECTION

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

The Base Chance of infection is equal to 10%. If the figure took any damage to Endurance, add (20 + the amount of Endurance damage in points). If the damage was inflicted by bite, claws, or talons, add 20. Specific Grievous Injuries may raise the Base Chance even further. The infected figure rolls D100; if the result is greater than the modified Base Chance, the figure is not infected; if the result is equal to or less than, the figure is infected.

An infected figure is considered diseased, and every morning after becoming infected, the figure must try to heal himself or suffer Endurance damage. To heal himself, a figure tries to roll under his original Endurance on D100; a roll equal to or less than the Endurance results in a cure. If the infection is not cured, each day the figure takes D10 – 5 (minimum result of 1) Endurance damage from the infection. Obviously, an infected figure who is not cured will eventually die from his wounds. The effects of slow acting (blood agent) poisons function in the same manner as infections except there is no roll for cure.

ILLUSTRATION 7

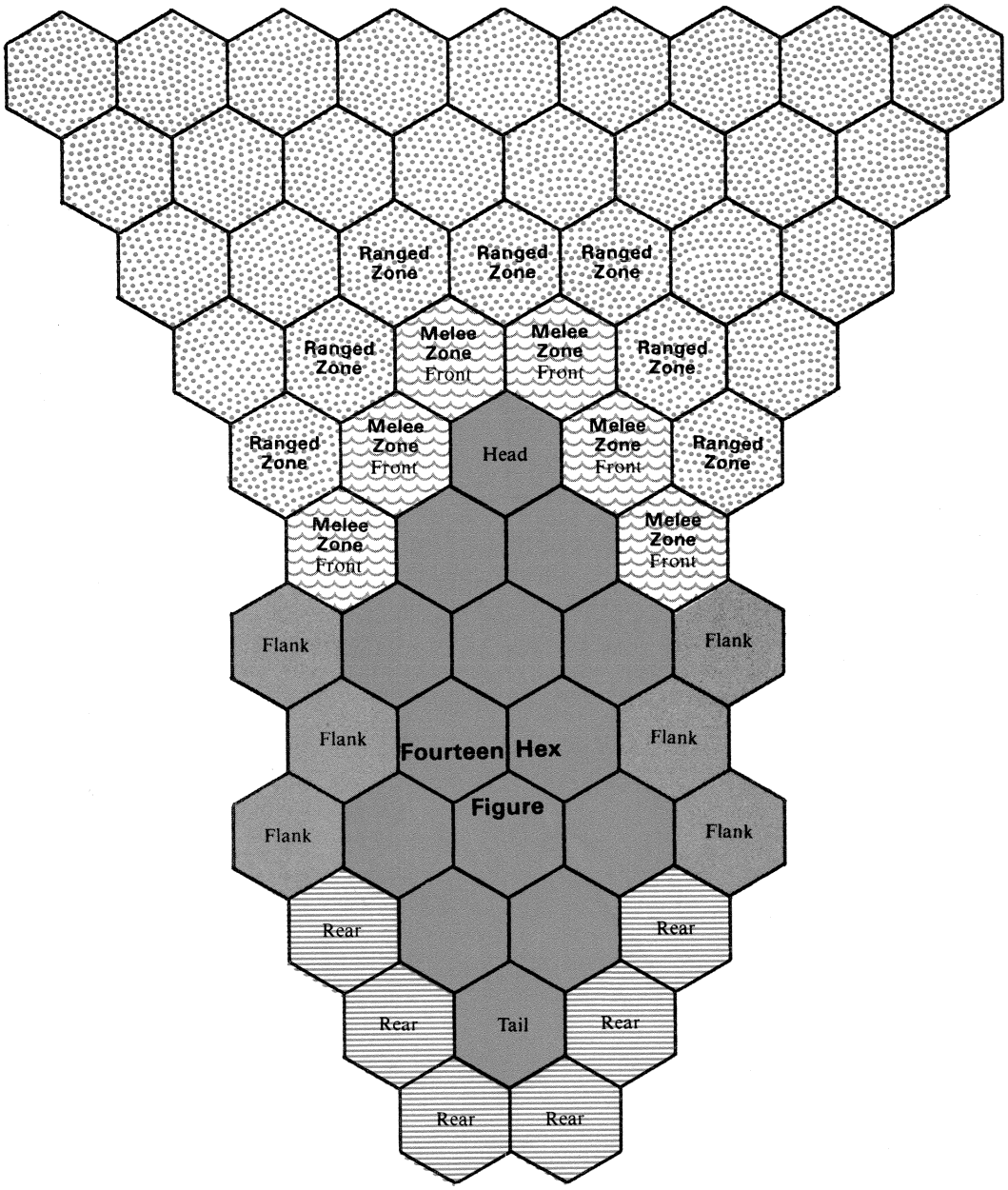
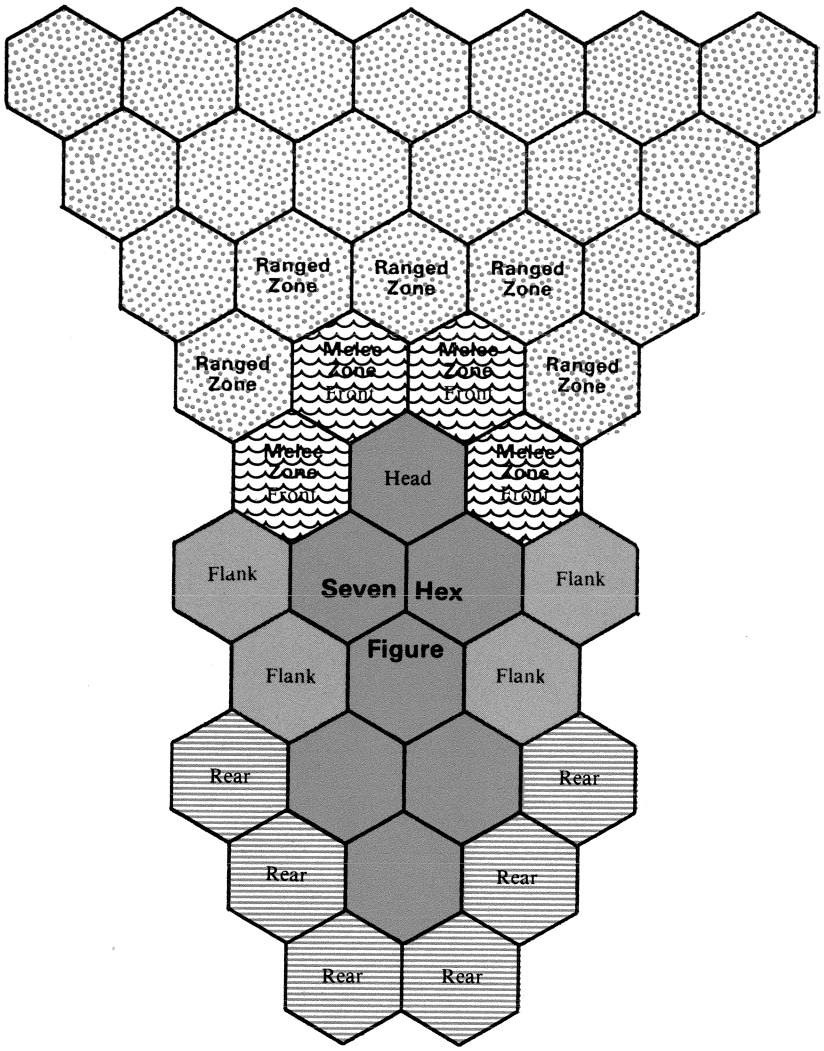


ILLUSTRATION 6



COMBAT EXAMPLE

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

A party of player characters is travelling by foot along a path deep within a forest. They are alert but not combat-ready; they are tired from having traveled long and hard all day. The party consists of Ariella, a Celestial Mage; Eaglewing, an Elven Ranger; and, Delion, an Elven Illusionist. The GM has generated an ambush for the party as they round the next bend in the path, and assigns a readiness factor (see 80.2) of 3 to their chance to detect the ambush. Eaglewing is leading the party, so his Perception of 10 is used for the check, but he also receives a bonus of 15% due to his Ranger Rank. Eaglewing does detect the ambush, and the Hobgoblin, Orc, and Goblin lying in wait will get no surprise this day. The GM determines they will attempt the attack anyway, and combat begins.

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

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

Second Pulse. The Initiative roll is won again by the Hobgoblin. He Charges Eaglewing and attacks. His Strike Check is 37 above his Modified Strike Chance, so Eaglewing may Parry. He rolls an 8, plus 6 for his Rank, minus 3 for the Hobgoblin's Rank, yields a result of 11, a Disarm and Riposte. Eaglewing hits the Hobgoblin with his Riposte, doing damage affecting Endurance for 12 points. The Hobgoblin is Stunned, and the GM checks to see if he falls from his horse. He does, and falls at Eaglewing's feet. The Orc prepares his Scimitar and moves slightly towards Delion. The Goblin begins to re-load his crossbow.

Eaglewing attacks the prone Hobgoblin (the Riposte does not count as an Action), receiving a +15 for the Hobgoblin being Stunned and a +20 for his being prone (the Hobgoblin's Defense is not subtracted because he is Stunned). Eaglewing strikes for a Grievous Injury this Pulse and kills the unfortunate Hobgoblin. Ariella tries to cast her spell of Starfire (knowing full well she is receiving a −20 penalty because it is still daytime) and does, doing 13 points of damage to the Goblin, who becomes Stunned and drops his bow. Delion tries again to recover from Stun, and succeeds.

Third Pulse. This time Eaglewing wins the Initiative Roll (performed against the Orc since the Hobgoblin is dead). Since no one is engaged yet (the Hobgoblin does not engage Eaglewing because he is dead), he chooses to have the party act first. He prepares his Main-Gauche, and moves slightly towards the Orc. Ariella begins to prepare another Starfire. Delion picks up his Rapier and changes facing to receive the Orc's attack.

The Orc moves up to Delion and Melee attacks him, missing. The Goblin recovers from being Stunned.

Fourth Pulse. Initiative is rolled between Eaglewing and the Goblin, since the Orc is engaged with Delion. Eaglewing wins it. However, since the Orc and Delion are engaged, their combat is resolved before anything else. The Orc's Initiative Value is 27, Delion's is 25, so the Orc may act first. He attacks Delion, inflicting enough Fatigue damage with his successful attack that Delion is out of Fatigue (remember, the party was tired to begin with). Delion, seeing the way the battle is going, Withdraws defensively.

Eaglewing chooses to have the party act first and allows Ariella to try her spell before he himself takes any action. Ariella, however, is not so lucky this time and her spell backfires, reducing her Fatigue to 0 and Stunning her. Eaglewing (frustrated at the Adept's fumblings) moves up to the Orc, attacking him from behind. He receives a +30 for attacking from a Rear hex but a −15 for Charging with a non-Pole weapon. His attack is successful, doing enough Fatigue damage to Stun the Orc. Delion cannot act now because because he has already performed an Action earlier in the Pulse.

The Goblin runs away.

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

[20.2] WEAPONS CHART

Weapons are normally wielded one-handed, and the exceptions are noted with a (2) after the name of the weapon. Some may be used either one or two-handed, and these are noted with a (1-2). When weapons of this type are wielded two-handed, increase their Damage Modifier by 1. "–" indicates that a weapon has no Class for purposes of Grievous Injuries; when a possible Grievous Injury is rolled, only damage affecting Endurance results. "V" indicates that the characteristic is variable. *The damage done by a blowgun dart depends upon the substance which coats the tip (poison, for instance; see 50.8 and 20.3).

A. When attacking a foe whose modified Agility is between 12 and 9 (inclusive) the Dagger may be used to attack twice in one Pulse without penalty; if the modified Agility is 8 or less, the Dagger may attack 3 times in a Pulse.

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

C. The Sap may only be used to knock out targets wearing only Leather, Cloth, or no armor. Used by an Assassin, *any* hit knocks out the target; for anyone else, any hit Stuns and 4 or more points of effective damage knocks out the target (exception to 16.5).

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

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

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

G. All Missile Weapons must be loaded before firing; this action is in addition to Preparing the weapon itself. A Pass action must be taken in order to load the Sling, any draw bow, the Spear Thrower, and the Blowgun. Two consecutive Pass actions must be taken to load a Crossbow (three if using a Cranequin).

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

Swords	Weight	Physical Strength	Manual Dexterity	Base Chance	Damage Modifier	Range	Class	Use	Cost	Max Rank
Dagger[A]	10oz	7	10	40	D	8	A	RMC	10	9
Main-Gauche	1	8	15	45	+1	P	A	MC	20	10
Short Sword	2	10	12	45	+3	P	A	M	40	6
Falchion	4	12	11	50	+2	P	B	M	35	8
Scimitar	4	11	15	50	+3	P	B	M	60	8
Tulwar	4	13	15	50	+4	P	B	M	65	8
Rapier	2	11	18	45	+3	P	A	M	35	10
Sabre	3	14	15	60	+3	P	B	M	40	7
Broadsword	3	15	15	55	+4	P	B	M	50	6
Estoc	2	15	17	45	+5	P	A	M	65	9
Hand & a Half (1-2)	6	17	16	60	+5	P	B	M	85	7
Claymore (1-2)	5	16	13	50	+4	P	B	M	80	7
Two-Handed Sword (2)	9	22	14	55	+7	P	B	M	100	5
Hafted Weapons										
Hand Axe	2	8	11	40	+1	8	B	RMC	15	4
Battle Axe (1-2)	5	14	14	60	+4	6	B	RM	20	7
Great Axe (2)	6	19	17	65	+6	P	B	M	30	7
Giant Axe	25	29	12	65	+10	6	B	RM	50	7
Crude Club	4	16	10	45	+2	6	C	RM	3	2
War Club	3	14	10	50	+2	7	C	RM	5	5
Giant Club	10	25	9	50	+8	9	C	RM	10	5
Torch[B]	3	8	12	40	+1	P	C	M	1	–
Mace	5	16	9	50	+4	5	C	RM	15	5
Giant Mace	25	27	10	50	+7	8	C	RM	40	5
War Hammer	4	15	13	45	+3	6	C	RM	14	5
War Pick (1-2)	5	17	13	45	+4	P	C	M	20	5
Flail	4	14	15	50	+2	P	C	M	15	5
Morningstar (1-2)	5	18	15	60	+4	P	C	M	20	5
Mattock (2)	6	19	14	55	+6	P	C	M	18	5
Quarterstaff (2)	3	12	16	55	+2	P	C	M	3	9
Sap[C]	1	9	11	40	+1	P	C	MC	2	3
Thrown Weapons										
Throwing Dart[H]	3oz	9	15	40	D	12	A	R	1	10
Boomerang[J]	1	11	15	40	D	20	C	R	2	7
Grenado[K]	2	9	15	40	V	15	–	R	V	4

The following weapons also function as Thrown Weapons: Dagger, Hand Axe, Battle Axe, Giant Axe, Crude Club, War Club, Giant Club, Mace, War Hammer, Javelin, Spear, Giant Spear, Net, Bola, and Rock.

[17.5] SHIELD CHART

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

Weight: The weight of the shield in pounds.

Defense/Rank: The percentage by which the figure's defense is increased per Rank while that shield is prepared. Experience Point cost detailed on page 146.

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

Cost: The cost in Silver Pennies for a shield of average workmanship.

*The Main Gauche does not subtract its defense from any Fire attack, and cannot make a Shield Rush attack (see 16.5). The Main Gauche functions both as a weapon and a shield, and only one Experience Point expenditure is used to rise in Rank in both, that of the weapon listed in 87.8.

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

Pole Weapons	WEIGHT	PHYSICAL STRENGTH	MANUAL DEXTERITY	BASE CHANCE	DAMAGE MODIFIER	RANGE	CLASS	USE	COST	MAX RANK
Javelin[D]	3	12	15	45	+2	12	A	RM	4	10
Spear (1-2)	5	15	14	50	+3	6	A	RM	10	5
Giant Spear (1-2)	15	22	16	55	+7	12	A	RM	20	5
Pike[E] (2)	8	18	16	45	+5	P	A	M	15	5
Lance[F]	7	16	18	45	+6	P	A	M	4	5
Halberd (2)	6	16	16	55	+3	P	B	M	15	5
Poleaxe (2)	6	18	15	55	+4	P	B	M	20	5
Trident (1-2)	5	14	16	45	+2	5	A	M	8	5
Glaive (2)	7	16	18	55	+5	P	B	M	15	9
Giant Glaive (2)	14	22	18	65	+9	P	B	M	30	9
Missile Weapons[G]										
Sling (2)	1	7	15	40	+1	60	C	R	1	8
Short Bow (2)	4	14	15	45	+2	60	A	R	20	8
Long Bow (2)	6	16	15	55	+4	180	A	R	25	8
Composite Bow (2)	8	17	15	55	+4	225	A	R	30	8
Giant Bow (2)	14	25	17	55	+7	45	A	R	80	8
Crossbow (2)	7	18	14	60	+3	80	A	R	15	5
Heavy Crossbow (2)	10	20	14	60	+4	90	A	R	20	5
Spear Thrower (2)	4	11	14	50	+2	15	A	R	5	10
Blowgun (2)	1	7	16	30	*	7	-	R	3	10
Entangling Weapons										
Net[L]	2	11	16	30	−5	5	-	RMC	4	4
Bola[M]	2	11	15	35	−3	10	-	RC	5	6
Whip[N]	3	10	16	40	−3	P	-	MC	6	10
Special Weapons										
Rock	V	5	10	30	−1	8	C	RMC	-	6
Cestus[O]	3	12	14	35	−1	P	C	MC	15	9
Garotte[P] (2)	1	12	15	30	+3	P	-	C	3	3
Shield	V	10	12	40	−2	P	C	M	V	4

Weapon Accessories[Q]	NUMBER	WEIGHT	COST	NOTES
Shot	20	4	1	Use in Sling
Dart	20	2	5	Use in Blowgun
Arrows	20	2	10	Use in any draw bows
Quarrels	20	7	15	Use in crossbows
Cranequin	1	3	10	Use to cock crossbows; requires a PS of 11 and two free hands

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

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

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

M. The Bola may be used to Entangle only in Ranged combat. In Close combat, it functions as a Garotte.

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

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

P. The Garotte is used to strangle the target and may only be used against man-sized or smaller victims. When used by a trained Assassin, once a successful hit has been scored, it will continue to do damage every Pulse from then on until the victim is dead or the Assassin has taken effective damage from either the victim or an outside source. If the victim's PS is greater than the Assassin's, the GM may permit him to attempt to break the hold, similar to the attempt to Restrain (see 16.5). If the attempt is successful, the hold is broken and the Assassin will have to make another successful Strike Check to continue the strangulation. Some types of plate armor may, at the GM's discretion, prevent the successful use of this weapon due to protection around the neck area. A non-Assassin has to roll a Strike Check every Pulse to see if any damage can be done.

Q. All Shot, Darts, Arrows, and Quarrels come in appropriate pouches or quivers of 20, and the weight and cost of the pouch or quiver is included in the information given for the accessory.

[18.1] ARMOR CHART

ARMOR TYPE	WEIGHT	PROTECTION	AGILITY LOSS	COST	STEALTH ADJUSTMENT
Cloth Alone or Heavy Furs, etc.	1	1	0	10	+5
Leather	3	4	−1	20	0
Scale	4	5	−3	100	−5
Chainmail	7	6	−2	200	−10
Partial Plate	6	6	−2	250	−15
Full Plate	8	7	−3	300	−20
Improved Plate	7	8	−3	350	−20

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

Protection: The number of Damage Points the armor absorbs.

Agility Loss: The number of points the figure's Agility is reduced for all purposes when that armor is worn. Does not include possible additional Agility loss for the weight of the armor; see 82.9.

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

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

Note: Cloth armor is worn underneath all other armors and its protection and weight are factored into those armors.

[15.7] ACTION SUMMARY

Actions allowed of Engaged figures:

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

IF IN CLOSE COMBAT...

- Grapple
- Withdraw
- Pass

Actions allowed of Non-Engaged Figures:

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

[18.2] SPECIAL DAMAGE CHART

MODIFIED STRIKE CHANCE	POSSIBLE GRIEVOUS INJURY	DAMAGE DIRECTLY AFFECTING ENDURANCE
01...09	-	01
10...16	01	01...02
17...23	01	01...03
24...28	01	01...04
29...36	01...02	01...05
37...43	01...02	01...06
44...49	01...02	01...07
50...56	01...03	01...08
57...63	01...03	01...09
64...69	01...03	01...10
70...76	01...04	01...11
77...83	01...04	01...12
84...89	01...04	01...13
90...96	01...05	01...14
97...103	01...05	01...15
104...109	01...05	01...16
110...116	01...06	01...17
117...123	01...06	01...18
124...129	01...06	01...19
130+	01...07	01...20

Note: Though this chart lists Modified Strike Chances of greater than 100, these are useful only in determining the range of damage affecting Endurance and Grievous Injuries. The highest possible Strike Check is 100. A figure who rolls a 99 must check if the weapon has broken, and a figure who rolls a 100 must check to see if he dropped the weapon. Both checks are (3 × MD) or less on D100.

[17.6] STRIKE CHANCE MODIFIERS SUMMARY

Close Combat Modifiers

ADVANTAGE	FOR...
+1	...each point attacker's PS is greater than target's PS
+20	...target has 0 Fatigue Points remaining
+20	...target is Stunned

PENALTY	FOR...
−1	...each point target's PS is greater than attacker's PS
−20	...attacker has 0 Fatigue Points remaining

Melee Combat Modifiers

ADVANTAGE	FOR...
+10	...target has 0 Fatigue Points remaining
+15	...target being attacked through a Flank hex
+15	...target is Stunned
+20	...target is kneeling or prone
+20	...attacker is Charging with Pole Weapon or Shield
+30	...target being attacked through a Rear hex
PENALTY	**FOR...**
−4	...each Rank the target has with his prepared weapon if Evading
−10	...target is currently Evading (in addition to above)
−10	...attacker has 0 Fatigue Points remaining
−15	...attacker is Charging with non-Pole Weapon
−20	...attacker is Melee attacking while Withdrawing

Ranged Combat Modifiers

ADVANTAGE	FOR...
+10	...target being attacked through a Flank hex
+10	...target is Stunned
+10	...attacker is kneeling
+20	...target being attacked through a Rear hex
PENALTY	**FOR...**
−3	...every hex through which a Thrown Weapon travels
−3	...each five hexes (or fraction) after the first five through which a Missile Weapon travels
−5	...target is currently moving
−10	...target is kneeling or prone
−20	...target is currently Evading
−20	...target occupies Sheltered hex

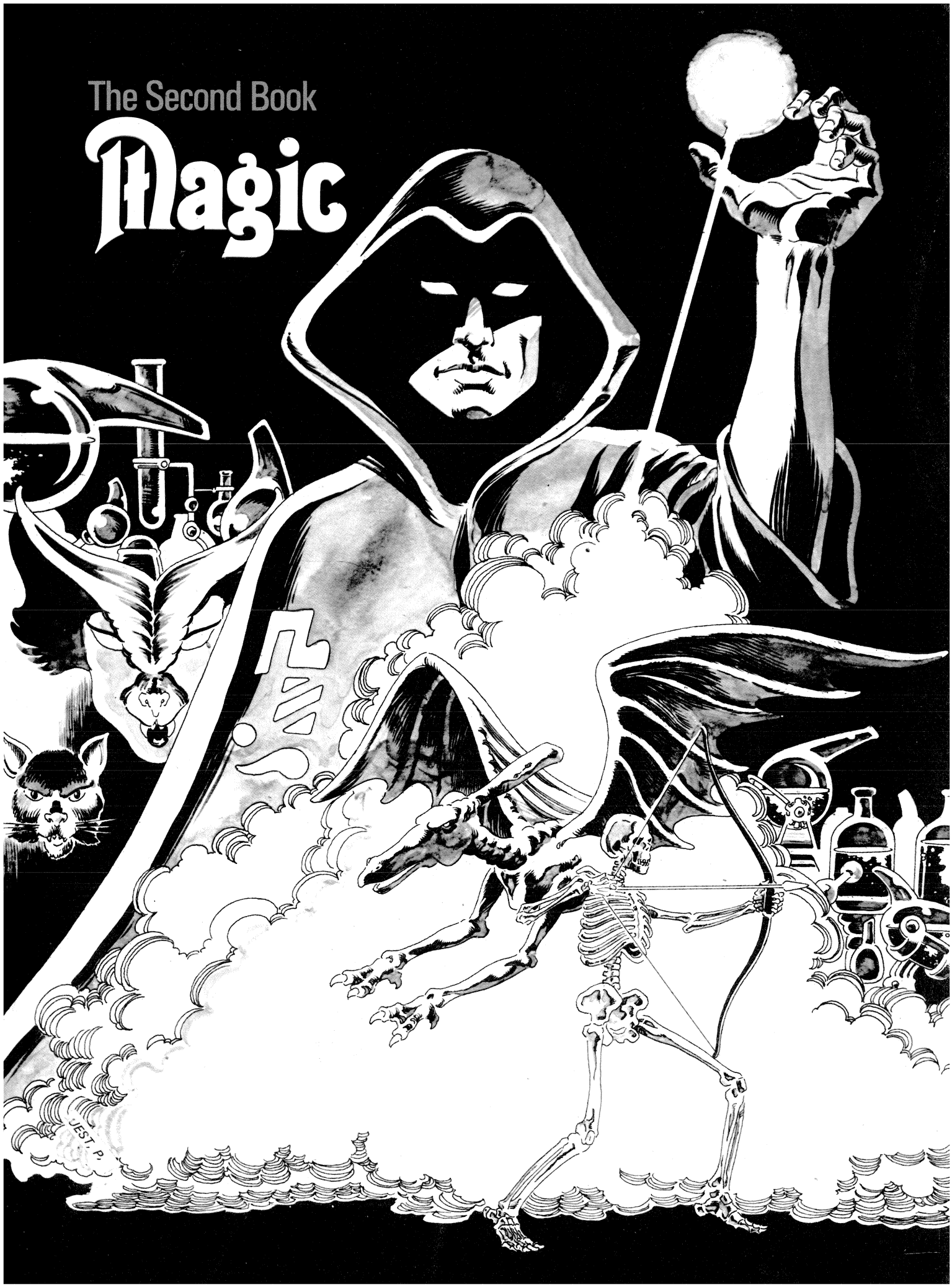
Lighting Condition Modifiers

PENALTY	FOR...
−10	...starry night or shadowy interior
−20	...cloudy night
−30	...cave or unlit interior
−40	...pitch blackness

Miscellaneous Modifiers

PENALTY	FOR...
−20	...striking weapon held in attacker's Secondary hand
−10	...multiple strike; attack with weapon in Primary hand
−30	...multiple strike; attack with weapon in Secondary hand
−10	...multiple strike; attack with each weapon if ambidextrous
−20	...multiple strike with Class B two-handed weapon

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


The Second Book
Magic

VI. MAGIC

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

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

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

1. He prepares the Spell or Ritual by drawing on energies from other dimensions.

2. He then "Looses" the Spell or completes the Ritual. A Cast Check must be made for all Spells and most Rituals to determine if the operation has had the desired effect. The Cast Check can result in the Spell or Ritual (a) failing, (b) dissipating, (c) impacting for the desired effect, (d) impacting for double or triple effect, or (e) backfiring in one of a variety of possible ways.

3. If the Spell or Ritual was designed to take effect over a particular entity with a Magical Resistance, the entity's player (or the GM if the entity is a monster or NPC) may then make a "Resistance Check" to determine if the entity is affected by the Spell or Ritual.

4. Unless the magic fails, dissipates, backfires, or is resisted, it takes effect over the specific entity, object, or area that it was designed to affect.

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

There are 12 separate Colleges of Magic. Each represents a specific type of magic, and each has a list of Spells, Rituals, and Talents common to all Adepts of that College and useable only by those Adepts.

25. DEFINITION OF MAGICAL TERMS

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

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

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

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

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

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

General Knowledge: All Colleges of Magic have a body of spells, talents, and rituals which are classified as General Knowledge. Such knowledge is taught to all Adepts of the College during their initial training.

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

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

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

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

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

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

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

Passive Resistance: Passive Resistance is the type of resistance engaged in by all sentients when they make a Resistance Check. Unlike Active Resistance (which is more effective but requires more concentration), Passive Resistance operates automatically.

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

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

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

Thaumaturgies: One of the three branches into which the Magic Colleges are divided.

Elementals: The second of the three branches of Magic.

Entities: The third of the three branches of magic.

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

26. HOW MAGIC WORKS

Magic is of three distinct types: Talent, Ritual, and Spell Magic. Talent Magic is discussed in IV as it applies to the special racial skills of characters. Talent Magic in the form of the talents accessible to Adepts of a particular College is described in the section dealing with the College to which it applies. Ritual Magic is discussed in detail in 32. Spell Magic is the subject of most of the rest of this section, since most magic will be of that type.

In game terms, Talent Magic is distinguished by the fact that (1) it is common to all members of the race or College of which it is a characteristic part and is never "learned," though it may be "ranked" and (2) magical talents are useable automatically without the necessity of preparing a spell or ritual.

Ritual Magic is distinguished from other forms of magic by the fact that (1) it requires the expenditure of large blocks of time (several hours, usually) and (2) a magical effect resulting from Ritual Magic will often be of a prolonged and/or delayed nature. In addition, Ritual Magic usually requires a large number of special tools and substances and may be restricted to particular times or places (e.g., moonrise on unhallowed ground). Certain rituals may require a check similar to that implemented for spells to determine if they have the intended effect.

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

1. The magic consists of individual spells, each having a defined effect, duration,

range, and Base Chance of being effective.

2. No spell may be cast unless prepared by the caster through a process of incantation to draw power to activate the spell from another plane.

3. Spells are inexact in their workings and may fail entirely or have unexpected effects on the caster or anyone else in the vicinity.

4. Magical spells are almost always more effective against inanimate objects than against animate objects and against nonsentient than against sentient beings due to the ability of higher orders of conscious beings to resist the effects of magic in proportion to their level of consciousness and the power of their life force.

5. The casting of a spell drains energy from the caster in the form of Fatigue Points expended to cast the spell.

6. Magic users are limited as to the number, type, and rank of spells they may use by their Magical Aptitude, College, and experience.

7. Spell magic is the primary type of magic that will be used directly during the Tactical Procedure.

27. HOW TO CAST SPELLS

Casting a spell is a two-part process. First, the spell must be "prepared" by the adept who taps the power of other planes of existence in order to power the spell. Preparation of a spell is subject to certain limitations as discussed in 29. Once prepared, the spell is "loosed" by an expenditure of energy in the form of Fatigue Points to direct the pent-up power and give it the desired form. Once loosed, a spell will either impact or fail. If it impacts, it may take effect or it may simply dissipate. If it fails, the spell may backfire (see 30.). The spell may be especially effective in terms of range, duration, or effect if it is cast particularly accurately. The effectiveness of the spell and the possibility of backfire are governed in part, at least, by whether or not the spell is being actively resisted.

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

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

The distinction between General and Special Knowledge is discussed in 34. If a character is in an area designated as "Mana Rich" by the GM, the cost to cast a Special Knowledge spell is 1 and there is no cost to cast a General Knowledge spell. Such areas are, however, rare and include primarily locations where human sacrifice is practiced regularly or where the boundary between dimensions is weak so that large amounts of mana leak through. Often mountaintops or clearings in deep jungle will contain such "portals." These areas are likely to be well-guarded by beasts and individuals attracted by their magic, including a larger than usual proportion of Fantastical Beasts. Even in mana rich areas, a character must pay the Fatigue Cost to cast a spell upon loosing it or it has no effect.

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

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

Unless otherwise specified, the Fatigue Cost to cast a spell is assumed to be 1 for General Knowledge spells and 2 for Special Knowledge spells, as described in 27.1. However, a GM need not tell an Adept in advance that an area is mana rich or mana poor, and an Adept could thus attempt to cast a spell without knowing that the cost was at variance with the norm. In such cases, the Adept would have to either pay any additional cost to cast the spell or give up the attempt. If the area is mana rich, he pays the cost to cast the spell in a mana rich area, not the normal cost for the spell. The GM tells a character only after the spell has been prepared (at the moment when the character is about to pay the Fatigue Cost to cast the spell) that the area is mana poor or mana rich. A character may always choose to abandon the attempt in such cases, but any time (and, in combat, Pulses) spent preparing the spell is lost.

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

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

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

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

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

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

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

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

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

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

Each point the caster's MA is greater than 15	1
Each point the caster's MA is less than 15	−1
Each Rank the character has with the spell he is casting	3
Each hour (maximum of 10) the character spends preparing the spell	3

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

It takes one Pulse to prepare a spell as part of the Tactical Procedure and another full Pulse to loose the spell. The details of spell casting in combat are discussed in 33. Due to the lack of time for proper preparation, spells have a greater chance of backfiring in combat than normally.

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

The character's player makes a Resistance Check by rolling D100 and if the result is less than or equal to the character's modified Magic Resistance, the spell does not take effect even though it did impact on

the character. The Resistance Check is modified as described in 31.4. A spell resisted in this manner does not produce a backfire result. It is simply treated as a failed spell.

28. THE EFFECTS OF SPELLS

Spells which are successfully cast and which are not resisted immediately take effect on the character(s) or object(s) over which they were cast. In some cases, the duration or severity of damage due to a spell, or some other aspect of the spell, will have to be determined by the GM or via a die roll. All such determinations are mentioned in the description of the spell (see 36. through 47. for spells by College). If double or triple effect is achieved using a spell, the casting character's player must choose the attribute of the spell that will be doubled or tripled (see 28.2).

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

Whenever a character is affected by certain spells, the effects of those spells will include damage to either Fatigue or Endurance. In such cases, the damage is determined by making a Damage Check in the same manner as for damage due to physical combat (see 18.4).

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

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

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

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

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

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

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

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

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

Experience: The multiple used in conjunction with the rank to be achieved to determine the cost of increasing a character's Rank with a particular spell (see 87.4).

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

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

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

29. RESTRICTIONS ON MAGIC

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

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

He may exercise any Talent Magic he may possess as a result of his race, but not Talent Magic stemming from his membership in a College of Magic. Cold iron is defined as any metal composed substantially or wholly of iron ore and its direct products, iron and steel. The amount of cold iron that will prevent an Adept from using his powers is relatively small, but not minute. Generally, no more than a few ounces is sufficient to prevent the workings of all but racial Talent Magic. However, the final determination as to whether or not a character is affected by cold iron on his person is up to the GM.

The Adept must be in direct contact with cold iron for this stricture to apply. In all cases, such determinations are the province of the GM.

An Adept cannot prepare a spell, use the special talents of his College, or perform Ritual Magic while wearing armor made of cold iron or holding weapons or tools made of cold iron under the provisions of this rule. This does not mean, however, that Adepts may not wear armor or use weapons or tools. There are three possible means of circumventing the effects of cold iron.

1. The character can wear non-metallic armor (leather, for example) and carry weapons and tools made of bone, wood, or stone. Tools and weapons of bone, wood, or stone will always be less effective than similar weapons made of metal. Thus, when using a weapon of a non-metallic nature, but similar in design to an existing weapon on the Weapons Table made of cold iron, the Adept would do 2 fewer points of damage and would have his Strike Chance with the weapon reduced by 10. The same general reduction in effectiveness should be adhered to by the GM in assigning values to any tools normally made of cold iron which the magician uses in their non-metallic form. Note that this provision is meant to apply to the substitution of other materials for cold iron in items normally made of metal. A quarterstaff, for example, would not be any less effective in the hands of a magician since it is a weapon made of wood anyway. However, arrows would be less effective, since their (normally metallic) heads would have to made of stone or bone.

2. The character may use metallic items that contain little or no cold iron. These include items made of such soft metals as copper and tin (and, of course, their product: bronze). Such items will always be less effective than items made with cold iron, though not as radically so as in the case of bone, wood, or stone implements. A character may purchase items of soft metal for the same price as other weapons, but they always do 1 less point of damage and they may break on a roll of 92-99 instead of just 99. Bronze armor (scale, chain, plate, partial plate, or improved plate) always has a Protection Rating 2 less than the rating for the same type of armor made of cold iron.

3. The character may neutralize the cold iron by combining it with precious metal. There are three types of metal that can be combined with cold iron for this purpose: silver, gold, and truesilver. Articles made from these substances will be equally as effective as items made only of cold iron, but will cost much more. An item made of silvered metal costs 10 times the normal cost for the item made simply of cold iron. A gilded item will cost 120 times the normal cost for the item made of cold iron alone. Truesilver will cost 180 times the cost of the item made from cold iron alone. Silver and gold only partially neutralize the effects of cold iron, but truesilver entirely neutralizes it. The Cast Chance of a character in contact with cold iron neutralized by silver is reduced by 10. The Cast Chance of a character in contact with cold iron neutralized by gold is reduced by 5. A character is not protected from the effects of magic by wearing cold iron. For example, a character in armor plate would still be affected by any spell cast at him despite the presence of the armor.

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

Mute, bound, paralyzed, unconscious, stunned, or restrained characters or those

engaged in Close Combat cannot use Spell or Ritual Magic, though Talent Magic is usually possible.

[29.3] A character may never employ a type of magic or a spell or ritual with which he is not familiar.

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

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

[29.5] A character may not cast a spell or execute a ritual if his concentration is broken.

Generally, a character's concentration is broken by being engaged in Melee or Close Combat. Other types of attack or the intrusion of loud noises could serve as a distraction as well. For example, an arrow whizzing past the caster's ear might break his train of throught and spoil a spell. Whether such events do, in fact, keep a character from casting a spell is up to the GM. If he decides that an event may have broken the character's concentration, the character's player must roll D100. If the result is less than or equal to 4 times the character's Willpower, the character is not bothered by the intrusion and continues what he was doing. Otherwise, the character is distracted and the spell or ritual must be started over again. **Note**: This rule is meant to describe the effects on the process of performing magic when a character's concentration is broken. It does not apply to the controlling of spells already cast or to the concentration necessary to control an animal, monster, etc., once a Spell of Controlling has been successfully cast. A character's concentration for these purposes will not be broken by his entering combat or being attacked. It will only be broken if he is killed or knocked out or (perhaps) if he is stunned.

30. BACKFIRE FROM SPELLS AND RITUALS

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

When a spell has backfired, the GM rolls D100 and consults the Backfire Table. The effect on the Backfire Table corresponding to the number rolled is immediately applied to the character.

[30.1] Backfire Table
(see page 83)

[30.2] All backfire effects are cumulative.

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

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

In most cases, when it is not possible for a spell to have the result indicated on the Backfire Table, there will be no backfire and the specific backfire result will be ignored. For example, a spell designed to turn water into wood might or might not have any effect if it backfired in such a way that it was cast on one of the casting character's companions. Whether the innocent victim was unaffected or the water in his tissues turned to wood would be entirely up to the imagination and discretion of the GM.

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

In most cases, specific reductions in numerical ratings are given when a caster is cursed as a result of backfire. However, ancillary effects of the curse must be determined by the GM within the guidelines of the curse description. Thus, a character struck with senility (roll of 91-95 on the Backfire Table) would forget most of his magical knowledge during his illness and have to relearn many spells, etc. The exact rate of loss or the manner in which the determination was made as to what spells were lost would be determined by the GM. Similarly, a mute character obviously could not cast spells since he would be unable to utter the proper incantations. However, whether his player could even speak with the other players or would be limited to nodding his head or gesturing is a matter left up to the GM to decide. In some cases (loss of sight, hearing, and voice) the effects of the curse have been left entirely to the GM's discretion. He should keep the result of any backfire secret as long as possible. If the result has a variable duration, the GM keeps the duration secret until the effect is over.

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

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

31. COUNTERSPELLS AND RESISTING SPELLS

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

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

The character's player rolls D100. If the resulting number is equal to or less than the character's Magic Resistance (as modified according to 31.4), the character resists the spell and it has no effect upon him. Otherwise, the character is affected normally by the spell. A character is never prevented from making a Resistance Check because he is engaged in other activity at the same time. A Resistance Check is an automatic function. It is implemented any time the character's player states that he wishes to attempt to resist a resistable spell which is about to take effect on him. Each character may only make one Resistance Check per spell cast over him.

Characters who are struck by a spell as part of a backfire result may resist.

All spells listed under the individual Colleges contain a statement as to whether or not they can be resisted and whether that resistance can be Active or Passive. A character can only exercise his powers of resistance against a spell in the manner given for that spell. His resistance will always be ineffective unless it is of a type that can be used against the spell being cast.

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

A character may not move, attack, cast his own spell, or do anything else while engaged in Active Resistance. When a spell which is being Actively resisted is loosed, the Cast Chance for that spell is reduced by the Magic Resistance of the character with the highest Magic Resistance who is Actively resisting the spell. A character involved in combat on the Tactical Display must spend one full Pulse to Actively resist the spell after the spell has been prepared, but before it is loosed. A character who is Actively resisting a spell does so in the manner described in 33.1. He must announce whose spell that is being cast he is Actively resisting at the moment he chooses to Actively resist. His Active resistance has no effect on any other spell and does not prevent him from making a Resistance Check whenever any spell (including the one he is Actively resisting) impacts on him. **Example:** A group of characters is about to have a spell cast over them with a total modified Cast Chance of 67%. One character with a Magic Resistance of 27% Actively Resists. The Cast Check result is 47, and the spell had no effect (67 – 27 = 40; 47 is greater than 40) on either the resisting character or anyone else within the group. A backfire may never be Actively resisted. A character whose concentration is broken while he is Actively resisting a spell still expends the necessary time to Actively resist the spell, but is treated as if he were simply engaged in Passive resistance. A character's concentration is broken for this purpose whenever he is subjected to a Melee or Close Combat attack or otherwise has his "elbow joggled." Anything that would prevent a character from preparing or casting a spell due to breaking the caster's concentration would also prevent Active Resistance (see 29.5).

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

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

A counterspell is cast in exactly the same manner as any other type of spell, but it is cast only over a single specific character or area and has as its object defeating the effects of other spells cast by members of the specific College against which the counterspell is directed. There are 24 different counterspells, two for each College. The General Knowledge spells of each College are inhibited in their operation by the General Knowledge counterspell for that College. The Special Knowledge spells of each College are inhibited in their operation by the Special Knowledge counterspell for that College. The counterspells affecting one College will not affect *any* other College and the counterspells for a particular College will only affect the type of spell against which they are directed (General or Special). A character is always considered to acquire as part of his General Knowledge the counterspells affecting his College upon joining that College. He may learn the counterspells affecting other Colleges only by finding a member of another College willing to teach that College's counterspells and spending time and money learning the two counterspells as described in 87.

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

Members of the College of Namers specialize in knowing the counterspells for all Colleges. Consequently, Namers receive a special benefit in regard to counterspells. All counterspells of Colleges other than a character's own College may only be practiced by a character at Rank 0 (i.e., unranked) *unless* he is a member of the College of Namers, in which case he may achieve Rank with them.

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

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

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

A counterspell lasts for a number of minutes equal to the results of a D10 die roll +5 and an additional 1 per Rank. A character or area may never have counterspells affecting more than one College cast over him at the same time. If a being or area were already under the effects of a counterspell affecting one College, any counterspell affecting another College would not affect him. He would still be affected if he occupied an area over which a counterspell affecting another College had been cast, but only for so long as he occupied the area. A character may never benefit from more than one counterspell against a particular spell (i.e., he could not benefit from two counterspells against, say, the General Knowledge of the College of Illusion).

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

The following list of characteristics applies to all counterspells for all Colleges of magic:

RANGE: 25 feet + 25 additional/Rank

DURATION: [D + 5] + 1 additional/Rank

EXP MULTIPLE: 100 (for General Knowledge Counterspell) or 200 (for Special Knowledge Counterspell)

BASE CHANCE: 40%

RESIST: May only be passively resisted.

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

Target and Caster are of the same Branch of Magic	+15
Target and Caster are of opposed Branches of Magic (see 34.1)	−15
Target is not a member of any College of Magic	+20
Target is under protection of counterspell affecting spell	+30*
Caster chooses to decrease target character's Magic Resistance as per 28.2	−20
Target is standing on consecrated ground	+50

*Plus 3 per Rank

32. SPECIAL MAGICAL PREPARATIONS

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

All forms of special magical preparation may be coded for purposes of recording them on the Character Record Sheets by simply referring to the number of the case in which they are discussed (32.1, 32.2, 32.3, or 32.4).

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

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

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

Ritual Purification always increases both Magic Resistance and Magical Aptitude by the aforementioned amounts for each hour spent in purification up to a maximum of 3 hours (for a total increase of 15 to Magic Resistance and 3 to Magical Aptitude). A character can only be under the influence of one Ritual Purification at a given time. The effects of the purification last for a number of hours equal to (Rank with Ritual Purification + D10) × the number of hours spent in purification. The die is always rolled by the GM who keeps the result secret until it is time to inform the players that the result of a purification has worn off. The ritual is always interrupted by the necessity of suspending the Adventure Sequence and employing the Tactical Procedure and must be abandoned or restarted from scratch with all hours spent in purification being lost. However, once a Ritual Purification has been completed, the character can enter combat and employ all of the benefits of the purification. A character must announce when he starts a purification the number of hours he will spend engaged in the ritual. He may engage in no other activity (including moving, resting, or employing other special preparations) while engaged in this ritual. Only members of Magic Colleges may purify themselves. Ritual Purification is a General Knowledge Ritual. The Experience Multiple for this ritual is 200.

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

The character's player announces that he is beginning an Investment Ritual and states the number of hours that will be spent in the ritual, the object to be invested with power, and the specific spell which will be stored in the object. At the end of the ritual, the character's player makes a Cast Check to determine if the ritual has been effective. The Chance of the ritual being effective is always equal to the character's Magical Aptitude plus 3 for each hour spent in the ritual (up to a maximum of 10 hours or 30 percentage points) plus any other modifiers normally associated with spells and rituals (+ 3 per Rank with the investment Ritual). It is possible to generate any of the effects normally associated with spells when an Invested spell is loosed (double or triple effect, backfire, etc.) using this ritual. If the Cast Check dice roll is equal to or less than the Cast Chance, the object of the ritual is invested with the power of the spell which is to be stored in it.

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

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

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

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

The Investment Ritual is a Special Knowledge Ritual. The Experience Multiple for this Ritual is 300.

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

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

The Base Chance to create a Ward is equal to the creator's Magical Aptitude. This number is modified by adding 3 for each hour spent in preparation (up to a maximum of 10 hours or 30 percentage points) plus any other modifiers normally associated with spells and rituals (+ 3 per Rank with the Ward Ritual). It is possible to suffer backfire from an attempt to create a Ward. In such cases, the spell being incorporated into the Ward backfires immediately.

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

from the exact spot occupied by the individual who cast the Ward (important for determining range).

A character desiring to create a Ward must announce what the Ward will consist of before he begins the Ward Ritual. A Ward always consists of a specific spell of the caster's College (either General or Special Knowledge) that the GM considers suitable for incorporation into a Ward. A Ward always consists of only one such spell, however. More than one Ward may not be cast over a specific area (i.e., it is not possible to cast three or four different spells over the same doorway via a Ward).

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

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

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

The Ward Ritual is a Special Knowledge Ritual. The Experience Multiple for this Ritual is 400.

33. INCORPORATING MAGIC INTO COMBAT

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

Whenever a character attempts to cast a spell, he first prepares it by implementing a Pass Action (see 13.4 and 14.8) as if he were preparing a weapon except that he announces he is preparing a spell. It takes one full Pulse to prepare a spell. On the next succeeding Pulse, the character must implement a Fire Action in order to loose the spell. He announces that he is loosing the spell when it becomes his turn to take action. He then announces what hex or character is the target of the spell (**Note**: The character may loose the spell at an adjacent figure despite the fact that he is using a Fire Action to get the spell off.) The casting character's player rolls D100. If the resulting number is less than or equal to the Cast Chance for the spell, the spell has been succesfully loosed. In most cases, the target(s) of the spell then have the opportunity to resist the effects of the spell by Passively Resisting unless they are stunned or unconscious. However, see 33.1. The Resistance Check is made as described in 31.1 (by rolling D100 against the character's Magic Resistance). Unless the character successfully resists the spell, he is fully affected by it.

[33.1] A character may Actively Resist a spell during combat by implementing an Evade Action.

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

[33.2] A character may not cast or actively resist a spell while engaged in Close Combat.

[33.3] The Cast Chance of a spell is affected only by the modifiers listed in 27.7 and by those modifiers listed for each College individually.

It is never affected by those modifiers listed in 17.6.

34. THE COLLEGES OF MAGIC

Magic is divided into 12 Colleges representing specific types of magic. The 12 Colleges are divided into three Branches of Magic. These Branches, and the Colleges encompassed by each, are listed below:

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

The Elementals:
The College of Air Magics
The College of Water Magics
The College of Fire Magics
The College of Earth Magics
The College of Celestial Magics

The Entities:
The College of Black Magics
The College of Necromantic Conjurations
The College of Greater Summonings

[34.1] A character's Magic Resistance is affected by the Branch of Magic of which he is a practitioner.

A character's Magic Resistance is increased by 5 whenever a Cast Check is implemented to determine if he has been affected by a spell generated by a member of the same Branch of Magic. A character's Magic Resistance is decreased by 5 whenever a Cast Check is implemented to determine if he has been affected by a spell generated by a member of an opposed Branch of Magic. A character's Magic Resistance is unaffected whenever a Cast Check is implemented to determine if he has been affected by a spell generated by a member of a neutral Branch of Magic. A character's Magic Resistance is increased by 20 whenever a Cast Check is implemented to determine if he has been affected by a spell generated by a member of *any* College of Magic if that character is not, himself, a member of a magical College. The Branches of Magic are aligned relative to each other as shown in this chart:

Alignment

	THAUM	*ELEMENTAL*	*ENTITY*
THAUM	Same	Neutral	Opposed
ELEMENTAL	Neutral	Same	Neutral
ENTITY	Opposed	Neutral	Same

[34.2] Each College of Magic has its own individual requirements which must be met before a character of that College can employ any of the powers of spells of his College.

All such requirements are listed and explained in xx.1 for each College.

[34.3] The Adepts of a College are subject to certain modifications to their ability to successfully cast spells.

All such modifications are listed in xx.2 for each College.

[34.4] The spells and powers available to practitioners of each College are broken down into General Knowledge and Specialized Knowledge.

A character is assumed to have mastered all of the General Knowledge of his College upon choosing that College. The General Knowledge attained is always at Rank 0. Characters may only increase their proficiency at employing General Knowledge by expending Experience Points to attain Rank with that knowledge. Specialized Knowledge includes all of the special spells and procedures of the College not normally taught to novices. Such knowledge may be accumulated only by expending both time and money to learn it. Special Knowledge is learned at Rank 0 and the Rank the character has with that knowledge may be increased in the same manner as for increasing the Rank of General Knowledge spells and procedures through expending Experience Points to progress once the knowledge has been mastered at Rank 0. The maximum Rank attainable with a spell or ritual is 20.

[34.5] A character may only employ the powers and spells of one College.

A character may never employ the knowledge, powers, or spells of a College of which he is not a member, except for counterspells and Invested spells. Characters may only be members of one College at any one time. A character may change his College, but, if he does so, he immediately loses all knowledge (General and Special) from his old College and all Rank in magical activities and must spend six months in a house of his new College learning its discipline so as to master its General Knowledge. He may engage in no other activities while in the house. Once a character has renounced his old College, he may never return to it or relearn its General or Special Knowledge.

[34.6] A character is limited in the number of spells and rituals of lower rank that he may know.

A character may only employ talents, spells, and rituals that he knows. He may know any number of talents, but may only know a number of spells and rituals of Rank 5 or lower equal to his Magical Aptitude. He may know an unlimited number of spells and rituals of Rank 6 or higher. The General Knowledge spells and rituals of his College count against this total.

[34.7] A character may not enter any College of Magic except the College of Naming Incantations unless he has the Magical Aptitude to account for mastery of the General Knowledge spells and rituals of that College.

He may not acquire additional spells above and beyond his Magical Aptitude unless he attains Rank 6 or higher with spells already learned so as to make room for the acquisition of additional knowledge. Once a character is a member of a College, he may lose the use of General and Special Knowledge as a result of a decrease in Magical Aptitude, but he may never be forced to quit the College as a result. In such cases, the GM always determines what spells or rituals are forgotten by the character as a result of his reduced capacity. All talents, spells, and rituals are numbered and coded and are explained individually in xx.3, xx.4, xx.5, xx.6, and xx.7 of their College.

[34.8] The talents, spells, and rituals of all Colleges are numbered and coded for easy identification.

All magic powers are coded as follows: **T** = Talent Magic; **G** = General Spell; **S** = Special Spell; **R** = Special Knowledge Ritual; **Q** = General Knowledge Ritual. All talents are a form of General Knowledge. Talents, rituals, and spells are numbered within their code.

All counterspells are coded **CS** followed by the number of the section in which their College is described, and a **G** or **S** (for General or Special Knowledge). Thus, the General Knowledge counterspell of the College of Air Magics would be coded **CS40G** by anyone wishing to use this shorthand method (which is especially useful on Character Record Sheets).

All forms of Special Magical Preparation are coded by reference to their case number (32.1, 32.2, 32.3, or 32.4).

35. MAGIC CONVENTIONS

The following 12 sections dealing with the Colleges of Magic employ a number of conventions common to most fantasy role-playing games. It is important that the reader grasp these conventions. The following list touches on the most important of them.

1. Range is always given as the distance from the Adept. It can be a linear measurement between Adept and target or it can be a radius within which the Adept can cast a spell. In some cases, ranges and radii cannot be depicted entirely accurately on the Combat Display due to the anomalies of the hex grid. When converting range measurements to the hex grid, each 5 foot increment of range is considered a hex. Thus, a spell with a range of 35 feet would have a range of 7 hexes on the Tactical Display. If only part of a hex is within the effective radius of a spell's range, the entire hex is automatically considered to be in range. The same is true of the area affected by a spell. For example, a Wall of Stone cast as a circle around a character and his companions and having a 10 foot radius, would protect all characters within 2 hexes of the Adept (one intervening hex). All hexes 3 or more hexes away from the Adept would be outside the wall. Measurements are always taken from the middle of the hex, and so a 10 foot radius would include 2½ feet of the Adept's hex.

2. Duration is a measurement of how long a spell lasts after it is cast. In some cases, it will have an immediate effect and then dissipate. In others, the effect will linger longer. When converting minutes into Pulses, each minute a spell lasts equals 12 Pulses. If a spell is cast in the middle of a Pulse, that Pulse still counts as a full 5 second increment in the duration of the spell, regardless of how much time remains in the Pulse. Sometimes a spell must be concentrated upon in order to continue having an effect. In such cases, the Adept takes Pass Actions while concentrating. For the most part, though, spells which would endure for more than one Pulse remain in effect regardless of what may happen to the Adept after the spell has been loosed.

3. Spells fall into two separate groupings: those directed at specific targets and those which cover an entire area, affecting all targets within that area. Some spells can be used in both ways. For example, a spell which could be employed against a single target + 1 additional target per Rank might, at Rank 6, be employed against a single target or against 7 targets (which would give it much the same practical effect as an area spell). If a multi-target or area spell is Actively Resisted, the Magic Resistance of the target with the highest Magic Resistance is applied to the Base Chance and will affect whether or not the spell backfires or is cast at all on any of the targets. This "umbrella of protection" effect is very important in protecting weak characters, but players must understand that a character can only Actively resist a spell if he is a target of the spell or is in the area affected by it. Sometimes, a spell will take effect even if resisted. In such cases, the spell may have a reduced (usually halved) effect.

4. Often range, duration, and damage from spells will be given as "x + y additional per Rank." The translation of this arcane phrase is simply that the particular attribute of the spell lasts for x minutes or has a range of x feet and that this number is increased by y minutes or feet for every Rank that the character has achieved with that spell. Unless otherwise noted, the unit of measurement added per Rank will be the same as the unit of measurement used in the base range of the spell.

5. Often the Base Chance will be equal to some characteristic of the Adept or some multiple of that characteristic. In such cases, the characteristic or multiple is treated in all ways as a normal Base Chance and may be modified accordingly. All modifications are applied after any multiplication of the appropriate characteristic.

6. A Difficulty Factor will sometimes be given for resisting a spell. This is always a number (which may increase or decrease according to Rank) by which the character's Willpower (or any other operative characteristic) is multiplied.

7. Most of the magic in *DragonQuest* is designed to be flexible in application and requires that the GM determine exactly how he wants a spell to work in his world. In addition, the effects and procedures given are meant to apply to humanoid characters and characters of human size. An Incinerate Spell that should fry a human might do little more than make a dragon uncomfortable, for example. To close every loophole and fully explain every application would be impossible. Therefore, these matters of interpretation have been left in the game and guidelines have been provided in the form of the spell descriptions.

36. THE COLLEGE OF ENSORCELMENTS AND ENCHANTMENTS

This College is concerned with general magic, but especially with charming and enchanting individuals and objects.

[36.1] Adepts of the College of Ensorcelments and Enchantments may practice their arts without restriction.

[36.2] There are no modifiers to the Base Chance of performing any talent, spell, or ritual of the College except as listed in 27.7 or under the descriptions of the specific spells, talents, and rituals of the College.

[36.3] Talents

1. Witchsight (T-1)

The Adept has a Base Chance equal to his Perception +4 per Rank achieved with this talent of seeing objects or entities which are normally invisible or which have been rendered invisible by magical means (i.e., such spells as Walking Unseen, Blending, and Invisibility). The Experience Point Multiple for this talent is 150.

[36.4] General Knowledge Spells

1. Spell of Charming (G-1)

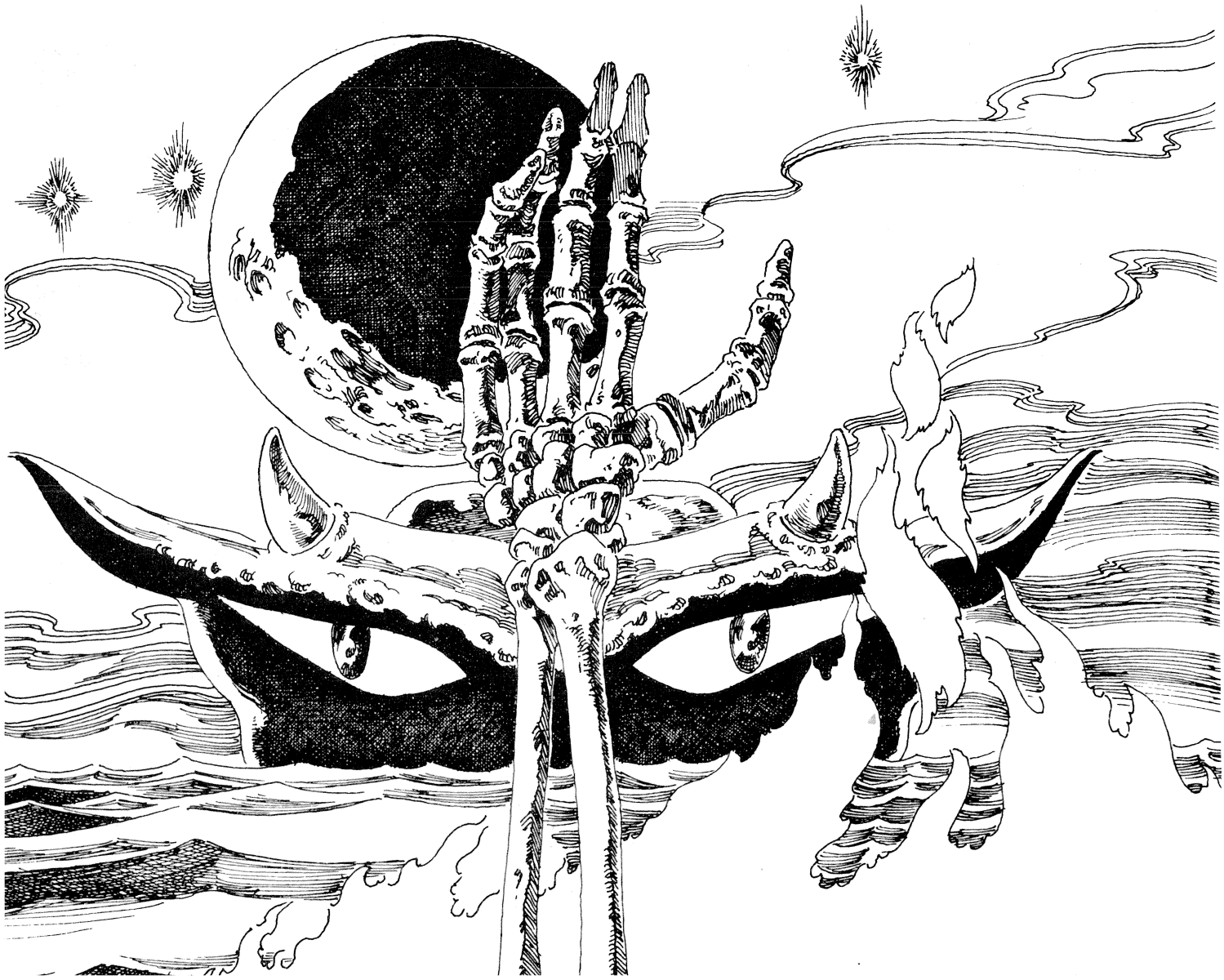
RANGE: 15 feet + 15 additional per Rank
DURATION: 1 hour + 1 additional per Rank
EXPERIENCE MULTIPLE: 500
BASE CHANCE: 15%
RESIST: May be actively & passively resisted.
EFFECTS: The effects of this spell are identical to those for the spell of that name (**S-1, p.44**) of the College of Naming Incantations except that the target's Generic True Name need not be known to cast the spell. If the Generic True Name is known, the Base Chance is increased by 15. If the Individual True Name is known and used, the Base Chance is increased by 25.

2. Spell of Telekinesis (G-2)

RANGE: 15 Feet + 15 additional/Rank
DURATION: 10 seconds + 10 additional/Rank
EXPERIENCE MULTIPLE: 300
BASE CHANCE: 20%
RESIST: May not be resisted.
EFFECTS: The effects of this spell are identical to those for the spell of that name (**S-9, p.41**) of the College of Sorceries of the Mind.

3. Spell of Enchanted Sleep (G-3)

RANGE: 15 feet + 15 additional/Rank
DURATION: 1 hour + 1 additional/Rank
EXPERIENCE MULTIPLE: 250
BASE CHANCE: 15%
RESIST: May be actively & passively resisted.
EFFECTS: The Adept may send 1 entity which normally spends any time sleeping into a deep enchanted sleep which will last for the duration of the spell or until the entity is wakened by another entity (by being shaken, etc.). The target may not be wakened if the spell is Rank 10 or higher, but must continue to sleep until the spell wears off.



4. Spell of Walking Unseen (G-4)
Range: 1 foot + 1 additional/Rank
Duration: 1 hour + 1 additional/Rank
Experience Multiple: 100
Base Chance: 40%
Resist: May not be resisted.
Effects: Identical to the spell of that name **(G-5, p.53)** of the College of Earth Magics.

5. Spell of Speaking to Enchanted Creatures (G-5)
Range: 15 feet + 15 additional/Rank
Duration: 10 minutes + 10 additional/Rank
Experience Multiple: 100
Base Chance: 40%
Resist: May not be resisted.
Effects: The spell gives the Adept the ability to speak and understand the language of all magical creatures.

6. Spell of Location (G-6)
Range: 10 miles + 5 additional/Rank
Duration: 1 hour + 1 additional/Rank
Experience Multiple: 200
Base Chance: 15%
Resist: May not be resisted.
Effects: The Adept may determine the direction in which he will find any person or object of his desire which he has previously encountered or studied and which is within range. The direction will be indicated by a large glowing arrow.

7. Spell of Mass Charming (G-7)
Range: 15 feet + 15 additional/Rank
Duration: Concentration/no maximum
Experience Multiple: 850
Base Chance: 5%
Resist: May be actively & passively resisted.
Effects: Charms 1 entity per Rank as long as the Adept maintains his concentration. The spell takes 3 minutes to take effect and the effects linger 3 to 5 minutes after concentration is broken. The effects are identical to **S-1, p.44** of the College of Naming Incantations.

8. Spell of Invisibility (G-8)
Range: 15 feet + 15 additional/Rank
Duration: 5 minutes + 5 additional/Rank
Experience Multiple: 450
Base Chance: 45%
Resist: May not be resisted.
Effects: At Ranks 1 through 15, the target becomes invisible, but may not initiate an attack (by making a Strike Check) without first becoming visible again. At Ranks 16 and up, the target may attack while invisible. The target may always choose to become visible again at any time while the spell is in effect. Once he chooses to become visible, he may not again become invisible as a result of the effects of that spell. A new Spell of Invisibility may be cast over him.

9. Evil Eye Spell (G-9)
Range: 15 feet + 15 additional/Rank
Duration: 1 day + 1 additional/Rank
Experience Multiple: 300
Base Chance: 20%
Resist: May only be passively resisted.
Effects: Any target who fails to resist has his Strike Chance and his Magic Resistance reduced by 1 per Rank (minimum of 1).

[36.5] General Knowledge Rituals

1. Ritual of Enchantment (Q-1)
The Adept may enchant any entity of his choice who is in his physical presence during the ritual. The Adept may not enchant himself. The ritual takes 1 hour and requires that the Adept first draw a Pentacle within which both he and the subject of the ritual must remain during the entire ritual. The Adept may perform no other actions while implementing this ritual. The Base Chance of the ritual being successful is 80% plus 1 per Rank. The effects last a fortnight at Ranks 1 through 10, 3 months at Ranks 11 through 19, and until dispelled at Rank 20. The Experience Multiple for this spell is 125. It requires that the Adept burn 1 ounce of black myrrh at a cost of 100 Silver Pennies or the ritual will be ineffective.

The target of this ritual will be either blessed or cursed (caster's choice) with an increase or decrease in the target's Base Chance of doing anything or suffering any good or ill fortune by plus or minus 1 per Rank. All Strike Chances, Resistance Checks, etc., directly affecting the target will continue to be altered in this manner until the effects of the ritual wear off. If the ritual is used to curse, the curse is minor.

2. Ritual of Creating Crystal of Vision (Q-2)
The Adept can create a crystal that acts in the same manner as a Waters of Vision Spell **(S-8, p.49)** of the College of Water Magics. To do so, the Adept must remain in the same place and take no other action. He performs the ritual over an available piece of crystal (the bigger the crystal, the better the image will ultimately be) in his possession. The Base Chance of creating the Crystal of Vision is 75% + 1 per Rank. The Experience Multiple is 200. The Adept must burn 1 ounce of ambergris during the ritual at a cost of 1,000 Silver Pennies. The resulting crystal may be used once per day for 10 minutes + 1 minute per Rank (GM's should carefully time consultations) in the same manner as the Waters of Vision.

3. Ritual of Creating Sleep Dust (Q-3)
The Adept must spend 3 hours preparing and implementing this ritual and must expend 10,000 Silver Pennies (− 500 per Rank) to purchase the necessary ingredients prior to making the attempt. If the attempt fails, the ingredients are ruined and may not be reused or resold. The Base Chance of success is 80% + 1 per Rank. If the ritual succeeds, one ounce (a single dose) of sleep dust results. When thrown in the face of one target it has the effect of an instant Spell of Enchanted Sleep of the same Rank as the sleep dust. The sleep dust will only remain fresh for three weeks after manufacture. The Experience Multiple for this ritual is 250. **Note:** The effects of sleep dust can be passively resisted by the victim, but with a reduction of 20 to his Magic Resistance.

4. Ritual of Manufacturing Poison Dust (Q-4)
This ritual works in the same manner as **Q-3** and employs the same numbers for all purposes. However, instead of causing the victim to fall asleep, it inflicts D − 5 (+ 1 for every 2 or fraction of 2 Ranks) damage due to poisoning on individuals who fail to resist. Like sleep dust, poison dust must be thrown in the face of the target.

[36.6] Special Knowledge Spells

1. Ventriloquism Spell (S-1)
Range: 90 feet
Duration: 5 minutes + 3 additional/Rank
Experience Multiple: 100
Base Chance: 60%
Resist: May not be resisted.
Effects: The spell allows the Adept to project his voice and alter it so that it sounds like any other voice the Adept has heard. The voice may be projected so that it appears to be emanating from anywhere within the radius of the spell.

2. Bolt of Energy Spell (S-2)
Range: 15 feet + 15 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 200
Base Chance: 50%
Resist: May only be passively resisted.
Effects: The Adept may cast a bolt of energy at a target and will, as a result, inflict [D − 5] + 1 per Rank damage on the first person or object through which the bolt passes.

3. Spell of Opening (S-3)
Range: 15 feet + 15 feet for every 2 or fraction of 2 Ranks
Duration: Immediate (during Pulse)
Experience Multiple: 150
Base Chance: 30%
Resist: May not be resisted.
Effects: Instantly opens locks, bolts, and doors, including those locked by the Mage Lock Spell **(S-6)**.

4. Spell of Enchanting Weapons (S-4)
Range: 5 feet + 5 additional/Rank
Duration: 20 seconds × [D − 5] × Rank (1, if unranked)
Experience Multiple: 250
Base Chance: 30%
Resist: May not be resisted.
Effects: Increases the Base Chance to hit with the weapon over which it is cast by 1 + an additional 1 per Rank and increases the damage done by the weapon by 1 for every 3 or fraction of 3 Ranks.

5. Web of Entanglement Spell (S-5)
Range: 15 feet + 15 additional/Rank
Duration: Concentration/maximum: 15 minutes + 15 minutes per Rank
Experience Multiple: 150
Base Chance: 35%
Resist: May only be passively resisted.
Effects: This spell works similarly to the Web of Fire Spell **(S-4, p.50)** of the College of Fire Magics except that it allows the Adept to project a sticky web instead of a web of fire from his fingertips. Any objects or individuals im-

mediately between the caster and the target of the spell (along the flight path of the web) will be struck by the web and ensnared. The web can ensnare a number of human-sized targets equal to the Rank of the spell. Ensnared characters may not move, and can only take actions in every other pulse. In order to free himself from the web, each ensnared character's player must roll his character's Physical Strength or less on D100 or successfully cut the web. The web is cut whenever any Strike against it with a weapon that is rated for type B damage results in 10 or more Damage Points to the web. Once any character cuts the web, all characters cease to be ensnared by it.

6. Mage Lock Spell (S-6)
Range: 15 feet + 15 additional/Rank
Duration: 1 hour + 1 additional/Rank (until dispelled at Rank 20)
Experience Multiple: 150
Base Chance: 30%
Resist: May not be resisted.
Effects: The spell may be cast over any portal (door, window, etc.) that can normally be opened or closed. It effectively locks the portal with an unpickable lock. The portal may still be forced open by brute strength. The Physical Strength(s) of all characters attempting to force a portal locked in this manner are added together and multiplied by the Difficulty Factor of the task. The Difficulty Factor is always a function of the Rank of the spell:

Rank	Difficulty Factor
1-5	3
6-10	2
11-20	1.5

7. Spell of Enhancing Enchantment (S-7)
Range: 15 feet + 15 additional/Rank
Duration: 10 seconds + 5 additional/Rank
Experience Multiple: 300
Base Chance: 25%
Resist: May only be passively resisted.
Effects: The Rank of this spell is added to one characteristic of any spell being cast within range unless the caster of the subject spell successfully resists. Only range, duration, base chance, or (where appropriate) damage may be affected by this spell.

8. Spell of Levitation (S-8)
Range: 15 feet + 15 additional/Rank
Duration: 10 minutes × [D − 5] × Rank (× 1, if unranked)
Experience Multiple: 125
Base Chance: 25%
Resist: May be actively & passively resisted.
Effects: Causes the target of the spell to rise into the air 15 feet + 1 additional foot per Rank at the rate of 2 feet every 10 seconds. The spell is limited to vertical movement and will in no way propel the target horizontally.

9. Spell of Enchanting Armor (S-9)
Range: 15 feet + 15 additional/Rank
Duration: 30 minutes + 30 additional/Rank
Experience Multiple: 200
Base Chance: 20%
Resist: May not be resisted.
Effects: Subtracts 2 per Rank from the Strike Chance of any character attempting to hit the target with a physical weapon. At Rank 11 and above it also permits the character's armor to absorb 1 additional point of damage. This spell may be cast on one target only and the target must be armored.

10. Wizard's Eye Spell (S-10)
Range: 15 feet + 15 additional/Rank
Duration: 1 minute + 1 additional/Rank
Experience Multiple: 200
Base Chance: 20%
Resist: May not be resisted.
Effects: The Adept creates an invisible, intangible eye which he can move about within a radius equal to the spell's range. The eye originates in the same spot as the Adept and operates as would any normal eye except that it is not attached to the Adept physically.

11. Spell of Slowness (S-11)
Range: 15 feet + 15 additional/Rank
Duration: 10 seconds × [D − 5] × Rank (× 1, if unranked)
Experience Multiple: 300
Base Chance: 20%
Resist: May be actively & passively resisted.
Effects: The spell affects 1 target plus 1 additional target per 2 or fraction of 2 Ranks. All entities subject to this spell have their running, crawling, flying, or swimming speed halved and have the time it takes them to do anything on the Tactical Display doubled (e.g., they could only attack once every two Pulses).

12. Spell of Quickness (S-12)
Range: 15 feet + 15 additional/Rank
Duration: 10 seconds × [D − 5] × Rank (× 1, if unranked)
Experience Multiple: 300
Base Chance: 20%
Resist: May be actively & passively resisted.
Effects: The spell affects 1 target plus 1 additional target per 3 or fraction of 3 Ranks. The target's TMR is doubled, his Initiative Value is increased by 10, and he can perform Actions twice as fast.

[36.7] Special Knowledge Rituals

There are no Special Knowledge Rituals of the College of Ensorcelments and Enchantments.

37. THE COLLEGE OF SORCERIES OF THE MIND

The College of Sorceries of the Mind is concerned with the manipulation of the mental powers of sentient beings.

[37.1] Adepts of the College of Sorceries of the Mind may practice their arts without restriction.

[37.2] The following numbers are added to the Base Chance of performing any talent, spell, or ritual of the College of Sorceries of the Mind.

Each point Adept's Willpower is greater than target's Willpower.	1
Each point Adept's Willpower is less than target's Willpower.	−2

All modifiers are cumulative.

[37.3] Talents

1. Resist Temperature (T-1)
Adepts of this College suffer 1 (+ 1 for each 5 or fraction of 5 Ranks) less Damage Points from either heat or cold (or fire or ice) used as weapons. They are immune to extremes of temperature. The Experience Multiple for the Talent is 250.

2. Resist Pain (T-2)
Adepts of this College are more or less immune to pain. They cannot be tortured or stunned. In addition, if there is a chance that their concentration may have been broken, 5 (+ 1 per Rank) is always added to the Base Chance of their maintaining the concentration despite intrusions. Their concentration is never automatically broken (i.e., is never broken without a check to see if they maintain concentration). The Experience Multiple for this Talent is 300.

3. Sensitivity to Danger (T-3)
Adepts of this College always add 5 (+ 1 per Rank) to their chances of detecting an ambush (see 80.2). The Experience Multiple for this Talent is 300.

[37.4] General Knowledge Spells

1. Spell of Extrasensory Perception (G-1)
Range: 30 feet + 15 additional/Rank
Duration: 30 seconds + 10 additional/Rank
Experience Multiple: 100
Base Chance: 40%
Resist: May not be resisted.
Effects: The Adept can sense the presence and general mood (but not the exact nature) of any entity within range of the spell.

2. Spell of Limited Precognition (G-2)
Range: Works at any range.
Duration: Immediate
Experience Multiple: 150
Base Chance: 20%
Resist: May not be resisted.
Effects: The Adept may see (unclearly) into the future a number of hours equal to 1 (+ 1 per Rank) and may ascertain events that may or may not be important to him.

3. Mind Cloak Spell (G − 3)
Range: May only be cast over self.
Duration: 1 hour + 2 additional/Rank
Experience Multiple: 250
Base Chance: 30%
Resist: May not be resisted.
Effects: The Adept cloaks his own mind so that his thoughts cannot be detected or "read." The Adept's Resistance versus Mental Attack (**S-1**) is increased by 10 + 2 additional per Rank while the spell is in effect.

4. Spell of Empathy (G-4)
Range: Adept must touch subject until Rank 10.
Duration: Immediate

Experience Multiple: 200
Base Chance: 20%
Resist: May not be resisted.
Effects: The spell allows the Adept to feel the emotions and physical sensations the target of the spell is currently experiencing. It also allows the Adept to absorb wounds from Endurance and Fatigue at a rate of 2 points cured for every 1 which 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). At Rank 10 or higher, the Adept can cast this spell on characters who are 15 feet (+15 additional feet per Rank) or less from him.

5. Spell of Hypnotism (G-5)
Range: 15 feet + 15 additional/Rank
Duration: Concentration/no maximum
Experience Multiple: 200
Base Chance: 40%
Resist: May be actively & passively resisted.
Effects: The Adept may lull an entity of his choice that is within range into a trance-like state in which he will be subject to suggestion. The spell may only be cast over a target with whom the caster is normally able to communicate verbally. It can never be cast over a totally hostile character. Once the subject has been hypnotized, the Adept can make suggestions which the subject will readily accept unless they conflict directly with his best interests. The subject will remain suggestable so long as concentration is maintained and will continue to implement suggestions for 3 (+3 additional per Rank) hours after the suggestion has been made, even when no longer hypnotized. The subject will never have any idea where the suggestions it is implementing came from.

6. Spell of Controlling Animals (G-6)
Range: 30 feet + 15 additional/Rank
Duration: Concentration/no maximum
Experience Multiple: 100
Base Chance: 40%
Resist: May be actively & passively resisted.
Effects: The Adept gains control over the every action of one animal within range. If he releases the animal or his concentration is broken it may attack him.

7. Spell of Controlling Person (G-7)
Range: 30 feet + 15 additional/Rank
Duration: Concentration/no maximum
Experience Multiple: 650
Base Chance: 30%
Resist: May be actively & passively resisted.
Effects: The Adept gains control of the every action of one person within range. He may control the physical activities of that person (but may not cause him to cast spells). The subject always acts as if he was also affected by a Spell of Slowness (Ensorcelments and Enchantments, S-11). The spell continues in effect until the Adept's concentration is broken or he releases the victim.

[37.5] General Knowledge Rituals

1. Ritual of Binding Will (Q-1)
The Adept may employ this ritual in order to bind the will of 1 entity that is physically present and either unconscious or otherwise restrained. The ritual takes 1 hour to perform and lasts for 1 day + 1 additional day per Rank. It has a Base Chance of 10 (plus 5 per Rank) and an Experience Multiple of 500. The Adept may perform no other action while engaged in the performance of this ritual. Once bound, the subject will remain bound until the effects of the ritual wear off or he breaks the psychic bounds restraining him. The subject gets a chance to passively resist once during the performance of the ritual and once at the end of each day. If he successfully resists, the bonds are broken and he is free. Until that time, he will be the loyal retainer of the Adept and serve him in all things. The Adept may never release the subject from servitude voluntarily, and the magic continues to work even after the Adept is dead (the subject will dispose of the body and take the deceased's personal effects to his widow/widower). If the ritual backfires, the Adept loses D10 from his willpower; hypnotism (G-5) may cure this loss.

[37.6] Special Knowledge Spells

1. Spell of Mental Attack (S-1)
Range: 15 feet + 15 additional/Rank
Duration: 10 seconds + 10 additional/Rank
Experience Multiple: 350
Base Chance: 25%
Resist: May be actively & passively resisted.
Effects: The Adept may cast this spell at any character within range who can be seen or whose position has been pinpointed via Telepathy **(S-2)**. If the target fails to resist a successful spellcast, he falls unconscious. In addition, at Ranks of 15 and above he loses [D − 5] (minimum of 1) from Willpower. This loss from Willpower may be cured via hypnotism **(G-5)** only (once hypnotised, the subject is totally cured).

2. Spell of Telepathy (S-2)
Range: 30 feet + 30 additional per Rank
Duration: 10 minutes + 10 additional/Rank
Experience Multiple: 550
Base Chance: 10%
Resist: May only be passively resisted.
Effects: The spell gives the Adept the ability to completely read the every thought of all entities within Range. The entity is pinpointed whenever his thoughts are read.

3. Phantasm Spell (S-3)
Range: Works at any range
Duration: Concentration/no maximum
Experience Multiple: 400
Base Chance: 1%
Resist: May not be resisted.
Effects: The spell conjures a beast with an Endurance and Fatigue with a combined value of 20 (+5 additional points for each 3 Ranks). The creature is a physical entity which must be targeted at a particular victim. It will then track the victim down and attack him until either the victim is killed or the phantasm is dispelled (using a counterspell). The phantasm always hits for [D − 4] + 1 additional point per Rank damage. It need not make a Strike Check when it hits. The phantasm is invisible to all but the victim.

4. Spell of Molecular Disruption (S-4)
Range: 15 feet + 15 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 400
Base Chance: 1%
Resist: May be passively resisted (then suffers half damage).
Effects: Spell causes cellular damage to any living being or being in corporeal (substantial rather than insubstantial) form, doing [D + 1] + 1 additional point per Rank damage to any single target that fails to resist and half damage (round up) to any target that successfully resists.

5. Spell of Molecular Rearrangement (S-5)
Range: 15 feet + 15 additional/Rank
Duration: 10 minutes + 10 additional/Rank
Experience Multiple: 1000
Base Chance: 1%
Resist: May be actively & passively resisted.
Effects: The Adept may rearrange the cells of any object that fails to resist, turning it into anything of the same mass that he desires.

6. Force Shield Spell (S-6)
Range: Works at any range
Duration: 10 minutes + 10 additional/Rank
Experience Multiple: 250
Base Chance: 40%
Resist: May not be resisted.
Effects: Reduces the Base Chance of the Adept being hit by 5% (+1% additional per Rank).

7. Spell of Healing (S-7)
Range: Adept must touch target.
Duration: Immediate
Experience Multiple: 375
Base Chance: 40%
Resist: May not be resisted.
Effects: The Adept may heal the subject of 2 (+1 per Rank) Damage Points that have been removed from the subject's Fatigue or Endurance.

8. Spell of Invisibility (S-8)
Range: 15 feet + 15 additional/Rank
Duration: 10 minutes + 10 additional/Rank
Experience Multiple: 450
Base Chance: 15%
Resist: May not be resisted.
Effects: The Adept may cause the target of this spell to become impossible to sense in any fashion unless the observer's Player rolls his Perception or less on D100.

9. Spell of Telekinesis (S-9)
Range: 15 feet + 15 additional/Rank
Duration: 10 seconds + 10 additional/Rank
Experience Multiple: 250
Base Chance: 25%
Resist: May not be resisted.
Effects: Allows the Adept to lift 2 pounds and move it at the rate of one mile an hour. The Adept may move an additional 5 pounds or move the chosen mass at an additional 2 miles an hour per Rank.

10. Spell of Telekinetic Rage (S-10)
Range: 30 feet + 5 additional/Rank
Duration: Concentration/maximum of 60 seconds + 10 seconds/Rank
Experience Multiple: 750
Base Chance: 1%
Resist: May be actively & passively resisted.
Effects: The Adept creates a storm of force emanating from him which hurls any object or character away from him at bone-breaking speed out of the range of the spell. Any character who fails to resist suffers [D − 5] + 1 per foot travelled damage.

[37.7] Special Knowledge Rituals

1. Ritual of Binding Elements (R-1)
The Adept can bind any element (Earth, Air, Fire or Water) as if he were performing the binding ritual for the College dealing with that element. The ritual is conducted in exactly the same manner as the specific ritual for binding the element the Adept is attempting to bind, but the Base Chance is only 1%. In addition, the Experience Multiple is 600. In all other ways the binding is executed according to the rules governing the appropriate ritual of binding from the College concerned with the element being bound.

38. THE COLLEGE OF ILLUSIONS

The College of Illusions is concerned with the creation of stimuli designed to fool the senses of an observer so that he will accept the existence of what is in fact nonexistent. All illusions will automatically be believed in (and cannot be resisted) unless and until the observer makes a successful attempt to consciously "disbelieve" in the illusion. The normal Resistance Check precedure is replaced by the action of disbelieving. In addition, the Victim of an illusion may continue to attempt to disbelieve during succeeding Pulses. In order to disbelieve after an illusion has taken effect, an observer must remain stationary and do nothing else while trying to disbelieve. If involved in combat, the observer must employ an Evade Action in order to attempt to disbelieve.

The difficulty of disbelieving an illusion is dependent upon the Rank of the illusion. All attempts at disbelieving are rated for difficulty, the Difficulty Factor being the number by which the observer's Perception is multiplied to determine the Base Chance of his disbelieving. The Difficulty Factors per Rank of the illusion are:

Illusion Rank	*Difficulty Factor*
0-1	4
2-5	3.5
6-10	2.5
11-15	2
16-20	1.5

The Base Chance of disbelieving an illusion is modified by the addition of the following numbers:

The illusion affects only a Secondary Sense	10
The illusion affects only a Primary Sense	5
The illusion affects a Primary and a Secondary Sense	−5
The observer has been warned that he is sensing an illusion	5
The Adept casting the illusion is known to be present and to be casting a spell.	5

Unless disbelieved, the illusion will affect the observer as if it were real. However, only tactile illusions can touch or be touched (and so do damage, in general).

General Knowledge illusions may only be composed of one-sense illusions. The Special Knowledge of this College consists of the ability to create multi-sense illusions rather than different spells. Any object or entity may be created by an llusion, but the Adept is limited to creating illusions equal to a man in size. He may multiply either the size of the illusion or the number of illusions created by Rank (1, if unranked).

Note: The distinction between primary and secondary senses is left to the GM's discretion. The primary sense of an entity is that which he relies on most strongly. This will usually be sight, but may be sound or smell (or even touch). In some cases, furthermore, an entity's primary sense may have been destroyed (in combat, say) and he may have elevated a secondary sense to primary status. A human would, for example, normally rely most heavily on sight, but a blind human might find sound a more useful stimulus because of his impaired state. In order for an illusion to directly harm an entity, it must be composed of a Tactile Illusion **(G-5)** plus an illusion directed at the entity's primary sense. Other illusions may impair his functioning temporarily or influence his actions, but only illusions which meet these conditions can result in actual injury or death in and of themselves.

[38.1] Adepts of the College of Illusions may practice their arts without restriction.

[38.2] The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Illusions:

For each sense above 1 affected by an illusion	−5
For each point the Adept's Willpower is above 15	1
For each point the Adept's Willpower is below 15	−1

[38.3] Talents

1. Witchsight (T-1)
The Adept has a Base Chance equal to his Perception (+5 per Rank achieved with this talent) of seeing objects which are normally invisible or which have been rendered invisible by magical means (i.e., such spells as Walking Unseen, Blending, and Invisibility). The Adept also possesses the night-vision of an Elf. The Experience Multiple for this Talent is 200.

2. Projected Image (T-2)
The Adept can, by remaining stationary and concentrating for the duration of the talent's workings, project an image of himself standing within 15 feet (+15 additional feet per Rank) of his actual position. While he continues to concentrate, the illusion of himself will remain and his actual person will be invisible. Once he breaks his concentration, he will become visible and the illusion will fade. It takes about 10 seconds minus 1 second per Rank for the image to form and the Adept to become invisible. The Experience Multiple for this Talent is 150.

[38.4] General Knowledge Spells

1. Flash of Light Spell (G-1)
Range: 15 feet + 15 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 75
Base Chance: 20%
Resist: May only be passively resisted.
Effects: Unlike other spells of this College, this spell is no illusion at all. Instead, the Adept expends 2 Fatigue Points (in addition to the other Fatigue Point costs for the spell) to create a blinding flash of light. All entities who are facing the Adept when the spell is loosed must either resist or be blinded for 20 seconds. Blinded characters have their Base Chance of Striking reduced by 50 and they may move at half their normal Tactical Movement Rate. The Adept is unaffected by the spell since it emanates from his own body.

2. Visual Illusion Spell (G-2)
Range: 15 feet + 15 additional/Rank
Duration: Concentration/maximum of 10 minutes + 10 additional/Rank
Experience Multiple: 200
Base Chance: 30%
Resist: Must be disbelieved instead of resisted.
Effects: This spell creates a visual illusion which will be fully as mobile as the object or entity it represents and will seem to have all of the characteristics of the object or entity. However, if it touches another entity or object or is touched by another entity or object, it will immediately fade.

3. Audio Illusion Spell (G-3)
Range: 15 feet + 15 additional/Rank
Duration: Concentration/maximum of 10 minutes + 10 additional/Rank
Experience Multiple: 200
Base Chance: 30%
Resist: Must be disbelieved instead of resisted.
Effects: This spell creates the illusion of sound or sounds of the Adept's choice.

4. Olfactory Illusion Spell (G-4)
Range: 15 feet + 15 additional/Rank
Duration: Concentration/maximum of 10 minutes + 10 additional/Rank
Experience Multiple: 200
Base Chance: 30%
Resist: Must be disbelieved instead of resisted.
Effects: Creates a smell (and/or taste) of the Adept's choice.

5. Tactile Illusion Spell (G-5)

Range: 15 feet + 15 additional/Rank

Duration: Concentration/maximum of 10 minutes + 10 additional/Rank

Experience Multiple: 300

Base Chance: 10%

Resist: Must be disbelieved instead of resisted.

Effects: This spell creates a tactile illusion of the Adept's choice. It can also be used to cause 1 target + 1 additional target for every 3 (or fraction) Ranks to experience physical sensations of hunger, pain, wellbeing, etc. Unless such sensations can be attributed by the target to some outside stimulus other than the Adept, the illusion cannot harm the victim. All damage inflicted on a victim by an illusion remains once the illusion is disbelieved. It is real (not illusory) damage.

[38.5] General Knowledge Rituals

1. Ritual of Illusory Fog (Q-1)

The Adept can, by spending one hour in the performance of this ritual, create the illusion of fog or mist in an area within 30 feet + 30 additional feet per Rank of the Adept. The fog or mist will last so long as the Adept concentrates on maintaining it and it is not dispelled by magic. The ritual has a Base Chance of 50% (+5 per Rank) and an Experience Multiple of 50.

[38.6] Special Knowledge Spells

There are no Special Knowledge spells for this College. However, an Adept may learn how to combine two or more types of illusion (Sight, Sound, Smell, Touch) by expending 600 Experience Points for each combination. The Adept can then combine the various illusions into a single illusion which will seem more real to the observer and be harder to disbelieve.

Whenever a combined illusion is created, its Rank is equal to the total Rank of all elements of the combined illusion divided by the number of senses of which the illusion is composed (rounded down). The Base Chance of casting a combined illusion is equal to the Base Chance of casting the most difficult element of the illusion (lowest modified Base Chance) as modified in 38.2.

Generally, only Special Knowledge (combined) illusions will be able to directly harm or kill entities. An entity must believe in the illusion (not have disbelieved) and it must be composed both of a Tactile Illusion and of a Primary Sense Illusion for the entity to suffer direct injury. In addition if the illusion involves a particular entity or substance which is usually detected by a Secondary, rather than a Primary Sense, then that Secondary Sense must be included as well. In some special cases, the GM may wish to allow a Secondary Sense Illusion to take the place of a Primary Sense Illusion. For example, poison gas would require a Tactile Illusion (to create the sensation of choking in the victim) and possibly an Olfactory Illusion rather than a Visual Illusion (if the gas is invisible, but not odorless) in order to be effective, even though it is being directed at humans whose sense of sight is their Primary Sense.

[38.7] Special Knowledge Rituals

There are no Special Knowledge Rituals connected with the College of Illusions.

39. THE COLLEGE OF NAMING INCANTATIONS

Members of the College of Naming Incantations specialize in the knowledge of all True Names and of magic in general (counterspells in particular); they are usually simply called Namers.

All things made in the "Divine Creation" in a *DragonQuest* world were given a Generic True Name at that time. The GM should decide whether this was done by a supreme being or by the first Namer. This name is in an ancient language, and the translation into the Common tongue would yield such terms as Man, Elf, Tiger, Oak, Bee, Rattlesnake, Granite, Rose, etc. All such names when uttered in their ancient form by a Namer give the namer power to control the object, and these Generic names are taught to an apprentice Namer during the Namers' training. It is possible a Namer would encounter an object whose Generic name he would not be familiar with, and the GM must adjudicate what objects the Namers in his world are familiar with. Namers may learn a Generic True Name they are not familiar with by encountering the object to which the Name refers. Once acquired, the Name may be studied at any time. To achieve Rank with a Generic True Name, the name must be studied for a number of weeks equal to the Rank to be achieved, at no Experience Point cost.

All sentient entities (player character races, dragons, mermen, nagas, etc.) are given an Individual True Name upon reaching maturity; this name is either given to them by the aforementioned supreme being or the local Namer. All sane sentient entities will know their own Individual True Name and no force — physical or magical — can coerce the entity to reveal it. They may choose to reveal it, however. The Name also cannot be forced from the Namer who named the entity, if that method of naming is chosen. An entity will be called by his Given (or Use) Name, which is given to him by his parents. Both the Individual True Name and the Given Name will be in the entity's native tongue. When an Individual True Name is bestowed upon an entity, it also becomes known to the Naming Demons (see the demon descriptions in the College of Greater Summoning). Other than an entity choosing to reveal his True Name, using a Demon is the only other method of acquiring an entity's True Name, although Adepts of various Colleges have been known to record important entity's names in magic tomes. Namers know only their own Individual True Name upon completing their education. All other Individual True Names must be learned before they can be used. They can be learned by spending one month in study after the Name has been acquired, and may achieve Rank with the Name by spending additional months of study equal to the Rank to be achieved (at no Experience Point cost). The Generic True Name of an entity must be known before the Individual True Name may be studied.

[39.1] There are no special requirements for using the Naming Incantations.

[39.2] The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Naming Incantations:

Namer has never before encountered target's generic type	−25
Namer does not know (has not learned) target's Generic True Name	−15
Each Rank Namer has achieved with Generic True Name of object or non-sentient being	1
Each Rank Namer has achieved with Individual True Name of sentient being	5

These additions to the Base Chance are cumulative and are tacked onto the Base Chance in addition to those modifiers listed in 27.7. Note that both Rank with a particular spell or ritual and Rank in the use of the Name of the target both affect the Base Chance.

[39.3] Talents

1. Detect Aura (T-1)

All living (and most formerly living) entities possess an Aura which may be read for clues concerning the nature of the entity. Objects made of formerly living matter will also possess an Aura, but one which is much weaker. The following categories of Auras are listed in order of strength (weakest to strongest):

Formerly living matter as part of an object
A formerly living entity (not including undead)
Living plants
Lower orders of living animals
Undead types
Higher orders of living animals
Humans and most humanoids
Elves and other long-lived sentients

Whenever confronted by an object whose nature is unknown to him, a Namer may tell the GM that he is attempting to detect the being or object's Aura. The GM rolls D100. If the result is less than or equal to the Namer's modified Perception, the GM must tell the Namer which of the aforementioned categories of Aura he is seeing and answer one question of the Namer's choice about the being or object (but need not give its Individual True Name). If the dice roll falls within the span of possible results necessary to achieve double or triple effects when casting a spell (see section 27), the Namer may ask the GM two (for double effect) or three (for triple effect) questions. The GM may be as vague or specific as he desires. The Namer's Perception is modified by adding the following to it:

For every 5 feet (after first 5) separating the Namer from the being or object whose Aura he wants to read	−1
For each Rank the Namer has with the Detect Aura Talent	5

A being may actively (but not passively) resist having his Aura read in which case the being's Willpower is subtracted from the Base Chance of reading the Aura. The Ex-

perience Multiple to increase one's Rank with this Talent is 75.

[39.4] General Knowledge Spells

Namers do not possess normal General Knowledge Spells. Instead, their body of General Knowledge consists of the ability to cast counterspells against all Colleges of Magic, *and Namers may loose a counterspell without preparing it.* All counterspells are part of the General Knowledge of each Namer when he completes his apprenticeship. They are known at Rank 0. They do not count against the number of spells and rituals the Namer may know unless and until Ranked. A Namer may know a number of spells and rituals other than counterspells of Rank 5 or lower and a number of counterspells of Ranks 1 to 5 equal to his Magical Aptitude. For example, a character could know 3 spells of Rank 5 or less and 12 counterspells of Ranks 1 through 5 if he had a Magical Aptitude of 15 (or any combination of spells, counterspells, and rituals equal to 15).

Since there are 12 Colleges of Magic and each has a General Knowledge counterspell and a Special Knowledge counterspell, there are 24 possible counterspells which a Namer may know. All counterspells work as described in 31.3, regardless of who is using them or what College of Magic they affect.

[39.5] General Knowledge Rituals

1. Ritual of Dissipation (Q-1)

A Namer may always use any counterspell he presently knows to cause the effects of a spell cast over an individual or object to be dissipated (removed) by performing the Ritual of Dissipation. The Namer treats this ritual as if he were employing Ritual Spell Preparation (see 32.1) except that he must cast the appropriate counterspell in order to accomplish the dissipation of the spell. In order to perform this ritual, the Namer must know the exact name of the spell that was cast over the character or object, what College the spell was a part of, and whether or not the spell was a General or Special Knowlege spell. Only spells (not rituals) may be dissipated using this technique. Only namers may use counterspells to dissipate spells once they have been cast. Adepts of other Colleges may use counterspells to send entities which they have personally summoned back to their own dimensions. In such cases, the counterspell need not be cast as part of a ritual. Only Namers, however, may dispell magic by using this ritual. At least 1 hour must be spent implementing this ritual. The Namer may not simply cast a counterspell over a character or object to achieve the same effect. Characters may never achieve Rank with this ritual, though the specific counterspell used may be Ranked.

[39.6] Special Knowledge Spells

1. Spell of Charming (S-1)

Range: 15 feet + 15 additional/Rank
Duration: 1 hour + 1 additional/Rank
Experience Multiple: 450
Base Chance: 40%
Resist: May be actively & passively resisted.
Effects: The Namer may influence the actions of any one entity whose Generic True Name he knows by casting a Spell of Charming over the individual. If, in addition, the Namer knows and pronounces the victim's Individual True Name, the Base Chance of the spell taking effect is increased by 50 and the effect of the spell is increased. The victim of the spell will see the caster as his true friend and will readily accept most suggestions emanating from him. Sworn enemies of the caster (or of his race) will not be affected by this spell unless the victim's Individual True Name is spoken and, even then, the duration of the spell is halved.

The caster may either suggest actions to the victim or may order him to act in a certain way on pain of losing the caster's "friendship." Any suggestion that is not directly and obviously inimical to the victim's interests (as defined by the GM, but usually limited to actions that would be injurious or fatal to the victim) will be acted upon 90% of the time. The caster may only insure 100% compliance with a request by making it an order based upon the friendship that binds the victim and caster together. In such instances, however, the victim immediately makes a Resistance Check. If he resists, the spell is broken and he immediately attacks the caster in a rage. Otherwise, the victim will accept the order and be 100% faithful to it for the remainder of the spell. Whenever any suggestion is made that would lead to the victim's injury or death, another Resistance Check is made. If the check is unsuccessful, the victim will accept the suggestion. Otherwise, the spell will be broken and he will attack the caster.

2. Spell of Compelling Obedience (S-2)

Range: 5 feet + 5 additional/Rank
Duration: 1 hour + 1 additional/Rank
Experience Multiple: 500
Base Chance: 10%
Resist: May be actively & passively resisted.
Effects: The Namer may cast this spell over any target(s) whose Generic or Individual True Names are known to him. Once successfully cast, the spell permits the caster to order the target to do anything within its physical capabilities which is not obviously suicidal. The spell may affect a number of targets equal to or less than the caster's Rank with this spell. No target may resist an order once it has failed to initially resist the spell. The Base Chance is increased by 25 if the caster pronounces the Individual True Name of *all* the spell's targets.

[39.7] Special Knowledge Rituals

1. Ritual of Magic Divination (R-1)

A Namer may determine if an individual or object is currently or has been recently under the effects of a spell by employing the Ritual of Magic Divination. The object or individual must be present during the ritual which lasts for 1 hour. At the end of the ritual, the Namer's player makes a Cast Check to determine if the ritual has had the desired effect. The Base Chance for this check is 40%. The Base Chance is modified by the addition of 10 for each Rank the Namer has in the use of the ritual. It is reduced by 5 for each week (or fraction of a week) since the spell was cast. If the ritual is successful, the nature of the spell (its exact name and College) is revealed to the Namer. There is no possibility of backfire from this ritual. The Experience Multiple to increase by one Rank is 250.

40. THE COLLEGE OF AIR MAGICS

The College of Air Magics conerns the shaping of the powers of the element of air.

[40.1] Adepts of the College of Air Magics may only practice their arts if they are in contact with air.

They may never practice air magic while underwater or in a vacuum. They may never summon creatures of the air into an environment where avians could not survive.

[40.2] The following numbers are added to the Base Chance of performing any talent, spell, or ritual of the College of Air Magics.

Caster occupies a mountain top	20
Caster is underground or otherwise totally enclosed*	−15
Caster is only partially enclosed†	− 5

*Total enclosure is defined as being surrounded by walls or earth in a windowless area where there is no direct and immediate communication with the air outside.

†Partial enclosure is defined as being in a cave or dwelling or similar walled or earth-enclosed area, but being in sight of a window or means of egress or other means of direct contact with the air outside. All modifiers are cumulative.

[40.3] Talents

1. Predict Weather (T-1)

The adept predicts with some accuracy what the weather will be like over the ensuing three days in the area within range of his talent. The talent operates effectively within a radius of 10 miles of the adept (+ 10 additional miles per Rank). The adept's player announces that he is checking the weather (sniffing the air and such) and then rolls D100. If the result is equal to or less than the adept's modified Perception, he is successful in making a prediction. In addition to other modifiers affecting the operation of this talent, the player adds 5 for each Rank he has achieved with the talent. If the adept is successful in making a prediction, the GM secretly rolls D100 to check the accuracy of the prediction. The following results may occur:

Dice	*Accuracy*
01-05	Totally wrong (opposite of the prediction occurs)
06-10	Generally incorrect (fairly wide divergence)
11-85	Generally correct (close, but not totally accurate)
86-100	Almost totally accurate (say, within 1 degree)

Following this dice roll, the GM delivers the prediction arrived at by the character as if

it were generally correct. The workings of the talent may not be resisted. It has an Experience Multiple of 150.

[40.4] General Knowledge Spells

1. Spell of Resistance to Cold (G-1)

RANGE: 10 feet + 10 additional/Rank
DURATION: 10 minutes × [D − 5] × Rank (× 1, if unranked)
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 40%
RESIST: May not be resisted.
EFFECTS: The target of this spell gains 2 per Rank to its Magic Resistance for purposes of resisting a spell which damages via cold. In addition, 1 is subtracted from the damage done by any fire damage spell for every 2 Ranks.

2. Spell of Ice Creation (G-2)

RANGE: 15 feet + 10 additional/Rank
DURATION: Rank × 6 minutes (1 × 6, if unranked)
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 25%
RESIST: May not be resisted.
EFFECTS: The spell creates a film of ice 1 inch thick and equal to one square foot per Rank or a cube of ice at the rate of 6 cubic inches per Rank.

3. Spell of Mage Wind (G-3)

RANGE: 10 feet + 10 additional/Rank
DURATION: 5 minutes × D10 × Rank (× 1, if unranked)
EXPERIENCE MULTIPLE: 125
BASE CHANCE: 30%
RESIST: May not be resisted.
EFFECTS: The Adept may summon a wind strong enough to power a longship at the rate of 5 knots (+ 1 additional knot per Rank), unless the ship is facing into the wind. If facing into the wind, the speed of the prevailing wind is subtracted from the ship's speed in knots (the rate at which it is propelled by the mage wind). The Adept may freely alter the direction of the mage wind during the spell.

4. Spell of Communication With Avians (G-4)

RANGE: 35 feet + 10 additional/Rank
DURATION: 10 minutes + 10 additional/Rank
EXPERIENCE MULTIPLE: 75
BASE CHANCE: 50%
RESIST: May not be resisted.
EFFECTS: Gives the Adept the power to communicate with any flying creatures within range of the spell.

5. Wind Whistle Spell (G-5)

RANGE: Works at any range
DURATION: D10 hours
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 40%
RESIST: May not be resisted.
EFFECTS: The Adept is able to create a wind of up to 30 knots over the area he occupies. The wind will take D-2 minutes to arrive and the Adept's Player must state before that time what direction the wind is blowing. The actual velocity of the wind is determined by rolling D100:

Dice	*Velocity*
01-10	20 knots
11-25	10 knots
26-50	3 knots
51-75	10 knots
76-90	20 knots
91-100	30 knots

The Adept may add or subtract (his choice) a number equal to his Rank from the dice roll used to determine velocity. He need not announce his intention to do so until after he has rolled the dice and ascertained the result.

6. Spell of Conjuring Mist (G-6)

RANGE: 20 feet + 20 additional/Rank
DURATION: 1 minute × D10 × Rank (× 1, if unranked)
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 20%
RESIST: May not be resisted.
EFFECTS: The Adept creates a 10 cubic foot volume of mist or fog. He may add an additional 10 cubic feet per Rank to this volume. However, all the fog must fall within the Adept's range. It may be of any shape and may be moved by the Adept so long as it is all within range. Subtract 1 from the Base Chance for each knot of wind currently blowing.

7. Spell of Summoning Avians (G-7)

RANGE: Works at any range
DURATION: Immediate
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 30%
RESIST: May not be resisted.
EFFECTS: The Adept may summon one flying entity (other than a dragon) per Rank (minimum of 1). The avian must be native to the area and the Adept must state the species he is calling (one per spell) before attempting the spell. The avians will appear 5 minutes (− 30 seconds per Rank) after the spell has been cast. This spell requires that the Adept's player actually whistle to call the desired flying creatures. If he can't whistle (or if his character is not in a position to vocalize), he may not cast the spell.

8. Spell of Detecting Fumes (G-8)

RANGE: 30 feet + 10 additional/Rank
DURATION: Immediate (during Pulse, if desired)
EXPERIENCE MULTIPLE: 125
BASE CHANCE: 45%
RESIST: May not be resisted.
EFFECTS: The Adept may detect the presence of fumes or vapors and has a 25% chance (+ 1 per Rank) of identifying them.

[40.5] General Knowledge Rituals

1. Ritual of Windspeak (Q-1)

The Adept can speak with the whispering spirits of the wind, learning what they have seen or heard and even soliciting their aid. All winds within a range of 300 feet + an additional 300 feet per Rank can be communed with in this manner. The Adept must spend one hour performing this ritual and may not move or engage in any other activity during that time. The Base Chance that the ritual will be effective is equal to the Adept's Magical Aptitude + 5 for each Rank the Adept has achieved. The ritual has an Experience Multiple of 150, and there is no backfire.

2. Ritual of Binding Air (Q-2)

The Adept may bind the element of air within a radius of 10 feet + 10 additional feet per Rank for a period equal to 1 hour (+ 1 additional hour per Rank) while maintaining his concentration. It takes an hour to perform the ritual which has a Base Chance equal to the Adept's Magical Aptitude (+ 4 per Rank). It may not be resisted unless the area contains an already extant Air Elemental (who may both actively and passively resist). The results of the ritual are similar to those for the binding of other elements. The Adept gains control of all of the facets of the element. He can control the weather, shape the winds, even create an Air Elemental similar to the Fire Elemental described in 42.5. The Experience Multiple for this ritual is 750, and if it backfires, a violent storm results.

[40.6] Special Knowledge Spells

1. Windstorm Spell (S-1)

RANGE: 30 feet + 30 additional/Rank
DURATION: 10 seconds + 10 additional/Rank
EXPERIENCE MULTIPLE: 200
BASE CHANCE: 40%
RESIST: May only be passively resisted.
EFFECTS: The Adept creates a windstorm within an area with a radius of 30 feet + 30 additional feet per Rank. All characters within this area except the Adept must either resist or suffer D − 6 (+ 1 for every 2 Ranks) damage and must check to determine if they remain standing. Each character's Player rolls D100. If the result is less than or equal to the sum of the character's Physical Strength and Agility minus the Rank of this spell, the character remains standing. Otherwise, the character falls prone.

2. Spell of Storm Calling (S-2)

RANGE: Works at any Range.
DURATION: Variable
EXPERIENCE MULTIPLE: 200
BASE CHANCE: 40%
RESIST: May not be resisted.
EFFECTS: The Adept may summon any storm front which may exist anywhere in sight. Upon reaching the spot occupied by the Adept, the storm front will slow and finally cease moving and begin to downpour (snow, rain, hail, sleet, or whatever else the GM feels the clouds may contain). Generally, a storm front can be seen for 20 to 30 miles. If no front can be seen, the spell can still be cast, but the Base Chance is reduced by 20. The stormfront will take D10 × 3 (− 1 per Rank) minutes to arrive.

3. Spell of Ice Construction (S-3)

RANGE: 15 feet + 5 additional per Rank
DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE MULTIPLE: 225
BASE CHANCE: 15%
RESIST: May not be resisted.
EFFECTS: The Adept may create 10 cubic feet of ice (+10 additional cubic feet per Rank) in any shape(s) of the Adept's choice. The objects always appear entirely within range of the Adept and may not appear on top of or inside (partially or wholly) any character or entity.

4. Spell of Controlling Avians (S-4)
RANGE: 1 mile + 1 aditional/Rank
DURATION: Concentration/maximum of 1 hour + 1 additional per Rank
EXPERIENCE MULTIPLE: 200
BASE CHANCE: 20%
RESIST: May be actively & passively resisted.
EFFECTS: The Adept may control 1 avian (+1 additional avian per Rank) within range unless the avian successfully resists. If the Adept fails to gain control or loses control, the avian will immediately attack him and his companions.

5. Spell of Freezing Wind (S-5)
RANGE: 10 feet + 10 additional/Rank
DURATION: 30 seconds + 30 additional/Rank
EXPERIENCE MULTIPLE: 250
BASE CHANCE: 30%
RESIST: May be actively & passively resisted.
EFFECTS: The spell causes arctic conditions to prevail in a 10 foot cube. The area may be increased by 1 foot (all dimensions) per Rank. Any character in this area (including the adept) must resist or take D−4 (+1 per Rank) damage due to freezing. Increase the Base Chance of infection as a result of damage from this spell by 30. If a creature of fire (efreet, salamander or elemental) is caught within the effective area of the spell, the creature takes D−1 (+1 per Rank) damage.

6. Spell of Ice Projectiles (S-6)
RANGE: 25 feet + 5 additional/Rank
DURATION: Immediate (during Pulse)
EXPERIENCE MULTIPLE: 300
BASE CHANCE: 30%
RESIST: May only be passively resisted.
EFFECTS: The spell attacks one target within range per Rank (minimum of 1). If the target fails to resist, he suffers D−3 (+1 per Rank) damage due to being pierced by type-A weapons made of ice. In addition, his chance of infection is increased by 10 as a result of any wound from ice projectiles.

7. Lightning Spell (S-7)
RANGE: 60 feet
DURATION: Immediate (during Pulse)
EXPERIENCE MULTIPLE: 225
BASE CHANCE: 30%
RESIST: May only passively resist (then suffers half damage).
EFFECTS: The Adept may throw a single bolt of lightning 60 feet long from his fingertips. The bolt must extend the entire 60 feet and will rebound any feet not travelled initially. Any target that is in the path of the bolt must successfully resist or suffer D+5 damage +1 additional point for every 3 or Fraction Ranks (and become automatically stunned).

8. Spell of Hibernation (S-8)
RANGE: May only be cast over self or adjacent character
DURATION: Variable according to Rank
EXPERIENCE MULTIPLE: 350
BASE CHANCE: 20%
RESIST: May be actively or passively resisted.
EFFECTS: The Adept may cause himself or one other character to enter a state of suspended animation lasting for the following periods (dependent upon Rank):

Rank	*Duration*
1-3	1 week
4-8	1 month
9-11	3 months
12-16	6 months
17-19	1 year
20	Any duration of the adept's choice

The target of the spell will awaken when the spell is over with no ill effects except that his Physical Strength will be reduced by D−6 due to muscle atrophy. This reduction is temporary and the character can regain his previous Physical Strength at the rate of 1 point per day. Physical Strength cannot be reduced below 1.

9. Weapon of Cold Spell (S-9)
RANGE: 5 feet + 5 additional/Rank
DURATION: 20 seconds × [D−5] × Rank (×1, if unranked)
EXPERIENCE MULTIPLE: 250
BASE CHANCE: 30%
RESIST: May not be resisted.
EFFECTS: The weapon over which the spell is cast becomes infernally cold without harm either to the weapon or the user of it. The Base Chance of hitting with the weapon is increased by 1 and by an additional 1 for each Rank the Adept has acquired with the spell. The damage done by the weapon is increased by 1 for every 3 Ranks (or fraction of 3) the Adept has acquired with the spell. The damage is increased by 1 per Rank (instead of for every 3 Ranks) if used against a Fire character.

10. Barrier of Wind Spell (S-10)
RANGE: May only be cast over self.
DURATION: 30 seconds + 30 additional/Rank
EXPERIENCE MULTIPLE: 300
BASE CHANCE: 20%
RESIST: May not be resisted.
EFFECTS: The spell forms a barrier of wind around the Adept that decreases the Strike Chance of any attacker in Melee Combat by 5 (+1 for each Rank). Hurled weapons and missile weapons have their Strike Chance reduced by an additional 2 per Rank (instead of 1).

11. Snow Simulacrum Spell (S-11)
RANGE: Caster must shape object and touch it to cast spell.
DURATION: Concentration/maximum of 1 hour + 1/Rank
EXPERIENCE MULTIPLE: 300
BASE CHANCE: 2%
RESIST: May not be resisted.
EFFECTS: The caster must form a human or animal figure out of snow. This sculpture may then be animated by the spell. The animated sculpture will have the same characteristics as the sculptured entity except that all characteristics are reduced 25%. Although no longer composed of snow, the simulacrum will have an adverse reaction to the presence of heat and flame and will take an additional 2 points damage from heat and flame attacks. The time required to actually build the sculpture will depend upon the size of the entity being sculpted and must be determined by the GM.

12. Wall of Ice Spell (S-12)
RANGE: 20 feet + 10 additional/Rank
DURATION: 10 minutes + 10 additional/Rank
EXPERIENCE MULTIPLE: 150
BASE CHANCE: 15%
RESIST: May not be resisted.
EFFECTS: The Adept may create a wall 2 feet thick, 10 feet tall and 20 feet long or a ring 2 feet thick, 10 feet tall and with a 5 foot radius or a pillar 15 feet high and 4 feet thick made of ice. He may increase any dimension by 1 foot per Rank. This spell may not be cast on top of characters.

13. Ray of Cold Spell (S-13)
RANGE: 35 feet + 10 additional/Rank
DURATION: Immediate (during Pulse)
EXPERIENCE MULTIPLE: 300
BASE CHANCE: 30%
RESIST: May only passively resist (then suffers half damage).
EFFECTS: The spell projects a ray of frozen air at a target. Anything standing between the caster and the target blocks the ray. Anything struck by the ray (target or another character

or object) must either resist or suffer D − 1 (+1 per Rank) points of damage due to freezing. If a character successfully resists, the damage is halved (round up). Regardless of whether full or half damage is suffered, the Base Chance of infection increases by 20.

14. Spell of Sleep Gas (S-14)

Range: 30 feet + 10 additional/Rank
Duration: 5 minutes + 5 additional/Rank
Experience Multiple: 450
Base Chance: 5%
Resist: May only be passively resisted.
Effects: The spell creates a cloud of knockout gas 20 cubic feet (+10 additional cubic feet per Rank) in size anywhere entirely within the Adept's range. Any character (including the Adept) inhaling the gas must successfully resist or suffer D − 3 (+1 additional point per Rank) damage. In addition, a second check must be made against each character's Endurance. All characters whose Players roll a D100 result higher than their modified Endurance immediately fall unconscious. A character must check to determine if he falls unconscious even if he passes his initial Resistance Check.

15. Spell of Windwalking (S-15)

Range: 10 feet + 10 additional/Rank
Duration: 30 seconds + 30 additional/Rank
Experience Multiple: 425
Base Chance: 2%
Resist: May be actively & passively resisted.
Effects: The Adept can propel a chosen target through the air at 120 miles per hour.

16. Whirlwind Vortex Spell (S-16)

Range: 15 feet + 15 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 650
Base Chance: 1%
Resist: May be actively & passively resisted.
Effects: Creates a whirlwind around one human-sized target for every 3 Ranks (minimum of 1) or fraction of 3 Ranks. If the targets fail to resist, they perish (are torn apart by the winds). If the spell is cast, but a target's passive resistance is successful, the target suffers D − 4 (+1 per Rank) damage instead of perishing.

17. Spell of Frozen Doom (S-17)

Range: 20 feet + 20 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 500
Base Chance: 1%
Resist: May be actively & passively resisted.
Effects: Turns the blood of one target entity to ice. This spell is ineffective against targets whose modified Magic Resistance is greater than the modified chance of casting the spell (though the spell could still backfire).

[40.7] Special Knowledge Rituals

1. Ritual of Controlling Weather (R-1)

The Adept may gather storm clouds, increase or decrease the temperature by 5° (+1 additional degree per Rank), increase or decrease the barometric pressure by 0.5 inch (+0.2 inch additional per Rank) and/or cause 12 inches of precipitation to fall (+6 inches per Rank) within a radius of 5 miles (+1 additional mile per Rank) by spending 1 hour to perform this ritual. The Adept may not move or engage in any other activity during that time. He can maintain these alterations in the weather as long as he maintains his concentration on them (maximum of 1 hour + 1 additional hour per Rank). The Base Chance of effectively employing this ritual is 9%; 5 is added to this number for each Rank the Adept has achieved with the ritual. The Experience Multiple for this ritual is 450, and if a backfire occurs, the weather affects the Adept.

2. Ritual of Summoning and Controlling Air Elemental (R-2)

The Adept may summon an Air Elemental and temporarily bind him to service in exactly the same manner (and with the same type of results) as described for the summoning of Fire Elementals in 42.7, with the exception that the summoning of an Air Elemental requires an open or semi-enclosed area. An Air Elemental cannot be summoned and bound by an Adept who is underground and cut off from direct access to the air outside, for example. All procedures and numbers from 42.7 apply to this ritual.

41. THE COLLEGE OF WATER MAGICS

The College of Water Magics is concerned with the shaping of the powers in the element of water.

[41.1] Adepts of the College of Water Magics may only practice their arts if they are in contact with or near water.

They may never practice their arts in a vacuum or a totally waterless place. They may not summon water-dwelling creatures into an area that does not contain a body of water large enough for the water-dwelling creature to immerse itself totally. They may use their magic while on land (in a non-arid area) but suffer some diminuation in their abilities.

[41.2] The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of the Water Magics:

Adept is in physical contact with a body of water*	20
Adept is on board a ship	10
Adept is on land, but in sight of a body of water†	5
Adept is on land not in sight of water	−10
All bodies of water in vicinity of Adept are frozen	−20

*A body of water is a sea, lake, ocean, pond, river, well, steam, spring, or other feature containing large amounts of water (1,000 gallons or more) or existing as part of a larger system or network of waterways. A barrel, bucket, or tun of water does not qualify as a body of water.

†Usually within 5 to 10 miles of a body of water. All modifiers are cumulative.

[41.3] Talents

1. Predict Weather (T-1)

The Predict Weather Talent of this College is similar to the Talent of the same name of the College of Air Magics except that the Adept of the College of Water Magics must be at sea (on an ocean, sea, or large lake) or within 15 miles of a sea, ocean, or large lake for the Talent to operate. The Experience Multiple for this Talent is 75. In all other ways, the Talent is identical to T-1 of the College of Air Magics (40.3, p. 44).

[41.4] General Knowledge Spells

1. Spell of Calming Waters (G-1)

Range: 90 feet + 90 additional/Rank
Duration: 15 minutes + 15 additional/Rank
Experience Multiple: 100
Base Chance: 30%
Resist: May not be resisted.
Effects: The Adept reduces the height of all waves within range by 1 foot (+1 additional foot/Rank) and reduces the size of swells by 1 foot for every 2 Ranks (minimum, 1 foot).

2. Spell of Wave Making (G-2)

Range: 90 feet + 90 additional/Rank
Duration: 15 minutes × Rank (×1, if unranked)
Experience Multiple: 125
Base Chance: 25%
Resist: May not be resisted.
Effects: The Adept increases the size of all waves within range by 5 feet (+1 additional foot/Rank) and increases the size of all swells within range by 2 feet (+1 additional foot for every 2 or fraction of 2 Ranks).

3. Spell of Speaking to Seabirds (G-3)

Range: 15 feet + 10 additional/Rank
Duration: Concentration/no maximum
Experience Multiple: 100
Base Chance: 60%
Resist: May not be resisted.
Effects: The spell allows the Adept to communicate verbally with gulls, terns, penguins, pelicans, and other seabirds.

4. Spell of Flotation (G-4)

Range: Caster must touch spell's target
Duration: 10 minutes + 10 additional/Rank
Experience Multiple: 75
Base Chance: 45%
Resist: May not be resisted.
Effects: Increases target's ability to swim by 50%. Decreases the target's chances of drowning by 5 (+1 per Rank).

5. Spell of Navigation (G-5)

Range: Works at any Range
Duration: 1 hour + 1 additional/Rank
Experience Multiple: 125
Base Chance: 15%
Resist: May not be resisted.
Effects: The spell atunes the caster's mind to the sea and winds, allowing him to sail with less chance of mishap. Decrease the chance of veering off course, running aground, etc., by 5 (+1 additional/Rank).

6. Water Purification Spell (G-6)

Range: Caster must touch the water being purified

DURATION: Immediate
EXPERIENCE MULTIPLE: 150
BASE CHANCE: 40%
RESIST: May not be resisted.
EFFECTS: Turns 1 quart (+1 per Rank) of salt water into potable water.

7. Spell of Speaking With Aquatic Mammals (G-7)
RANGE: 15 feet + 15 additional/Rank
DURATION: Concentration/no maximum
EXPERIENCE MULTIPLE: 125
BASE CHANCE: 35%
RESIST: May not be resisted.
EFFECTS: The spell gives the Adept the ability to communicate verbally (through sounds) with dolphins, whales, porpoises, sealions, seals, and other aquatic mammals.

8. Spell of Summoning Aquatic Mammals (G-8)
RANGE: Works at any range
DURATION: Immediate
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 20%
RESIST: May not be resisted.
EFFECTS: The Adept may summon 1 aquatic mammal (+1 per Rank at Ranks above 5). It will take 30 minutes (−30 seconds per Rank) for the mammal to arrive. The mammal must be native to the area to be summoned.

9. Mage Wind Spell (G-9)
This spell is identical in all respects to the spell of the same name in the College of Air Magics (see 40.4, **G-3, p.45**).

10. Spell of Water Creation (G-10)
RANGE: Adept must touch substance from which water is drawn
DURATION: Immediate
EXPERIENCE MULTIPLE: 150
BASE CHANCE: 35%
RESIST: May not be resisted.
EFFECTS: The spell allows the Adept to extract moisture from the air or from plants (providing there is moisture available to be extracted) in the amount of 1 pint (+1 additional pint per Rank).

11. Spell of Watersight (G-11)
RANGE: Adept must touch the target's eyes
DURATION: 1 hour + 1 additional/Rank
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 50%
RESIST: May not be resisted.
EFFECTS: Spell forms a transparent film over the target's eyes enabling him to see under water as if wearing goggles or a diving mask.

12. Spell of Water Breathing (G-12)
RANGE: Adept must touch target's throat
DURATION: 1 hour + 1 additional/Rank
EXPERIENCE MULTIPLE: 200
BASE CHANCE: 25%
RESIST: May not be resisted.
EFFECTS: Spell forms a set of gills in the subject's neck which allow him to operate under the water without affecting his ability to operate on the surface.

13. Spell of Ship Binding (G-13)
RANGE: 90 feet + 15 additional/Rank
DURATION: Concentration/maximum of 2 hours + 1 additional/Rank
EXPERIENCE MULTIPLE: 200
BASE CHANCE: 20%
RESIST: May not be resisted.
EFFECTS: This spell may be used to strengthen the structure of any ship or boat, repair leaks and holes, restep masts, etc. At Rank 10 and above, a small sail craft may be constructed instantly out of available wood using this spell. At Rank 15 and above, a large craft may be constructed (one 40 feet or more in length). The effects of this spell are cancelled if the Adept fails to maintain it by concentrating on it. At the end of the spell, all of its effects are undone. If the spell was used to build a ship or boat, the craft immediately falls apart (even in mid-ocean).

14. Spell of Seablessing (G-14)
RANGE: Adept must touch object or entity over which spell is cast
DURATION: 1 week + 1 additional/Rank
EXPERIENCE MULTIPLE: 200
BASE CHANCE: 15%
RESIST: May not be resisted.
EFFECTS: This spell may be cast on a character or seagoing craft. It will decrease the chances that the character or craft will encounter sea monsters, meet pirates, or face typhoons by 5 (+1 per Rank).

[41.5] General Knowledge Ritual

1. Ritual of Binding Water (Q-1)
The Adept may bind the element of water within a radius of 10 feet (+15 additional feet per Rank) for a period equal to 1 hour (+1 additional hour/Rank) while maintaining his concentration. It takes an hour to perform this ritual which has a Base Chance equal to the Adept's Magical Aptitude (+4 per Rank). It may not be resisted unless the area contains a Water Elemental (who may both actively and passively resist). The results are similar to the binding of all other elements. The Adept gains control of all the facets of the element. He can, for example, create an intelligent water sprite (which will always have characteristics several points lower than the Adept). Its every action would have to be directed by the Adept, however. At Rank 10 or higher, the Adept can create a free-willed water sprite that will be loyal to him but not require that its every move be directed. Such entities will never leave the water. The Experience Multiple is 750.

[41.6] Special Knowledge Spells

1. Spell of Liquid Purification (S-1)
RANGE: 15 feet
DURATION: Immediate (during Pulse)
EXPERIENCE MULTIPLE: 350
BASE CHANCE: 30%
RESIST: May not be resisted.
EFFECTS: Turns 1 quart (+1 additional/Rank) of any aqueous liquid into potable water.

2. Spell of Liquid Transmutation (S-2)
RANGE: Adept must touch the water to be transmuted.
DURATION: Immediate.
EXPERIENCE MULTIPLE: 350
BASE CHANCE: 100%
RESIST: May not be resisted.
EFFECTS: The Adept may turn one pint of potable water into a general antidote for venom. The number of doses created by the spell is equal to [D−5] (+1 per Rank). Each dose immediately causes any venom to become inactive and will cure one Endurance Point loss due to venom.

3. Waters of Healing Spell (S-3)
RANGE: Adept must touch water to be transmuted
DURATION: Immediate
EXPERIENCE MULTIPLE: 400
BASE CHANCE: 30%
RESIST: May not be resisted.
EFFECTS: The Adept may turn one pint of water into a healing potion. The number of doses created by the spell is equal to [D−5] (+1 per Rank). Each dose will cure one Endurance Point loss due to any cause except poison.

4. Waters of Strength Spell (S-4)
RANGE: Adept must touch water to be transmuted
DURATION: Immediate
EXPERIENCE MULTIPLE: 350
BASE CHANCE: 30%
RESIST: May not be resisted.
EFFECTS: This spell will produce 1 dose of a Strength Potion out of a pint of potable water. When drunk, the potion adds [D+2]to Physical Strength for a period of 15 minutes, unless the character is involved in combat during that time. If a character becomes involved in combat, the potion will cease to work after 15 combat Pulses due to alterations in body chemistry.

5. Spell of Summoning Fish (S-5)
RANGE: Works at any range
DURATION: Immediate
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 25%
RESIST: May not be resisted.
EFFECTS: The spell summons 1 fish native to the area at Ranks 1-9. At Rank 10 and above, it summons [D−5] fish. The spell may only be cast while on a body of water or standing within 100 feet of a body of water.

6. Spell of Controlling Fish (S-6)
RANGE: 10 feet + 10 additional/Rank
DURATION: Concentration/no maximum
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 20%
RESIST: May only be passively resisted.
EFFECTS: The Adept can control 1 fish (+1 additional fish for every 2, or fraction, Ranks). The fish will continue to serve him only so long as he concentrates or until he tells the fish to go away (move out of range of the spell). A fish that is no longer controlled, but still in the vicinity may attack his former master.

7. Spell of Controlling Sea Mammals (S-7)
Range: 10 feet + 10 additional/Rank
Duration: Concentration/no maximum
Experience Multiple: 200
Base Chance: 25%
Resist: May only be passively resisted.
Effects: The spell operates the same way as **S-6** of this College (Spell of Controlling Fish), except it affects aquatic mammals.

8. Waters of Vision Spell (S-8)
Range: Adept must touch water
Duration: 10 seconds
Experience Multiple: 250
Base Chance: 25%
Resist: May not be resisted.
Effects: The Adept must touch a pool of still water with his hand. He will then experience visions (usually precognitive in nature) concocted by the GM. At Rank 5 and above, he may use this technique to spy into an area to see what is going on there. The distance from the character to the area being spied into is 5 miles (+ 15 additional miles per Rank).

9. Windsail Spell (S-9)
Range: 90 feet + 15 additional/Rank
Duration: 1 hour + 1 additional/Rank
Experience Multiple: 250
Base Chance: 25%
Resist: May not be resisted.
Effects: The Adept casts this spell over any watercraft of a surface type equal to 2 tons (+2 additional tons per Rank) or less in weight. It creates a sail of bound water sprites which will not rip or break the mast and which will carry the ship in the direction of the caster's choice and at the speed of the prevailing winds.

10. Spell of Rain Calling (S-10)
Range: 15 miles + 1 additional/Rank
Duration: 1 day
Experience Multiple: 300
Base Chance: 15%
Resist: May not be resisted.
Effects: Will gather any rain clouds within range over the area of the Adept and cause a localized squall to follow him for one day.

11. Maelstrom Spell (S-11)
Range: 30 feet + 30 additional/Rank
Duration: 10 seconds + 10 additional/Rank
Experience Multiple: 500
Base Chance: 10%
Resist: May only be passively resisted.
Effects: The Adept creates a horrifying watery vortex with a diameter of 10 feet (+ 10 additional feet/Rank) which exists entirely within the spell's Range. All objects and entities within 20 feet of the vortex must successfully resist or they are sucked into the eye of the vortex and down to the seabottom. This spell will only be effective if cast over a large body of water (sea, ocean, or lake).

12. Waterspout Spell (S-12)
Range: 60 feet + 60 additional/Rank
Duration: 1 minute + 30 seconds/Rank
Experience Multiple: 750
Base Chance: 5%
Resist: May only be passively resisted.
Effects: The Adept creates a tornado-like formation over a body of water which has a radius of 5 feet (+5 additional feet per Rank). The tornado tears apart anything or anyone who occupies the same space with it unless they successfully resist. The tornado does [D-1] (+1 per Rank) Damage Points to a character who resists successfully instead of destroying him and scattering the bloody pieces to the winds. The Adept may move the tornado in any direction he desires at a rate of 10 knots +5 additional knots per Rank. It may never be moved onto dry land.

[41.7] Special Knowledge Rituals

1. Ritual of Summoning and Binding Water Elemental (R-1)
The Adept may summon a Water Elemental and temporarily bind him to service in exactly the same manner (and with the same results) as described for the summoning of Fire Elementals in 42.7 with the exception that the summoning of a Water Elemental may only take place if the Adept is on or within 20 feet of a large body of water (lake, sea, or ocean). All procedures and numbers from 42.7 apply to this ritual.

42. THE COLLEGE OF FIRE MAGICS

The College of Fire Magics is concerned exclusively with shaping the element of Fire.

[42.1] Adepts of the College of Fire Magics may only practice their arts in an area where it is possible for fire to exist.

They may not practice fire magic underwater or in a vacuum, for example.

[42.2] The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Fire Magics:

Caster or target is in medium or light mist, fog, or rain	−5
Caster or target is in heavy fog or rain	−10
Caster or target is within 30 feet of medium fire*	5
Caster is within medium fire†	10

*A medium fire is defined as a good-sized campfire.

†This modifier presupposes that the caster is protecting himself with a spell or charm from the effects of the fire.

All modifiers are cumulative. If the cumulative modification to the spell or ritual is greater (less) than 10, then the damage done by the spell (if any) is increased (decreased) by 1.

[42.3] Talents

1. Infravision (T-1)
The Adept may identify the class of a heat source which is within his range of vision. Whenever the Adept attempts to make an identification of this type, his player rolls D100. If the resulting number is equal to or less than the Adept's Perception, the heat source is identified. The Adept's Perception is modified in the same manner as any Base Chance for success in spell casting. In addition to other modifiers, the Base Chance is modified as follows:

For every 10 feet (after the first 10) separating Adept from heat source	−1
For each Rank the Adept has with the Infravision Talent	5

The working of this talent may be actively, but not passively, resisted. In the event that the heat source is identified, the GM must tell the Adept's player the species of the heat source (if an entity), its general nature (if a physical object), and if it is magical or not. He need provide no other information. The Experience Multiple for this Talent is 75.

[42.4] General Knowledge Spells

1. Spell of Pyrogenesis (G-1)
Range: 25 feet + 5 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 50
Base Chance: 45%
Resist: May only be passively resisted.
Effects: One small flammable object (or entity) within range may be caused to burst into flame. Thereafter, the flames are fueled by the object or entity. They may be extinguished. **Note:** This spell is meant to be used to light matches and cause insects and small furry animals to burst into flames. It is not meant for use against human-size characters.

2. Spell of Heat Production (G-2)
Range: 25 feet + 5 additional per Rank
Duration: Concentration/maximum of 1 hour × 2 × Rank
Experience Multiple: 50
Base Chance: 35%
Resist: May only be passively resisted.
Effects: The caster may cause the temperature of one 15-foot cube to rise by 2°F per Rank, or he may concentrate the spell on a single object. If he concentrates the spell on a single object, the spell will cause that object to heat up rapidly, making bronze red hot in [100 seconds − (Rank × 6 seconds)] and heating other metals accordingly. At Rank 17, bronze would become instantaneously hot as a result of this spell.

3. Spell of Fire Resistance (G-3)
Range: May only be cast over self or adjacent character
Duration: 10 minutes
× [D − 5] × Rank (× 1, if unranked)
Experience Multiple: 100
Base Chance: 40%
Resist: May not be resisted.
Effects: The single person or object over which the spell is cast gains 2 per Rank (minimum of 2) to his/its Resistance against a spell of the College of Fire Magics that would normally cause damage to the individual or object. In addition, 1 is subtracted from the damage done by such a spell for every 2 Ranks the caster has with the Spell of Fire Resistance.

4. Spell of Light (G-4)
Range: 15 feet + 15 additional/ Rank

Duration: 15 minutes × [D–5] × Rank (× 1, if unranked)
Experience Multiple: 75
Base Chance: 50%
Resist: May not be resisted.
Effects: One 10-foot cube (1000 cubic feet) area may be brightly lit. The lighted area may be of any shape (even pencil-thin) but must emanate from the spot occupied by the caster.

5. Spell of Temperature Alteration (G-5)
Range: Caster must touch target
Duration: Immediate (during Pulse)
Experience Multiple: 125
Base Chance: 15%
Resist: May not be resisted.
Effects: If the caster succeeds in touching an adjacent character (part of the spell-casting process) or in touching a heat-conductive object in the target's possession (armor, shield, weapon, etc.), the target immediately suffers [D – 4] + (1 × Rank) damage. If the target is touched on a non-conductive surface, the damage is halved (round up). If struck on an insulated surface, no damage is incurred.

6. Wall of Smoke Spell (G-6)
Range: 10 feet + 10 additional/Rank
Duration: 15 minutes × [D – 6] × Rank (× 1, if unranked)
Experience Multiple: 75
Base Chance: 15%
Resist: May not be resisted.
Effects: The caster may create two 5-foot cubes of smoke per Rank. He may vary the intensity of the smoke from light vapors to thick, roiling smoke. The duration of the spell will be decreased if cast out of doors in a breeze, gusting or strong wind.

7. Spell of Fireproofing (G-7)
Range: Caster must touch target
Duration: 24 hours × D10 × Rank (× 1, if unranked)
Experience Multiple: 150
Base Chance: 30%
Resist: May not be resisted.
Effects: The spell protects the subject from all non-magical fire and heat effects. He cannot suffer damage from non-magical fire while under the effects of this spell.

8. Spell of Protection Against Magical Fire (G-8)
Range: Caster must touch target
Duration: 24 hours × D10 × Rank (× 1, if unranked)
Experience Multiple: 175
Base Chance: 2%
Resist: May not be resisted.
Effects: The spell protects the subject entirely from all magical types of fire or fire spells. He can suffer no physical damage from the flames or heat of a magically generated fire while under the protection of this spell.

[42.5] General Knowledge Rituals

1. Ritual of Binding Fire (Q-1)

The Adept can bind the element of fire to his will by performing a Ritual of Binding Fire in an area where fire already exists. The ritual requires that the Adept spend one hour in its performance during which he may not move and may perform no other action. At the end of the ritual, the Adept's player rolls D100. If the resulting number is less than or equal to 9, the ritual is a success and the fire source over which the ritual was cast is considered bound for a length of time equal to the ability of the Adept to retain his concentration over it (maximum of 1 hour + 1 additional hour per Rank). The chance that the ritual will be successful is modified by the addition of the following numbers:

For every 5 feet separating the Adept from the fire being bound	– 4
Each Rank Adept has achieved in the use of the ritual	5

A bound fire can be shaped by the Adept who bound it into any desired form. Its size can be increased (to a size which is greater than its original size by a factor equal to the square of the Adept's Rank). He can instill in the fire intelligence equal to the Adept's, etc. The higher the Adept's Rank with the ritual, the greater the results of the ritual. For example, whereas at Rank 1, the Adept could create a Fire Elemental which he would have to guide at every turn, at Rank 10, the same Fire Creature might be endowed with free will, but would be loyal to the purposes of the Adept. The ritual cannot be resisted except by an intelligent being composed of fire (and then only passive resistance is possible). It has an Experience Multiple of 750.

[42.6] Special Knowledge Spells

1. Wall of Fire Spell (S-1)
Range: 10 feet + 10 additional/Rank
Duration: Concentration/maximum of 3 hours × Rank (× 1, if unranked)
Experience Multiple: 100
Base Chance: 25%
Resist: No/Yes
Effects: The caster can create a 5 foot high × 20 foot long wall of flames or a 5 foot high circle of flames with a 5-foot radius or a pillar 15 feet high with a 2-foot radius. The caster can increase any one dimension by 1 foot per Rank. The spell, itself, cannot be resisted. Any creature passing through the flames must successfully Resist or will suffer [D – 5] (+ 1 additional point per Rank) damage due to burning.

2. Bolt of Fire Spell (S-2)
Range: 25 feet + 25 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 200
Base Chance: 40%
Resist: May only be passively resisted.
Effects: Any target of the caster's choice is struck by a bolt of fire emanating from the caster's fingers. Unless the target successfully resists, he/it will suffer [D – 5] (+ 1 per Rank) damage from the bolt. The target's resistance is reduced by 10 unless he is also a member of the College of Fire. If the target fails to resist and is, himself, flammable or is wearing flammable clothing, the target will ignite as a result of the bolt if the result of the Resistance Check is 91 or greater. The bolt will always travel its full range unless it hits a target, even if this means bouncing off a wall and turning back on itself to strike the caster.

3. Ball of Fire Spell (S-3)
Range: 20 feet + 20 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 200
Base Chance: 30%
Resist: May only be passively resisted.
Effects: This spell affects either a 20-foot square area or a circular area with a 12-foot radius. The entirety of the affected area must be within the caster's spell range for the spell to be effective. All targets within the blast radius that do not successfully resist suffer [D – 4](+ 1 for every 2 or fraction of 2 Ranks).

4. Web of Fire Spell (S-4)
Range: 20 feet + 10 additional/Rank
Duration: Concentration/maximum: 15 minutes + 15 additional/Rank
Experience Multiple: 200
Base Chance: 15%
Resist: May only be passively resisted (which may halve damage).
Effects: The caster projects a flaming web, similar to a spider web in construction, from his fingertips at a target (hex or object or character). Any objects or entities standing between the caster and the target are ensnared by the web along with the target unless they successfully resist. Any characters who do not resist suffer [D – 2] (+ 1 per Rank) damage each Pulse that the web is burning. The web continues to burn until cut or until the caster ceases to concentrate on the spell or the flames are otherwise extinguished. The web may only ensnare a number of characters equal to the caster's Rank. Characters who resist successfully suffer only half damage (round up). Individuals ensnared in the web suffer no damage on the first Pulse they are ensnared. In order to cut the web, a character must successfully strike it with a weapon that does type B damage and must inflict at least 5 points of damage as a result of that single strike.

5. Spell of Self-immolation (S-5)
Range: May only be cast over self or adjacent character
Duration: 45 seconds + 15 additional/Rank
Experience Multiple: 200
Base Chance: 15%
Resist: May be actively & passively resisted.
Effects: The target of the spell is temporarily unaffected by heat or flame of a magical nature. He is still affected by non-magical fires. In addition, if the spell is successfully cast, the target bursts into flames, inflicting [D – 5] (+ 1 per Rank) damage upon anyone within 5 feet of him (friend or foe). All characters in hexes adjacent to the target on the Tactical Display would, for example, be affected. The target of the spell suffers [D – 4]damage unless the spell is Rank 10 or higher (total damage, not per Pulse).

6. Imploding Fireball Spell (S-6)
Range: 20 feet + 20 additional/Rank

Duration: Immediate (during Pulse)
Experience Multiple: 225
Base Chance: 20%
Resist: May only be passively resisted (then suffers half damage).
Effects: The caster may strike a single target with a ball of fire. If the target fails to resist after being struck, the fireball does D10 (+ 1 per Rank) damage. If the target successfully resists, he suffers half damage (round up).

7. Weapon of Flames Spell (S-7)
Range: 5 feet + 5 additional/Rank
Duration: 20 seconds × [D – 5] × Rank (× 1, if unranked)
Experience Multiple: 250
Base Chance: 30%
Resist: May not be resisted.
Effects: The spell is cast over a weapon of the Adept's choice causing it to burst into flame without damage to the weapon or the wielder of it. The Base Chance to hit a target with the weapon is increased by 1 and by an additional 1 for each Rank the Adept has acquired with the spell and the damage done by the weapon is increased by 1 for every 3 (or fraction) Ranks the Adept has achieved with the spell. The damage caused by the weapon is increased by 1 per Rank (instead of by 1 for every 3 Ranks) when the weapon is used against a creature of cold or water or against an undead creature. All creatures which live in cold environments or in water are considered creatures of cold or water. At Rank 6, this spell may be used to create a sword of flame without the necessity of casting it over a sword (the weapon is created out of air). At Rank 10, the caster can create any flaming weapon of his choice out of air using this spell (including missile weapons).

8. Demonic Firebolt Spell (S-8)
Range: 25 feet × Rank
Duration: Immediate (during Pulse)
Experience Multiple: 300
Base Chance: 2%
Resist: May only be passively resisted (then suffers half damage).
Effects: This spell works in the same manner as the Bolt of Fire Spell **(S-2)** except that the damage caused is [D – 2] (+ 1 per Rank).

9. Spell of Hellfire (S-9)
Range: 10 feet + 10 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 675
Base Chance: 5%
Resist: May only be passively resisted (then suffers half damage).
Effects: This invisible fire attacks one human-sized target for every 3 (or fraction of 3) Ranks the caster has achieved with the spell. The target's Magical Resistance is automatically reduced by 20. The spell does [D + 1] (+ 2 for each Rank) damage. If a character successfully resists, he suffers only half damage (round up).

10. Spell of Dragon Flames (S-10)
Range: 25 feet + 25 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 525
Base Chance: 25%
Resist: May only be passively resisted (then suffers half damage).
Effects: The caster can designate a single target for this spell who is then struck by the flames if the cast is successful. If the target fails to resist the spell, it does [D + 1] (+ 4 per Rank) damage. If the target resists, the damage is halved (round up).

11. Web of Dragon Flames Spell (S-11)
Range: 20 feet + 10 additional/Rank
Duration: Concentration/maximum: 15 minutes + 15 additional/Rank
Experience Multiple: 650
Base Chance: 2%
Resist: May only be passively resisted (then suffers half damage).
Effects: This spell operates in the same manner as the Web of Fire Spell **(S-4)** except that the flames do [D + 1] (+ 2 per Rank) damage and the web of dragon flame requires 10 damage points in a single Strike to be cut.

12. Storm of Fire Spell (S-12)
Range: 20 feet + 20 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 425
Base Chance: 1%
Resist: May only be passively resisted.
Effects: This spell is similar to the Ball of Fire Spell **(S-3)** except that the caster throws a group of three fireballs all of which overlap at least one other fireball by one cubic foot.

13. Malignant Flames Spell (S-13)
Range: 20 feet + 10 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 550
Base Chance: 1%
Resist: May be actively & passively resisted.
Effects: Any target of the caster's choice within range is immediately wrapped in flames which are visible only to the victim. The flames do [D – 5] (+ 2 per Rank) damage. In addition, the target is subject to other damage if the spell is Rank 5 or higher. In this case a number of points equal to [D – 3] are removed from one characteristic of the victim. The victim may not regain these points for a number of weeks equal to 4 + Rank of the spell. To determine what characteristic is affected, the victim's player rolls D10 and consults the list of results shown below:

Die	*Characteristic*
1,2	Physical Strength
3,4	Manual Dexterity
5,6	Agility
7,8	Magical Aptitude
9,10	Willpower

A characteristic may not be reduced below 1 as a result of this spell.

14. Spell of Incineration (S-14)
Range: 25 feet + 10 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 500
Base Chance: 2%
Resist: May be actively and passively resisted.
Effects: If the target fails to resist, it is reduced to a pile of ashes. However, the spell will have no effect on a character whose Willpower is greater than the modified chance of casting the spell (though the spell could still backfire).

15. Spell of Summoning Salamander (S-15)
Range: Works at any range
Duration: Until dispelled
Experience Multiple: 200
Base Chance: 15%
Resist: May not be resisted.
Effects: The caster may summon a salamander which will then attempt to set afire anything flammable that it can reach. The summoner will have no control over the salamander. It may not even be sent away except by dispelling it by casting a Special Knowledge Counterspell over it.

16. Spell of Summoning Efreet (S-16)
Range: Works at any range
Duration: Until dispelled
Experience Multiple: 225
Base Chance: 25%
Resist: May not be resisted.
Effects: The caster may summon an Efreet which will be sympathetic to the summoner as a fellow fire-user and will usually attempt to aid him. If the Efreet does not agree to aid him voluntarily, the Adept may still demand one service in exchange for allowing the Efreet to depart. This service must take the form of a defined task to be performed in a matter of hours or days (though the service may take place in future at some indefinite time). The Efreet will almost always serve the summoner in battle against entities not associated with the College of Fire Magic, but will never assist the summoner in battle against a member of the College of Fire Magic. Even demanding that the Efreet attack a fellow Adept of the College of Fire Magic as his obligatory service to the summoner will not cause the Efreet to change his attitude in this regard.

[42.7] Special Knowledge Rituals

1. Ritual of Summoning and Controlling Fire Elemental (R-1)

The Adept may summon a Fire Elemental and bind him to temporary service by performing this ritual. The ritual takes two hours. It may only be performed if the summoner remains stationary and takes no other action during the time the ritual is being performed. At the end of the two hour ritual, the summoner's player rolls D100. If the resulting number is less than or equal to the summoner's Magical Aptitude (modified), then the Elemental is summoned and controlled. If the result is 30 or more higher than the modified chance of summoning and controlling the Elemental, then the ritual backfires and the Elemental appears, but is uncontrolled and will attack the summoner and his friends. Any other result has no effect. The chance that the ritual will be entirely successful is modified by the addition of the following numbers:

Each Rank that the Adept has achieved in the performance of the ritual	5
Each point the Adept's Willpower is above 15	1

A Fire Elemental always appears within 20 feet of the summoner. It has a combined Endurance and Fatigue equal to 15 (+15 additional points per Rank of the ritual) and, unless controlled by the summoner will attack and burn until dispelled by a Special Knowledge Counterspell of the College of Fire Magics. Once controlled, the Fire Elemental remains controlled until the summoner's concentration is broken or he chooses to send the Elemental to his own dimension with a Special Knowledge Counterspell of his College. The Experience Multiple for this ritual is 250.

43. THE COLLEGE OF EARTH MAGICS

The College of Earth Magics is concerned with the shaping of the powers of the earth itself and of those entities and things that are rooted in the earth or in contact with it.

There are two distinct branches of this College, and a practitioner of Earth Magic can be a member of only one branch at a time. He may alter his affiliation, but is treated as if he had quit his original branch and lost all knowledge of Earth Magic until such time as he has spent six months in study and meditation to relearn the General Knowledge of the College in a new form. The two divisions of this College are:

1. Pacifistic Earth Magic: Usually practiced by men who live in isolation in the wilderness, this type of Earth Magic is very powerful, but entirely defensive in nature. An adherent of this division of Earth Magic will never attack without provocation (i.e., unless attacked himself or unless he sees animals or plants attacked). He is unaffected by counterspells of his College cast over an area he may occupy while attempting to work the magic of his College. In addition, the counterspells of his College give only half the normal benefit to characters attempting to resist his magic. However, he may never participate in rituals of this College which involve human sacrifice.

2. Druidic Earth Magic: This form of Earth Magic is practiced by strong-minded individuals who have no objection to the taking of human life to further their magic. It is often practiced communally since it is in part ritual magic. Many of the rituals involve courting the darker sides of earth by providing blood to quench its thirst.

[43.1] Practitioners of the College of Earth Magics must always be in contact with the earth to perform magic of this College.

A practitioner of this College is considered in contact with the earth if he is in contact with an item which is, itself, rooted in the earth (tree, plant, foundation of a house, etc.). He would not be in contact with earth if he were in the air or in water where he could not touch bottom, or if he were atop a piece of furniture or an animal since they are not rooted in the ground. An Adept in a man's arms is not in contact with earth.

[43.2] The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Earth Magics:

Caster is wearing a sprig of fresh mistletoe	5
Caster is in contact with earth, but beneath water*	−20
Caster is in a man-made dwelling without an earthen floor	−5
Caster occupies a place of power†	20

*For example, beneath the ocean, if the caster can find a way of breathing in such a situation, the caster's BC would always be reduced by 20.

†These can be any places frequented by worshipers of earth. Examples from mythology and literature might include: Stonehenge, Finn McCool's Seat, The Hill of Tara, etc. If the Place of Power is used for ritual sacrifice, then a practioner of Pacifistic Earth Magic would receive no benefit.

These additions to the Base Chance are cumulative. They are added to the modifiers listed in 27.7.

[43.3] Talents

1. Detect Aura (T-1)

Whenever confronted by an object or being whose nature is unknown to him, the Adept's player may tell the GM that he is attempting to detect the Aura of the being or object. The GM rolls D100. If the resulting number is less than or equal to the modified Perception of the Adept, the Aura is detected. The Adept's Perception is subject to modification in the same manner as any Base Chance. This talent may be actively (but not passively) resisted.

In addition to any other modifications, the Adept's Perception is modified by having the following numbers added to it:

For every 10 feet (after the first 10) separating the Adept from the being or object whose Aura he wants to read	−1
For each Rank the Adept has with the Detect Aura Talent	5

The results of detection are the same as those given for this Talent in 39.3. The Experience Multiple for this talent is 75.

[43.4] General Knowledge Spells

1. Spell of Converse With Animals (G-1)

Range: 10 feet + 10 additional/Rank
Duration: Concentration/max: 3 hours × Rank (×1, if unranked)
Experience Multiple: 50
Base Chance: 45%
Resist: May not be resisted.
Effects: The caster may communicate with fauna (whether verbally or symbolically, and to what extent, are left up to the GM's descretion). Physical contact between the animal and the caster increases the Base Chance of successfully casting this spell by 5.

2. Spell of Converse With Plants (G-2)

Range: 10 feet + 10 additional/Rank
Duration: Concentration/max: 3 hours × Rank (×1, if unranked)
Experience Multiple: 50
Base Chance: 25%
Resist: May not be resisted.
Effects: The caster can communicate with flora with which he is familiar. The mode and extent of communication is up to the GM's discretion.

3. Spell of Controlling Animals (G-3)

Range: 10 feet + 10 additional/Rank
Duration: Concentration: no maximum
Experience Multiple: 100
Base Chance: 20%
Resist: May be actively & passively resisted.
Effects: The caster controls the actions of any animal that does not successfully resist. It will serve him so long as he continues to concentrate. If he releases the animal or his concentration is broken, it may attack him or flee. The chance to cast the spell is reduced by 5 if the Adept cannot speak to the animal. If the Adept cannot make eye contact, the Base Chance is reduced another 5. The Spell of Converse With Animals may be used in conjunction with this spell if the animal's language is known.

4. Spell of Blending (G-4)

Range: May be cast over self only.
Duration: 1 hour + 1 additional/Rank
Experience Multiple: 50
Base Chance: 60%
Resist: May not be resisted.
Effects: In order to cast this spell, the subject must remain stationary. If successfully cast, the subject cannot be seen by non-magical means. If, at any time while the spell is in effect the caster moves, the spell is broken.

5. Spell of Walking Unseen (G-5)
Range: 1 foot + 1 additional/Rank
Duration: 1 hour + 1 additonal/Rank
Experience Multiple: 100
Base Chance: 50%
Resist: May not be resisted.
Effects: The subject of this spell can move unnoticed, not invisible. Even if someone looks directly at the subject of the spell, he will remain unseen. However, if someone touches the subject of the spell, he is immediately located and the spell is broken.

6. Spell of Healing (G-6)
Range: May only be cast over adjacent character.
Duration: Immediate
Experience Multiple: 100
Base Chance: 40%
Resist: May be actively & passively resisted.
Effects: Through a combination of magic and the application of healing herbs and salves, the caster can cure 3 (+1 per Rank)Damage Points suffered by a character due to disease or injury. The spell takes about 5 minutes to cast.

7. Spell of Detecting Traps and Snares (G-7)
Range: 20 feet + 5 additional/Rank
Duration: D10 minutes +10 additional per Rank
Experience Multiple: 75
Base Chance: 60%
Resist: May not be resisted.
Effects: This spell reduces the Base Chance of being trapped or ambushed while outdoors by 10 (+1 additional point per Rank).

8. Spell of Detecting Poisons (G-8)
Range: Must be in touch with object or substance
Duration: Immediate
Experience Multiple: 75
Base Chance: 55%
Resist: May not be resisted.
Effects: The spell requires a wand of either ashwood, ivory or unicorn horn. The caster touches the object or substance in which he suspects poison. The wand will momentarily turn black if poison is, in fact, present.

9. Spell of Lesser Enchantment (G-9)
Range: 10 feet + 10 additional/Rank
Duration: Ranks 1-10 = a fortnight; Ranks 11-19 = 3 months; Rank 20 = spell lasts until dispelled.
Experience Multiple: 125
Base Chance: 20%
Resist: May be actively & passively resisted.
Effects: The target of this spell is either blessed or cursed (caster's choice). The spell increases either the character's luck or misfortune (depending on whether it operates as a blessing or as a curse) by 1 on every dice roll in which the character is directly involved. **Note:** This spell cannot be cast over oneself.

10. Spell of Herbal Lore (G-10)
Range: May be cast over self only
Duration: Immediate
Experience Multiple: 75
Base Chance: 25%
Resist: May not be resisted.
Effects: The spell gives the caster the ability to recognize herbs of magical significance growing wild.

11. Spell of Tracking (G-11)
Range: May be cast over self only
Duration: 1 day + 1 additional/Rank
Experience Multiple: 100
Base Chance: 15%
Resist: May not be resisted.
Effects: The caster adds 10 (+2 additional/Rank) to his chance of Tracking while outdoors.

[43.5] General Knowledge Rituals

1. Ritual of Summoning Animals (Q-1)
The Adept must spend 1 hour implementing this ritual and may not move or engage in any other activity during that time. If his concentration is broken, the ritual is destroyed and must be abandoned or restarted. At the end of the ritual, the Adept's player rolls D100. If the resulting number is equal to or less than the Adept's Magical Aptitude, then a number of small animals appear equal to the Adept's Rank (1 if the Adept has no Rank with the ritual). The animal the Adept attempts to summon must be a native of the area. Experience Multiple for this ritual is 150. If the Adept chooses to vocalize his summons (assuming he is not attempting to go undetected since the vocalization must be in the form of a shout or call), the Base Chance is increased by 25.

[43.6] Special Knowledge Spells

1. Earth Hammer Spell (S-1)
Range: 25 feet + 10 additional/Rank
Duration: Immediate
Experience Multiple: 200
Base Chance: 40%
Resist: May only be passively resisted.
Effects: The caster conjures a giant maul of stone which hurls itself at a target of the caster's choosing. If the target fails to resist the spell, it takes [D−5] (+1 per Rank) damage.

2. Hands of Earth Spell (S-2)
Range: 20 feet + 5 additional/Rank
Duration: 1 hour + 1 additional/Rank
Experience Multiple: 150
Base Chance: 25%
Resist: May only be passively resisted.
Effects: The spell causes a number of hands of stone equal to the Rank of the caster to materialize out of the ground within range. Each hand is 7 feet tall. Once they appear, they remain stationary. They may clutch anything in their grasp, but may not move from the spot on which they surfaced. A character standing on a spot where a hand materializes will be snatched up and will be unable to move until the spell dissipates.

3. Strength of Stone Spell (S-3)
Range: 10 feet
Duration: 1 hour + 1 additional/Rank
Experience Multiple: 200
Base Chance: 20%
Resist: May not be resisted.
Effects: The target of this spell has his Physical Strength or Fatigue (caster's choice) increased by 1 for each Rank the caster has achieved with the spell. The spell may not be cast over oneself.

4. Armor of Earth Spell (S-4)
Range: 10 feet
Duration: 30 minutes + 30 additional/Rank
Experience Multiple: 200
Base Chance: 20%
Resist: May not be resisted.
Effects: May be cast over one target individual. It reduces the Base Chance of hitting that individual with any physical weapon by 2 for each Rank the caster has achieved with the spell. At Rank 11 and above, it also absorbs 1 Damage Point per Strike.

5. Diamond Weapon Spell (S-5)
Range: 5 feet + 5 additional/Rank
Duration: 20 seconds × (D-5) × Rank (× 1, if unranked)
Experience Multiple: 250
Base Chance: 30%
Resist: May not be resisted.
Effects: This spell is cast over a weapon of the caster's choice. It increases the Base Chance of that weapon hitting a character by 1 per Rank (minimum of 1). Any character attempting to Strike a character who possesses a weapon that has this spell in effect over it, breaks his own weapon on a roll of 94-99 instead of 99.

6. Spell of Gem Creation (S-6)
Range: 10 feet
Duration: 1 day + 1 additional/Rank
Experience Multiple: 250
Base Chance: 10%
Resist: May not be resisted.
Effects: Creates one gemstone of random value for each 5 (or fraction) Ranks. The gems dissipate at the end of the spell.

7. Spell of Animal Growth (S-7)
Range: 10 feet + 10 additional/Rank
Duration: 1 day + 1 additional/Rank
Experience Multiple: 225
Base Chance: 15%
Resist: May be actively & passively resisted
Effects: One mammal of the caster's choice is doubled in size. The effects of this radical change are determined by the GM.

8. Spell of Enchanting Plants (S-8)
Range: 10 feet + 10 additional/Rank
Duration: 1 day + 1 additional/Rank
Experience Multiple: 225
Base Chance: 15%
Resist: May not be resisted.
Effects: The spell may impart partial mobility to a number of plants (including trees) equal to the caster's Rank. The plants may not uproot themselves, but may move their branches and leaves while remaining in the same spot. The plant's actions are always under the control of the caster so long as he maintains his concentration. If his concentration is broken, voluntarily or otherwise, the plants will be controlled by the GM until the caster reestablishes control and could, conceivably attack the caster.

9. Spell of Binding Animals (S-9)
Range: 10 feet + 10 additional/Rank
Duration: Infinite until dispelled
Experience Multiple: 250
Base Chance: 10%
Resist: May be actively & passively resisted.
Effects: This spell is similar to the Spell of Controlling Animals except that the caster does not have to concentrate on it to maintain it. The spell will last until broken by the animal or dispelled by magic. Any animal subject to this spell makes one check per week against its Willpower to determine if the spell is broken.

10. Spell of Conjuring and Controlling Earth Elemental (S-10)
Range: 20 feet
Duration: Concentration: No maximum
Experience Multiple: 225 for each portion of spell
Base Chance: 25%/20%
Resist: May not be resisted.
Effects: This is a two-part spell. Each part of the spell is learned, ranked and recorded separately, but there is a single procedure and a single Fatigue cost to cast the spell. The caster has a BC of 25% of successfully casting the first part of the spell. If successful, an Earth Elemental with a combined Fatigue and Endurance of 15 + an additional 5 per Rank appears within 20 feet of the caster. The caster must immediately make a second check with a Base Chance of 20% to see if he controls the Elemental. If successful in establishing control over the Elemental, the caster maintains control until his concentration is broken or he banishes the Elemental with a counterspell. If he fails to gain control of the Elemental or gains control, but has his concentration broken, the Elemental will immediately attack him. A caster cannot banish an Elemental he does not control.

11. Spell of Sinking Doom (S-11)
Range: 30 feet + 10 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 650
Base Chance: 1%
Resist: May be actively & passively resisted.
Effects: The spell opens a circular pit under a single human-sized target per each 5 (or fraction) Ranks and sucks the unfortunate standing over it into the bowels of the earth to be burned in molten rock.

12. Wall of Stone Spell (S-12)
Range: 20 feet + 10 additional/Rank
Duration: 10 minutes + 10 additional/Rank
Experience Multiple: 150
Base Chance: 10%
Resist: May not be resisted.
Effects: Creates a 10 foot high × 20 foot long wall of granite or a 10 foot high ring of stone with a 20 foot radius or a pillar of stone 15 feet high and with a 2 foot radius. The caster increases any dimension by 1 foot per Rank. He may not attempt to cast the spell on top of a character.

13. Wall of Iron Spell (S-13)
Range: 20 feet + 10 additional/Rank
Duration: 10 minutes + 10 additional/Rank
Experience Multiple: 250
Base Chance: 5%
Resist: May not be resisted.
Effects: Same as for **S-12** (Wall of Stone Spell) except that the caster creates a wall of cold iron.

14. Spell of Tunneling (S-14)
Range: 5 feet + 1 additional/Rank
Duration: 30 seconds + 5 additional/Rank
Experience Multiple: 200
Base Chance: 10%
Resist: May not be resisted.
Effects: The caster creates a circular opening or tunnel 10 feet in diameter and 20 feet deep in a wall, ceiling, floor, ground surface, cliff face, etc. The caster may add 1 foot to either depth or radius per Rank.

15. Trollskin Spell (S-15)
Range: 10 feet
Duration: 1 minute + 10 additional seconds/2 Ranks (or fraction)
Experience Multiple: 250
Base Chance: 20%
Resist: May not be resisted.
Effects: The spell allows the subject to regenerate Endurance Points removed as a result of damage incurred in combat. The target begins to regenerate 30 seconds after a wound is inflicted and continues to regenerate at the rate of 1 Endurance Point every 10 seconds for the duration of the spell. The spell will not help regenerate wounds inflicted by acid or fire.

16. Spell of Smoking Magma (S-16)
Range: 25 feet + 5 additional/Rank
Duration: 10 seconds + 10 additional/Rank
Experience Multiple: 300
Base Chance: 7%
Resist: May only be passively resisted (then does half damage).
Effects: The caster creates a pool of molten rock which wells up from underground. The pool has a radius of 5 feet (+ 1 additional foot per Rank). Any character within the area covered by the pool suffers damage of [D − 5] + 1 per Rank. If the character successfully resists, this damage is halved.

17. Spell of Diamond Javelins (S-17)
Range: 30 feet + 10 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 300
Base Chance: 20%
Resist: May not be resisted.
Effects: The spell causes diamond-tipped javelins to fly from the earth at the caster's feet and travel toward a target(s) of the caster's choice. The number of javelins appearing is always 1 + 1 additional javelin for every 2 (or fraction) Ranks of the spell. The javelins have a Base Chance equal to the Base Chance of ordinary javelins of hitting their target + 3 per Rank of the spell. Each javelin does [D − 4] (+ 1 per every 2 or fraction Ranks) damage.

18. Spell of Earth Transformation (S-18)
Range: 10 feet + 10 additional/Rank
Duration: 3 hours + 1 additional/Rank
Experience Multiple: 400
Base Chance: 10%
Resist: May only be passively resisted.
Effects: This spell turns 3 cubic feet of stone into mud or vice versa. The caster may add one cubic foot to this figure per Rank. A character standing on a spot containing a mudpuddle that is turned to stone has an opportunity to passively resist the effects of the spell. If he fails to resist, he will become trapped in the stone that has taken the place of the mud he was standing in. If he resists, the mud turns to stone, but he is not trapped.

[43.7] Special Knowledge Rituals

1. Ritual of Binding Earth (R-1)
This ritual takes one hour to perform and involves the ritual sacrifice of a human (or humanoid) being. At the end of the ritual, the Adept's player rolls D100. If the resulting number is equal to or less than the Base Chance to employ the ritual successfully, the Adept gains complete control over a 500 pound weight of earth and stone (plus an additional 500 pound weight per Rank). He can shape or move the earth, change its consistency or instill intelligence in it at his option. The Base Chance to successfully employ this ritual is 10%. It can affect any earth or stone within 10 feet (plus 10 per Rank) of the Adept. It cannot be resisted. Once cast, it lasts for 1 hour plus an additional hour for each Rank or until the Adept's concentration is broken. The Experience Multiple for this ritual is 500.

44. THE COLLEGE OF CELESTIAL MAGICS

The College of Celestial Magics is concerned with the practice of those magic arts having to do with shadow, night, and stars. There are three distinct divisions of the College of Celestial Magics. They are:

1. The Star Mages: Dealing with heavenly bodies.
2. The Dark Mages: Dealing with night and darkness.
3. The Shadow Weavers: Dealing with the power of light and shadow.

All members of the College of Celestial Magics must be associated with one of these three divisions and may change divisions only by forsaking their present division, losing all of their current magical knowledge and entering a monastery for 6 months of meditation and training in the new divisions of their College.

Man's natural fear of the power of darkness gives this College special power. Consequently, in addition to the other information included under this College, 44.8 contains the Fright Table which must be rolled on as a result of certain spells.

[44.1] Adepts of the College of Celestial Magics may practice their arts without restriction.

[44.2] The Base Chance of performing any talent, spell or ritual of the College of Celestial Magics is modified by the addition of the following numbers:

If adept is a Star Mage and:	
It is full daylight	−20
It is a starless night	− 5
It is a night of the new moon	15
It is a night of the full moon	5
If adept is a Dark Mage and:	
It is a day with bright sunlight	−25
It is a day with an overcast	−20
It is twilight	− 5
It is a moonlit night	− 5
It is a cloudy night or a night of the new moon	10
He is in total darkness except for artificial light*	15
He is in total darkness (not even torches present)*	25
If adept is a Shadow Weaver and:	
Is standing in bright sunlight	−20
Is standing in medium sunlight (late afternoon)	−10
Is standing in direct rays of setting sun	− 5
It is twilight	−10
It is full night	− 5
Is standing in total darkness (no light, including torches)	−10
Is standing in light shadow	5
Is standing within 5 feet of deep shadow	5
Is standing in deep shadow	15

*Total Darkness can only be achieved naturally if the adept is underground. Artificial light is light not cast by the sun or its reflection off of other heavenly bodies or by the stars.

[44.3] Talents

1. Speak to Shadow Creatures (T-1)

The adept can speak to all shadow creatures and most nocturnal animals within 10 feet (+10 additional feet per Rank). The communication may be verbal in some cases, but will usually employ a combination of telepathic contact, sign language, and a few verbal symbols at the lowest Ranks. The Experience Multiple for this talent is 50.

2. Night Vision (T-2)

The Adept has the ability to see in the dark with the same vision (near perfect) as a cat. However, everything will appear monochromatic and somewhat distorted (geometrical). The higher the Rank, the less distorted the vision will be. The Experience Multiple for this talent is 100.

3. Detect Aura (T-3)

This talent is identical in all ways to the talent of the same name of the College of Naming Incantations (see 39.3, **T-1, p.43**).

[44.4] General Knowledge Spells

1. Spell of Blending (G-1)

Range: May be cast over self only
Duration: 1 hour + 1 additional/Rank
Experience Multiple: 50
Base Chance: 60%
Resist: May not be resisted.
Effects: Same as for the spell of the same name of the College of Earth Magics (see 43.4, **G-4, p.52**).

2. Spell of Light (G-2)

Range: 15 feet + 15 additional/Rank
Duration: 15 minutes × [D−5] × Rank (× 1, if unranked)
Experience Multiple: 75
Base Chance: 50%
Resist: May not be resisted.
Effects: One 10-foot cube may be brightly lighted as described in the spell of the same name (**G-4, p. 49**) of the College of Fire Magics.

3. Spell of Darkness (G-3)

Range: 15 feet + 15 additional/Rank
Duration: 15 minutes × Rank (× 1, if unranked)
Experience Multiple: 75
Base Chance: 50%
Resist: May not be resisted.
Effects: The Adept creates a volume of darkness (1000 cubic feet) of any shape he desires. At Ranks 1-5, the spell creates darkness equal to a cloudy night. At 6-10, it creates darkness equal to a sealed room. At Ranks 11 and up, it creates absolute blackness that no nonmagical light source (including torches) can penetrate. The volume of darkness created may be increased by 500 cubic feet per Rank.

4. Spell of Shadow Form (G-4)

Range: 15 feet + 1 additional/Rank
Duration: 30 minutes + 30 additional/Rank
Experience Multiple: 150
Base Chance: 10%
Resist: May not be resisted.
Effects: The target of the spell is enveloped in a confusing pattern of shadows. Any attempt to hit the target while the spell is in effect will have 2 (+2 per Rank) subtracted from the Strike Chance. This subtraction applies only to physical weapons, not magic.

5. Wall of Starlight Spell (G-5)

Range: 15 feet + 15 additional/Rank
Duration: 10 minutes + 10 additional/Rank
Experience Multiple: 150
Base Chance: 15%
Resist: May not be resisted.
Effects: Creates a 10-foot high 1 foot thick Wall of Light 20 feet long or a 10 foot high, 1 foot thick Ring of Light with a 5 foot radius, or a pillar of starlight 5 feet thick by 15 feet high. The Adept can increase any dimension by 1 foot per Rank. The spell may not be cast on top of other entities. Shadow and darkness-aligned creatures (including Dark Mages and Shadow Weavers) suffer [D − 5] (+1 per Rank) damage if they come in contact with the wall. Any entity damaged by the spell must roll on the Fright Table (see 44.8).

6. Wall of Darkness Spell (G-6)

Range: 15 feet + 15 additional/Rank
Duration: 10 minutes + 10 additional/Rank
Experience Multiple: 100
Base Chance: 20%
Resist: May not be resisted.
Effects: Works the same as the Wall of Starlight except that light-aligned creatures (including Star Mages) suffer damage due to contact with it.

7. Witchsight Spell (G-7)

Range: 15 feet + 15 additional/Rank
Duration: 30 minutes + 30 additional/Rank
Experience Multiple: 150
Base Chance: 15%
Resist: May not be resisted.
Effects: This spell gives any one target of the adept's choice the ability to see normally invisible entities or objects or those which have been rendered invisible by magic (i.e., via the spells of Blending, Walking Unseen, and Invisibility). It also gives the target the night vision of an Elf.

8. Strength of Darkness Spell (G-8)

Range: 15 feet
Duration: 10 minutes + 10 additional/Rank
Experience Multiple: 200
Base Chance: 15%
Resist: May not be resisted.
Effects: The target's Physical Strength is increased by 1 (+1 for every 2 or fraction of 2 Ranks) for the duration of the spell. This spell may only be cast by Dark Mages who are not exposed to natural light (only torches or magical light).

9. Spell of Walking Unseen (G-9)

Range: 1 foot + 1 additional/Rank
Duration: 1 hour + 1 additional/Rank
Experience Multiple: 100
Base Chance: 50%
Resist: May not be resisted.
Effects: The target may move unnoticed (not invisible) even if individuals are staring directly at him. If, however, he touches or is touched by an entity (or something worn or held by the entity), the spell is immediately broken and he is seen.

[44.5] General Knowledge Rituals

1. Ritual of Reading the Stars (Q-1)

The Adept may, by remaining in one place and taking no other action except performing this ritual, read something of the future in the stars. He must occupy a vantage point where he has a clear view of the sky (not indoors or in a hollow), and it must be a clear night. The ritual may not be performed during the day or during an overcast. It takes 1 hour to perform. The Base Chance of success is equal to the Adept's Magical Aptitude + 4 per Rank. The Experience Multiple is 150. The GM provides all answers writ in the stars in the form of generalized statements which can be as accurate or misleading as the GM feels appropriate.

2. Ritual of Summoning and Binding Shadow Creatures (Q-2)

The Adept may summon and bind 1 creature of night and shadow (+1 for every 5 or fraction of 5 Ranks). The Base Chance of the ritual being effective is 20% (+4 per Rank). Any shadow creature called must be native to the area. If the ritual succeeds, the creature will arrive in a state of being bound to the will of the Adept. If it backfires, the creature will arrive and attack the Adept. If merely unsuccessful, the creature will not ar-

rive at all. Bound creatures will serve the Adept so long as he continues to concentrate on controlling them (no maximum length of time) or until released by the Adept. If his concentration is broken, the Adept will be attacked. If he simply releases the creatures, they will flee his presence. The Experience Multiple for this ritual is 200. Creatures of night and shadow include nocturnal animals and lesser undead, for purposes of this spell.

[44.6] Special Knowledge Spells

1. Spell of Healing (S-1)

Range: May only be cast over self
Duration: Immediate
Experience Multiple: 200
Base Chance: 40%
Resist: May not be resisted.
Effects: Cures 1 point of Endurance or Fatigue (+1 for every 2 or fraction of 2 Ranks).

2. Spell of Creating Shadow-Starsword (S-2)

Range: 15 feet + 5 additional/Rank
Duration: 20 seconds × [D − 5] × Rank (× 1, if unranked)
Experience Multiple: 250
Base Chance: 30%
Resist: May not be resisted.
Effects: Only Star Mages may create a Starsword, and only Dark Mages or Shadow Weavers may create a Shadow Sword. Any sword within range may have this type of spell cast over it. The sword will then have 1 (+1 per Rank) added to its Base Chance and 1 (+1 for every 3 or fraction of 3 Ranks) added to the damage it will do whenever it is used against a creature of opposite alignment. Starswords do extra damage to creatures of night and shadow and shadowswords do extra damage to all other creatures.

3. Starfire Spell (S-3)

Range: 30 feet + 15 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 200
Base Chance: 35%
Resist: May be actively & passively resisted.
Effects: The Adept casts a bolt of starfire at any one target within range. The first entity or object the bolt hits along its flight path suffers [D − 4] (+1 per Rank) damage unless they resist.

4. Meteor Spell (S-4)

Range: 60 feet + 15 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 200
Base Chance: 10%
Resist: May only be passively resisted.
Effects: The Adept calls down from the heavens a meteor with a 25 foot diameter which crashes into an area within range, doing [D − 4] (+1 per Rank) damage to all entities within the impact area who fail to resist. The meteor must be targeted to hit a specific hex and takes 2 minutes to arrive (− 10 seconds per Rank). Only Dark Mages and Star Mages may use this spell.

5. Shadow Wings Spell (S-5)

Range: 10 feet + 10 additional/Rank
Duration: 30 minutes + 30 additional/Rank
Experience Multiple: 250
Base Chance: 25%
Resist: May not be resisted.
Effects: The caster creates great batwings of darkness on himself or any single character within range. These wings will bear the target through the sky wherever he desires at a rate of 30 miles per hour (+1 mile an hour per Rank). This spell may only be cast by Shadow Weavers and Dark Mages.

6. Web of Starlight Spell (S-6)

Range: 30 feet + 15 additional/Rank
Duration: Concentration/maximum of 15 minutes + 15 additional/Rank
Experience Multiple: 250
Base Chance: 25%
Resist: May only be passively resisted (which may halve damage).
Effects: This spell operates in the same manner as the Web of Fire (**S-4, p.50**) of the College of Fire Magics except that it affects only creatures of night and shadow who must, if damaged, roll on the Fright Table. It may only be cast by Star Mages. Entities that are not creatures of night and shadow may ignore the web entirely. See 42.6 for details.

7. Web of Blackness Spell (S-7)

This spell is identical in all ways to **S-6** above except that it affects only creatures of light and may only be cast by a Dark Mage or a Shadow Weaver.

8. Meteor Swarm Spell (S-8)

Range: 75 feet + 15 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 500
Base Chance: 1%
Resist: May only be passively resisted.
Effects: This spell has the same effect as **S-4** (Meteor Spell) except that 3 meteors are summoned. At least one cubic foot of each meteor must overlap with one cubic foot of another meteor. The meteors will arrive in 5 minutes (− 20 seconds per Rank). Only Star Mages may cast this spell.

9. Dwarf Star Spell (S-9)

Range: 60 feet + 15 additional/Rank
Duration: Concentration/maximum of 1 minute + 1 additional/Rank
Experience Multiple: 450
Base Chance: 2%
Resist: May be actively & passively resisted.
Effects: The spell causes one target of the Adept's choice which is within range to suffer the effects of an increase in the force of gravity of 1 gravity (+1 additional gravity per Rank) unless the target resists.

10. Black Fire Spell (S-10)

Range: 30 feet + 15 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 350
Base Chance: 2%
Resist: May only be passively resisted.
Effects: The Adept throws from his fingertips a column of black flames 30 feet long and 5 feet wide. He may increase the length or width by 1 foot per Rank. All targets occupying hexes through which the fire passes must resist or suffer [D − 4] (+1 per Rank) damage and must roll on the Fright Table. The Base Chance of infection is increased by 20 is a character suffers damage from this spell.

11. Spell of Shadow Walking (S-11)

Range: May only be cast over self
Duration: Immediate (during Pulse)
Experience Multiple: 550
Base Chance: 1%
Resist: May not be resisted.
Effects: The Adept may cause himself to be instantly transported from one spot which is in shadow to another spot which is within shadow. The destination must be in sight or must have been carefully observed beforehand. The destination may also be up to 5 miles (+1 additional mile per Rank) from the spot the Adept currently occupies. Only Shadow Weavers may use this spell.

12. Spell of Whitefire (S-12)

Range: 30 feet + 15 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 500
Base Chance: 1%
Resist: May be actively & passively resisted.
Effects: This spell is cast at a single target of the Adept's choice that is within range. The target must resist or it will be flash fried. The target's Willpower must be less than the modified chance of casting the spell or it will have no effect upon him, though it may backfire.

13. Spell of Fear (S-13)

Range: 15 feet + 15 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 350
Base Chance: 20%
Resist: May be actively & passively resisted.
Effects: One target of the Adept's choice that is within range is seized by almost uncontrollable fear. The target's player must, if the target fails to resist, roll on the Fright Table to determine the result of the spell (see 44.8, p.57).

[44.7] Special Knowledge Rituals

1. Ritual of Conjuring and Controlling Dark Sphere (R-1)

The Adept may summon and control an inky black sphere from another dimension. The Adept must spend one hour performing the ritual and may not move or perform any other activity during that time. At the end of the ritual, the Adept's player performs a Cast Check. The Base Chance for this ritual being sucessful is 1% + 3 per Rank. If the ritual is successful the sphere will appear within 15 feet of the Adept and will continue to be directed by the Adept (moving at a TMR of 9) so long as he concentrates on it (maximum of 5 minutes + 5 minutes per Rank). Once he stops concentrating, the sphere will immediately return to its own dimension. If the Adept fails to conjure the sphere, nothing at all happens. If a backfire results, the sphere appears and moves randomly about. Anything which comes in contact with the Dark

Sphere and fails to resist is immediately disintegrated. Anything that resists, simply suffers D10 damage for each contact and is thrown to the ground by the shock of contact. The Experience Multiple for this ritual is 450.

[44.8] Fright Table

(see below)

45. THE COLLEGE OF NECROMANTIC CONJURATIONS

The College of Necromantic Conjurations is concerned with the processes of life, death, decay, and putrefication.

[45.1] Adepts of the College of Necromantic Conjurations may practice their arts without restriction.

[45.2] The Base Chance of performing any talent, spell, or ritual of the College of Necromantic Conjurations is modified by the addition of the following numbers:

It is a High Holiday of the "Powers of Light"*	−10
It is a High Holiday of the College of Necromantic Conjurations†	20
It is the stroke of midnight on the night of one of the High Holidays of the College of Necromantic Conjurations‡	30

*This modifier may include any holidays of the GM's invention that are dedicated to the "Powers of Light." However, all such holidays are presumed to be known to all characters and must, therefore, be announced by the GM well in advance of the application of this modifier.

†The College of Necromantic Conjurations recognizes one principle High Holiday: Walpurgisnacht. The GM may create other High Holidays as he sees fit (see note above).

‡This modifier is applied to any spell loosed at the stroke of midnight or to any ritual which is completed on the stroke of midnight. This modifier is applied instead of (not in addition to) the +20 modifier for working the magic of this College on a High Holiday of the College. Otherwise, all modifiers are cumulative.

[45.3] Talents

1. Ask The Dead (T-1)

The Adept may, whenever he occupies the place in which an entity has died, communicate with the spirit of the entity if the Adept could have communicated with the entity while it was alive (knew its language, etc.) and is aware that the place he occupies was the site of the entity's death. Only questions that can be answered with a simple yes or no will be answered, and the dead can only provide knowledge of events which transpired while they were alive. There is a Base Chance of 20% (+4 per Rank) that the dead will respond to the questions of the Adept. Once the dead initially respond, they will continue to answer all questions automatically until dismissed. This talent does not allow the Adept to communicate with the undead, only to summon the dead from the spirit world and speak with them. It has an Experience Multiple of 150.

[45.4] General Knowledge Spells

1. Spell of Conjuring Darkness (G-1)

Range: 15 feet + 15 additional/Rank
Duration: 15 minutes + 15 additional/Rank
Experience Multiple: 75
Base Chance: 50%
Resist: May not be resisted.
Effects: The Adept creates a volume of darkness of variable intensity of 500 cubic feet (+500 additional cubic feet per Rank). At Ranks 1-5, the darkness is equal to that found on a cloudy night; at Ranks 6-10, to that found on an overcast moonless night; at Ranks 11 and above, to that of a sealed room with no light source.

2. Spell of Putrescence (G-2)

Range: 15 feet + 15 additional/Rank
Duration: Immediate
Experience Multiple: 100
Base Chance: 50%
Resist: May not be resisted.
Effects: The Adept may, by casting this spell, spoil enough food to generously feed 1 person (+1 additional person per Rank). The food will thereafter be inedible.

3. Spell of Obscurement (G-3)

Range: 15 feet + 15 additional/Rank
Duration: 10 minutes + 10 additional/Rank
Experience Multiple: 200
Base Chance: 30%
Resist: May only be passively resisted.
Effects: The Adept creates a 5-foot cube of oily black smoke (+1 foot to each dimension per Rank). The vision of all entities except the Adept is reduced to 5 feet. The Adept's sight is unaffected, and any character who successfully resists is unaffected.

4. Fire and Brimstone Spell (G-4)

Range: 15 feet + 15 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 250
Base Chance: 20%
Resist: May be actively & passively resisted.
Effects: The Adept may cast a bolt of sulphurous flame at a single target. If the target fails to resist, it takes [D-4] (+1 per Rank) damage. The Base Chance of infection is increased by 20 as a result of damage inflicted by this spell.

5. Spell of Heating Metal (G-5)

Range: 15 feet + 15 additional/Rank
Duration: 20 seconds + 10 additional/Rank
Experience Multiple: 250
Base Chance: 20%
Resist: May not be resisted.
Effects: The Adept can cause up to 1 cubic foot of metal (+1 additional cubic foot per Rank) to become hot, increasing its temperature by 5° + 5° per Rank.

6. Spell of Harming Entity (G-6)

Range: 15 feet + 15 additional/Rank
Duration: 10 seconds + 10 additional/Rank

[44.8] FRIGHT TABLE

Dice	Result
01-20	Target is wary and suffers a subtraction of 5 from all Strike Chances for remainder of Pulse.
21-25	Target flies into a berserk rage and immediately attempts to attack (within the limits of movement) the object of his rage (the Adept or manifestation that brought about the fear). He will Charge if possible and attempt to Grapple. All Strike Checks against him are increased by 10 and all Strike Checks which he makes are increased by 10.
26-76	Target flees as rapidly as possible away from the source of his terror.
77-90	Character is immobilized as if stunned and adds 5 to all subsequent rolls on the Fright Table this day.
91-95	Target becomes hysterical and will continue to stand in place and scream until snapped out of it (GM determines how this occurs). Add 15 to subsequent rolls on the Fright Table this day.
96-100	Target's hair turns white as he becomes totally catatonic (as if stunned). Add 15 to subsequent rolls on the Fright Table this day.
101-106	Target faints dead away (collapsing to the ground). He remains unconscious for [D+6] minutes. Add 10 to all subsequent rolls on the Fright Table this day.
107-110	Target suffers a heart attack. The result is the same as for 101-106 exept that the target may not move about under his own power for the remainder of the day and suffers a decrease of 2 in all characteristics until he has spent one month resting in bed.
111+	Target suffers a heart attack and must have medical attention (cardiovascular resuscitation) within one minute (12 Pulses of combat) or die. If he does survive, all subsequent rolls on the Fright Table are increased by 20 this day.

Experience Multiple: 200
Base Chance: 20%
Resist: May be actively & passively resisted.
Effects: The Adept may cast this spell at any one target within range. If the target fails to resist, he will be in intense agony for the duration of the spell and must check to see if his concentration is broken. His Strike Chance is reduced by 10 for the duration of the spell. He suffers no Damage Points as a result of the spell.

7. Spell of Noxious Vapors (G-7)
Range: 15 feet + 15 additional/Rank
Duration: 10 seconds × [D − 5] × Rank (× 1, if unranked)
Experience Multiple: 250
Base Chance: 10%
Resist: May only be passively resisted.
Effects: The Adept creates a cloud of foul yellow vapor which will affect all characters (including the Adept) who are caught within it. The cloud covers the entire area within range of the Adept. At Ranks 0-5, it reduces each character's range of vision by 10 feet. At Ranks 6-10, it causes a light sleep lasting until the spell ends or the sleeper is awakened. At Ranks 11-20, there is a 20% chance that any character who fails to resist will contract consumption.

8. Spell of Warping Wood (G-8)
Range: 15 feet + 15 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 200
Base Chance: 30%
Resist: May not be resisted.
Effects: The Adept may twist a 2″ × 2″ × 1′ area of a piece of wood into any shape of his choosing. He may add 1″ to any dimension per Rank.

9. Ram of Force Spell (G-9)
Range: 5 feet + 5 additional/Rank
Duration: Until task is completed
Experience Multiple: 200
Base Chance: 25%
Resist: May be actively & passively resisted.
Effects: Creates a 15′ × 15′ × 15′ "column of force" that will follow the Adept's command to execute one specific task ("smash through that locked door", for example) and then will dissipate. Will do [D − 5] damage per 10 second exposure to flesh which cannot be pushed out of the way due to a wall or other unyielding surface. It will slowly push metal aside, but will be halted by stone.

10. Spell of Vapor Breathing (G-10)
Range: May only be cast over self
Duration: 30 seconds + 15 additional/Rank
Experience Multiple: 150
Base Chance: 30%
Resist: May not be resisted.
Effects: The spell permits the Adept to breathe any atmosphere that contains sufficient oxygen to keep him alive, filtering out other substances. This spell does not permit the Adept to breathe underwater.

[45.5] General Knowledge Rituals

1. Ritual of Summoning and Binding Lesser Undead (Q-1)

The Adept may use this ritual to summon and bind the Lesser Undead if he remains stationary within a Pentacle (see 47, The College of Greater Summonings) drawn in or near an area where Lesser Undead may habitually be found (near tombs, graveyards, barrows, etc.). The Adept and his companions must remain within the Circle of Protection during the entire course of the ritual. They may take no other action while the ritual is taking place. This ritual lasts two hours. At the end of that time, the Adept's player rolls D100. If the resulting number is equal to or less than the Adept's Magical Aptitude, the ritual succeeds. The Adept's Magical Aptitude is modified in the same manner as any Base Chance of performing a ritual. In addition, 3 per Rank is added to the Adept's Magical Aptitude. If the Adept's player rolls a number 40 or more greater than the Modified Chance for this ritual to be effective, the ritual backfires and the appropriate number of undead appear unbound within the Circle of Protection and can attack the Adept and companions. The spell summons 1 (+1 per Rank) Lesser Undead and (unless it backfires) subjects them to the will of the summoner for as long as his concentration lasts (one week maximum). Once the Adept's concentration is broken or he releases the undead, they may attack him and his companions. If the ritual backfires or concentration is broken, the Lesser Undead will attempt to attack the summoner if possible. The Experience Multiple for this ritual is 250. Undead summoned successfully (i.e., not as a result of a backfire) will appear within 20 feet of the summoner's Pentacle.

2. Ritual of Converse With The Dead (Q-2)

The Adept may converse with a dead entity if he occupies the place the entity died or was buried and calls forth the dead spirit using this ritual. The ritual takes an hour to perform and must be cast in a Pentacle. The Adept must have known of the death (by witness, hearsay, or reading) in order to summon the dead spirit. He need not have known or encountered the entity before. He must understand a language spoken by the entity. The Adept's player rolls D100 at the end of the ritual and if the result is equal to the Base Chance of performing the ritual, the spirit of the deceased appears and will answer three questions. Each question will be answered with a riddle or puzzle. The Base Chance of this ritual being effective is equal to the Adept's Magical Aptitude (+4 per Rank). The dead disappear whenever any character who is not within the Pentacle occupies the same general area. The Experience Multiple for this ritual is 400. The GM creates all riddles and puzzles in answer to the Adept's questions. Undead may not be summoned or conversed with using this ritual.

[45.6] Special Knowledge Spells

1. Spell of Causing Wounds (S-1)
Range: 15 feet + 5 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 200
Base Chance: 35%
Resist: May be actively & passively resisted.
Effects: The Adept may cause [D − 4] (+1 per Rank) damage as a result of wounds to one target within range unless that target successfully resists. If the target suffers any effective damage he suffers an increase of 10 to the BC of infection as a result of his injuries.

2. Wall of Force Spell (S-2)
Range: 15 feet + 15 additional/Rank
Duration: Concentration/maximum of 15 minutes + 1 additional/Rank
Experience Multiple: 250
Base Chance: 30%
Resist: May only be passively resisted.
Effects: The Adept creates a 1″ thick Wall of Force which is 10 feet high and 20 feet long or a 1″ thick, 10 foot high Ring of Force with a radius of 5 feet. The Adept can increase the height or length by 1 foot (or radius by 3 inches) per Rank. Any entity coming in contact with the Wall of Force will either successfully resist or be thrown back (fall Prone) and suffer [D − 5] (+1 per Rank) damage.

3. Wall of Bones Spell (S-3)
Range: 15 feet + 15 additional/Rank
Duration: 30 minutes + 30 additional/Rank
Experience Multiple: 150
Base Chance: 30%
Resist: May only be passively resisted.
Effects: The Adept conjures a wall of interlaced bones 1 foot thick, 10 feet high, and 20 feet long or a circle of bones 1 foot thick, 10 feet high and with a 5 foot radius. The Adept may increase the height and thickness by 1 foot and the radius by 3 inches per Rank. An entity coming in sight of the wall must either successfully resist or roll on the Fright Table (see 44.8). The wall can suffer 100 points of damage and then turns to dust. Bright sunlight inflicts 20 points per Pulse on the wall.

4. Spell of Fear (S-4)
Range: 15 feet + 15 additional/Rank
Duration: Concentration/maximum of 15 minutes + 15 additional/Rank
Experience Multiple: 350
Base Chance: 20%
Resist: May only be passively resisted.
Effects: The spell has the same effect as the spell of the same name **(S-13, p.56)** of the College of Celestial Magics.

5. Mass Fear Spell (S-5)
Range: 30 feet + 15 additional/Rank
Duration: 30 seconds + 10 additional/Rank
Experience Multiple: 400
Base Chance: 10%
Resist: May only be passively resisted.
Effects: The spell has the same effects as the Spell of Fear **(S-13, p.56)** of the College of Celestial Magics except that all characters within range except the Adept must resist or roll on the Fright Table.

6. Spell of Scarring Terrain (S-6)
Range: 15 feet + 15 additional/Rank
Duration: 1 year + 1 additional/Rank
Experience Multiple: 300
Base Chance: 20%

Resist: May not be resisted.

Effects: The Adept causes terrible ruin by burning out an area of ground equal to 25 square feet (+25 additional square feet per Rank). The ground will be so damaged that it will be unable to support any flora for the duration of the spell. Though the spell will immediately whither any flora in the area it effects, fauna will be unaffected.

7. Spell of Animation of the Dead (S-7)

Range: 30 feet + 15 additional/Rank

Duration: 3 hours + 30 additional minutes/Rank

Experience Multiple: 300

Base Chance: 20%

Resist: May not be resisted.

Effects: The Adept animates 3 (+1 per Rank) corpses within range. They will serve the Adept in all ways. If the corpses are recently dead, they will be zombies. If they have been dead for more than a month, they will be partially devoid of skin and will be treated as skeletons for purposes of this spell.

8. Wraithcloak Spell (S-8)

Range: 15 feet + 1 additional/Rank

Duration: 30 minutes + 30 additional/Rank

Experience Multiple: 200

Base Chance: 15%

Resist: May not be resisted.

Effects: The Adept causes the target to appear less corporeal and to be harder to hit. The chance of successfully Striking the target of the spell is reduced by 1 (+1 per Rank) for the duration of the spell. In addition, the target's stealth is increased by 10.

9. Shadowed Weapon Spell (S-9)

Range: 5 feet + 5 additional/Rank

Duration: 20 seconds × [D − 5] × Rank (× 1, if unranked)

Experience Multiple: 250

Base Chance: 15%

Resist: May not be resisted.

Effects: The Adept may increase the usefulness of any weapon within range. The affected weapon has its Base Chance increased by 1 (+1 per Rank) and the damage increased by 1 for every 3 or fraction of 3 Ranks. At Rank 6 or above, the Adept can create a sword entirely of darkness which will operate in the same manner as a normal sword of its type (broadsword, tulwar, etc.) which has had a Shadowed Weapon Spell of the appropriate Rank cast over it.

10. Hand of Death Spell (S-10)

Range: 15 feet + 15 additional/Rank

Duration: Immediate (during Pulse)

Experience Multiple: 500

Base Chance: 5%

Resist: May only be passively resisted.

Effects: The Adept causes any single target to sense the Adept's hand squeezing his heart or similar organ to a pulp. Even if the character resists, the sensation will remain and will break the character's concentration and subtract 10 from the character's Base Chance of hitting another character or successfully performing magic. If the character fails to resist, he suffers [D + 1] damage that Pulse and each succeeding Pulse that the spell remains in effect and he fails to resist. The spell remains in effect so long as the Adept expends 2 Fatigue and implements a Pass Action each Pulse. During this time, the Adept must make visible squeezing motions with his hand to simulate the squeezing of the victim's organs. The Adept need not recast the spell once he successfully looses it at his victim. Even if the victim resists, the spell will continue to operate so long as the Adept continues to make squeezing motions.

11. Hellfire Spell (S-11)

Range: 15 feet + 15 additional/Rank

Duration: Immediate (during Pulse)

Experience Multiple: 375

Base Chance: 1%

Resist: May only be passively resisted (then suffers half damage).

Effects: This spell operates in the same manner as the Spell of Hellfire (**S-9, p.51**) of the College of Fire.

12. Spell of Life Draining (S-12)

Range: Adept must touch target.

Duration: Immediate (during Pulse)

Experience Multiple: 400

Base Chance: 15%

Resist: May be actively & passively resisted.

Effects: The Adept drains 1 (+1 per Rank) Fatigue from the target if the target fails to resist. The Fatigue may be used to repair the Adept's own Fatigue or Endurance or to increase his Physical Strength for the remainder of the Pulse on a one for one basis. If the target has no Fatigue remaining, the Adept may drain from Endurance instead. He may not drain from both Fatigue and Endurance in the same Pulse.

13. Spell of Agony (S-13)

Range: 30 feet + 15 additional/Rank

Duration: 10 seconds + 10 additional/Rank

Experience Multiple: 350

Base Chance: 10%

Resist: May be actively & passively resisted.

Effects: The spell causes all entities in the affected area except the Adept to suffer extreme agony. No character who does not resist may take any Action except to Pass. Characters who successfully resist reduce all Strike Chances by 30 and take twice as long to perform any Action.

14. Phantasm Spell (S-14)

Range: Works at any range

Duration: Concentration/no maximum

Experience Multiple: 400

Base Chance: 5%

Resist: May not be resisted.

Effects: This spell is the same as the spell of the same name (**S-3**) of the College of Sorceries of the Mind.

[45.7] Special Knowledge Rituals

1. Ritual of Summoning and Binding Greater Undead (R-1)

This ritual works in the same manner and under the same conditions as the Ritual of Summoning and Binding Lesser Undead (**Q-1**) except that the Base Chance is always half (round down) the Adept's Magical Aptitude and the Experience Multiple is 350. The ritual summons Greater Undead and must be performed in or near an area frequented by them (barrows, churchyards, or abandoned dwellings).

2. Ritual of Life Prolonging (R-2)

The Adept may prolong his life, remaining unchanged and unaged for the duration of the effects of this ritual. Once the effects of the ritual wear off, the Adept will begin to age at the rate of 1 year per minute until he reaches the proper biological age to match his chronological age. The Adept must remain stationary and may take no other action while performing the ritual. At the end of the ritual, the Adept's Player rolls D100. If the result is less than or equal to the Base Chance (5% + 5 per Rank), the ritual is effective. If the ritual backfires, the Adept will increase his age instead of decrease it or keep it unchanged. Normally, the ritual's effects last for 2 years (+2 additional years per Rank), but at Rank 10 and above, the Adept can immediately upon the ritual being completed reduce his biological age by up to 2 years (+2 years per Rank) instead of (not in addition to) halting aging. Any backfire reverses the anticipated effect (accelerating aging). The Experience Multiple for this ritual is 350. The ritual takes 8 hours.

3. Ritual of Becoming Undead (R-3)

The Adept may become an undead by employing this ritual. Once he joins the ranks of the undead, he may not reverse the effect. The Adept must draw a Circle of Protection and a Pentacle (see College of Greater Summoning, 47) and remain within it throughout the ritual. The ritual takes 2 hours to perform. During the course of the ritual, the Adept must murder an entity of his own race who occupies the Pentacle with him. The entity may be bound, but must be conscious during the murder. Upon the performance of the murder, a Wight appears over the corpse at Rank 0-10, or a Wraith at Rank 11-20. This undead becomes chained to the place in which the murder was committed until freed by someone other than the Adept entering or leaving the Circle of Protection. Upon being released, the undead will hunt the Adept and attempt to terminate his existence in revenge. Once the murder is performed, the Adept's Player checks to determine if it was a success. The Base Chance that it will be a success is 10% (+3 per Rank). If it is a success, the Adept joins the ranks of the undead as the Greater Undead type of his choice. He may leave the Circle of Protection without releasing the undead imprisoned therein. If the result is not a success and the Adept fails to become undead, the undead imprisoned therein will be released if the Adept attempts to leave the Circle of Protection. If the ritual backfires, the undead will immediately be released and will attack the Adept inside the Circle of Protection (which will be broken and will not keep the undead imprisoned). The Experience Multiple of this ritual is 550.

46. THE COLLEGE OF BLACK MAGICS

The College of Black Magics is organized somewhat differently from other Colleges in that its knowledge is available only to those who make various pacts with the Powers of Darkness. There are three pacts which an Adept may make. They are organized in order of importance:

1. The First Pact: Upon entering this College, the Adept swears an oath of allegiance to the Powers of Darkness. This is the First Pact. In exchange for this oath, the Adept is given all of the General Knowledge of the College of Black Magic at Rank 0 and may achieve up to Rank 15 with that knowledge. He may not achieve Rank above 15 or learn any of the Special Knowledge of the College of Black Magics.

2. The Lesser Pact: In order to learn the Special Knowledge of the College of Black Magics, the Adept must make the Lesser Pact. This pact consists of reaffirming the Adept's allegiance and giving up a token of that allegiance to the Powers of Darkness. The GM and the Adept's player must arrive at an agreement in advance as to what must be given up. The Adept may offer anything. The GM should insist on something that the Adept's player is particularly proud of or has found to be a strong point in his character. The price should be stiff, but not totally crippling. It could include reducing the Physical Beauty of a particularly handsome character by 10 points or more, taking the character's eyesight, taking the character's shadow and/or reflection, or any other price that involves some sacrifice. Once the pact is agreed to, the Adept may learn most Special Knowledge of the College at Rank 0 and may progress to Rank 15 with that Special Knowledge and to Rank 20 with the General Knowledge of the College. In addition, an Adept who has sworn the Lesser Pact will be given a Familiar in the form of a small animal (cat, bat, dog, etc.). The Familiar will be devoted to the Adept and will serve him faithfully, but the Adept must always feed the Familiar or it will die.

All Adepts who swear the Lesser Pact will receive a Witchmark, an invisible mark somewhere on their person through which their Familiar will feed by sucking the Adept's blood. Only the blood of the Adept will suffice to sustain the Familiar and it will lose 1 Fatigue (Endurance if all Fatigue is exhausted) per hour that it has not been fed. The Adept suffers a loss of 4 Fatigue Points each time he feeds his Familiar. The Familiar regains all lost Fatigue upon feeding.

Familiars are minor Devils (half the characteristics and Rank of normal Devils rounded down) who appear in animal form except when required to adopt their natural form by the Adept. See 47, the College of Greater Summoning, for the characteristics and abilities of Devils. The Adept may only receive 1 new Familiar every 5 years and only if his old Familiar has died.

3. The Greater Pact: If the Adept wants to learn those spells and rituals that compose the part of the Special Knowledge of this College that he has been denied access to, he must make the Greater Pact and sell his soul to the Powers of Darkness. A character who has sold his soul in this manner may never be resurrected. However, he attains access to all knowledge of the College of Black Magics (General and Special) and may achieve up to Rank 20 with that knowledge.

Once made, a Pact of this College other than the First Pact may never be renounced. An Adept who has made only the First Pact may always quit the College, losing all of his magic knowledge and abilities. However, neither the Lesser Pact nor the Greater Pact can ever be totally renounced. If an Adept attempts to renounce them, he immediately loses all knowledge and abilities acquired as a result of his membership in the College and suffers a curse of the GM's choice from the Damnum Minatum. He may join another College, but will never achieve higher than Rank 15 with any knowledge of that College.

[46.1] Adepts of the College of Black Magic may only practice those talents, skills and rituals permitted them by the Pact they have made.

They may never practice any of the arts of this College until they have made the appropriate Pact. The First Pact must be sworn before either the Lesser or Greater Pacts can be sworn and the Lesser Pact must be sworn before the Greater Pact can be sworn.

[46.2] The Base Chance of performing any talent, spell or ritual of this College is modified by the addition of the following numbers:

It is daylight	−10
It is nighttime	10
The Adept has made the Lesser Pact	5
The Adept has made the Greater Pact	10
It is a High Holiday of the Powers of Light*	−10
It is a High Holiday of the Powers of Darkness†	20

*See 45, the College of Necromantic Conjurations. †Same as above. The GM must create the High Holidays for the Powers of Darkness according to what those powers are in his world.

[46.3] Talents

1. Witchsight (T-1)

The Adept has a Base Chance equal to his Perception (+5 per Rank achieved with this talent) of seeing objects which are normally invisible or which have been rendered invisible by magical means (i.e., such spells as Walking Unseen, Blending, and Invisibility). The Adept also possesses the night-vision of an Elf. The Experience Multiple for this talent is 200.

2. Projected Image (T-2)

The Adept can, by remaining stationary and concentrating for the duration of the talent's workings, project an image of himself standing within 15 feet (+15 additional feet per Rank) of his actual position. While he continues to concentrate, the illusion of himself will remain and his actual person will be invisible. Once he breaks his concentration, he will become visible and the illusion will fade. It takes about 10 seconds (−1 second per Rank) for the image to form and the Adept to become invisible. The Experience Multiple for this talent is 150.

3. Special Alchemy (T-3)

The Adept, upon making the First Pact, gains certain knowledge of Alchemy. Among the specific benefits accruing to the Adept are the following:

A. The ability to distill venoms from such plants as belladonna. See the Alchemist Skill.

B. The ability to distill a dose of a potion of Toad Sweat that will remove blemishes, warts, corns, pimples, etc., at the rate of 1 disfigurement (wart, corn, etc.) (+1 additional per Rank) per dose. The Experience Multiple for this potion is 100 and its cost is 50 Silver Pennies. The Base Chance of effectively preparing it is 60%.

C. The ability to make these amulets:

1. *Amulet of Elder Flowers:* Makes the wearer proof against the Evil Eye. Cost: 50 Silver Pennies.

2. *Amulet of Hypercium:* Increases the wearer's Magical Resistance by 10 to any magical act performed by a demon. Cost: 100 Silver Pennies.

3. *Amulet of Luck:* Made from tiger's or alligator's teeth, it increases the wearer's Magical Resistance by 3 and subtracts 2 from any Strike Check made against the wearer. Cost: 300 Silver Pennies.

4. *Amulet of Diamonds:* Increases the wearer's Strike Chance with any weapon by 2. Cost: 1000 Silver Pennies.

5. *Amulet of Jade:* No undead will willingly approach closer than 30 feet to the wearer in most cases. Cost: 500 Silver Pennies.

6. *Amulet of Iron:* No demon will willingly approach closer than 10 feet to the wearer in most cases. Cost: 250 Silver Pennies.

7. *Amulet of Jet:* No demon will willingly approach closer than 50 feet to the wearer in most cases. Cost: 600 Silver Pennies.

8. *Amulet of Aquilaeus:* The wearer subtracts 10 from all rolls on the Fright Table. Cost: 300 Silver Pennies.

9. *Amulet of Alectorius:* Made from the corpse of a Black Cock which has been cured on an anthill for 3 days, this amulet will increase the average value of treasure found by the wearer and his companions by 5%. Cost: 600 Silver Pennies.

10. *Amulet of Amethyst:* Wards bad dreams and assists the wearer in achieving a restful sleep. Increase the wearer's Fatigue recovery during sleep periods by 2. Cost: 700 Silver Pennies.

11. *Amulet of Beryl:* Increases the wearer's ability to detect traps and ambushes by 5. Cost: 500 Silver Pennies.

12. *Amulet of Betony:* Decreases the Base Chance of infection by 5. Cost: 650 Silver Pennies.

13. *Amulet of Bloodstone:* Prevents miscarriage and decreases Base Chance of infection by 10. Cost: 1000 Silver Pennies.

14. *Amulet of Carbuncle:* Decreases damage done by poison by 2 points of damage per Pulse or day. Cost: 1200 Silver Pennies.

15. *Amulet of Calcedony:* No undead will willingly approach closer than 10 feet to the wearer in most cases. Cost: 600 Silver Pennies.

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

D. The ability to distill from a variety of substances a Love Philtre which will cause the imbiber to fall in love with the first entity of whom he or she sets eyes after drinking it (regardless of species or sex). The Base Chance to prepare the Philtre is 30% (+3 per Rank) and The Experience Multiple is 200. The cost of the materials will average 600 silver pieces. The effects of the substance will last for 1 week (+1 week per Rank).

E. The ability to distill from a variety of substances a Potion of Fertility that increases the chances of conception by 5% (+5 per Rank). It has a 30% Base Chance of working and may be actively or passively resisted by the imbiber. The effects last one day. The Experience Multiple for this potion is 200 and its value is 100 Silver Pennies. **Note:** Base Chance of conception is normally 5%.

[46.4] General Knowledge Spells

1. Spell of Fear (G-1)

Range: 15 feet + 15 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 350
Base Chance: 20%
Resist: May be actively & passively resisted.
Effects: The effects of the spell are the same as for the spell of the same name **(S-13, p.56)** of the College of Celestial Magics.

2. Spell of Darkness (G-2)

Range: 15 feet + 15 additional/Rank
Duration: 15 minutes + 15 additional/Rank
Experience Multiple: 100
Base Chance: 60%
Resist: May not be resisted.
Effects: The effects of the spell are the same as for the spell of the same name **(G-3, p.55)** of the College of Celestial Magics.

3. Spell of Walking Unseen (G-3)

Range: 1 foot + 1 additional/Rank
Duration: 1 hour + 1 additional/Rank
Experience Multiple: 100
Base Chance: 60%
Resist: May not be resisted.
Effects: The effects of the spell are the same as for the spell of the same name **(G-9, p.55)** of the College of Celestial Magics.

4. The Damnum Minatum (G-4)

Range: 15 feet + 15 additional/Rank
Duration: Until dispelled by the appropriate counterspell
Experience Multiple: 500
Base Chance: 50%
Resist: May be actively & passively resisted.
Effects: The Adept curses any one target within range with a particular unpleasantness as listed below (**Rank:** Possible Curse):

1-3: The Adept may afflict the target with boils, warts, clumsiness (subtract 1 from Agility) or maladroitness (subtract 1 from Manual Dexterity). If the effects of the curse are doubled or tripled, the Adept may inflict 2 or 3, instead of one of these results.

4-6: The Adept may afflict the target with gout, amnesia (subtract 1 Rank from all magic and skills) or weakness (subtract 2 from Physical Strength).

7-10: The Adept may afflict the target with total deafness, poor health (subtract 3 from Endurance), financial disaster (bad luck leading to a loss of wealth) or cowardice (subtract 3 from Willpower and add 5 to all rolls on the Fright Table).

11-13: The Adept may afflict the target with total blindness, delerium tremens (subtract 5 from Manual Dexterity and reduce Perception by 3) or total Amnesia (the target remembers nothing — from his own name to any spells).

14-20: The Adept may afflict the target with total muteness, leprosy, or accelerated aging (10 years per month).

5. Spell of Storm Calling (G-5)

Range: Works at any range
Duration: Variable
Experience Multiple: 200
Base Chance: 40%
Resist: May not be resisted.
Effects: The effects of the spell are the same as for the spell of the same name **(S-2, p.45)** of the College of Air Magics.

6. Wind Whistle Spell (G-6)

Range: Works at any range
Duration: D10 hours
Experience Multiple: 100
Base Chance: 40%
Resist: May not be resisted.
Effects. The effects of the spell are the same as for the spell of the same name **(G-5, p.45)** of the College of Air Magics.

7. Spell of Protection Against Were-Creatures (G-7)

Range: 15 feet
Duration: 30 minutes + 10 additional/Rank
Experience Multiple: 300
Base Chance: 20%
Resist: May not be resisted.
Effects: The spell creates an invisible Circle of Protection with a 15 foot radius which will not willingly be crossed by any were-creature in beast form unless they successfully resist the circle's effects upon first encountering it.

8. Spell of Summoning Enchanted Creature (G-8)

Range: Works at any range
Duration: Immediate
Experience Multiple: 200
Base Chance: 20%
Resist: May not be resisted.
Effects: The Adept may summon 1 enchanted fantastical creature of his choice (+1 additional for each 5 or fraction of 5 Ranks). Only creatures that are native to the area may be summoned. It will take them 5 minutes to arrive and they will be uncontrolled when they do arrive.

9. Spell of Putresence (G-9)

Range: 15 feet + 15 additional/Rank
Duration: Immediate
Experience Multiple: 100
Base Chance: 50%
Resist: May not be resisted.
Effects: The spell has the same effect as the spell of the same name **(G-2, p.57)** of the College of Necromantic Conjurations.

10. Spell of Harming Entity (G-10)

Range: 15 feet + 15 additional/Rank
Duration: 10 seconds + 10 additional/Rank
Experience Multiple: 200
Base Chance: 20%
Resist: May be actively & passively resisted.
Effects: The effects of this spell are the same as for the spell of the same name **(G-6, p.57)** of the College of Necromantic Conjurations.

11. Spell of Igniting Flammables (G-11)

Range: 15 feet + 15 additional/Rank
Duration: Immediate
Experience Multiple: 200
Base Chance: 20%
Resist: May not be resisted.
Effects: The spell causes flammable material (cloth, paper, wood, and similar items, but not flesh) to burst into flames. The flames may be extinguished.

12. Spell of Hypnotism (G-12)

Range: 15 feet + 15 additional/Rank
Duration: Concentration/no maximum
Experience Multiple: 200
Base Chance: 40%
Resist: May be actively & passively resisted.
Effects: The effects of this spell are the same as for the spell of the same name **(G-5, p.41)** of the College of Sorceries of the Mind.

13. Mind Cloak Spell (G-13)

Range: May only be cast over self
Duration: 1 hour + 2 additional/Rank
Experience Multiple: 250

Base Chance: 30%
Resist: May not be resisted.
Effects: This spell has the same effects as the spell of the same name (**G-3, p.40**) of the College of Sorceries of the Mind.

14. Call Master Spell (G-14)
Range: May be cast at any range
Duration: Immediate
Experience Multiple: 350
Base Chance: 10%
Resist: May not be resisted.
Effects: The Adept may call himself (and his plight where appropriate) to the attention of the representative of the Powers of Darkness with whom he signed his First Pact. The Power may ignore the caster or may come to his aid or otherwise respond. The response is up to the GM. Whatever the result of the spell, the Power will exact a price from the Adept for any aid, no matter how paltry (perhaps even insisting that the Adept swear the Lesser or Greater Pact in advance of receiving any aid). The Base Chance of casting this spell is increased by 10 (instead of 5) if the Adept has made the Lesser Pact and by 20 (instead of 10) if he has sworn the Greater Pact.

[46.5] General Knowledge Rituals

1. The Tarot (Q-1)
The Adept may read the tarot to gain insight into the future. It takes half an hour to read the tarot and the Adept may not move or perform any other action during that time. The performance of the reading allows the Adept to exercise during the ritual the following actions:

A. Ask The Dead: This action is executed as a talent in the same manner as the talent of that name (**T-1, p.57**) of the College of Necromantic Conjurations. Base Chance: 10%.

B. Limited Precognition: This action is executed as a talent, but with the same results as for the Spell of Limited Precognition (**G-2, p.40**) of the College of Sorceries of the Mind. Base Chance: 20%

C. Divining Enchantment: This action is executed as a ritual (abbreviated to half an hour instead of an hour) in the same manner as the Ritual of Divination (**R-1, p.44**) of the College of Naming Incantations. Base Chance: 45%

Only one of these three options may be chosen per reading. The Base Chance for each is modified by the Rank of the Adept with the tarot, (+3 per Rank) not by the Rank he may have with any of the talents, spells or rituals mentioned. Once he has successfully implemented one of these options, he must begin a new reading in order to implement another. The Experience Multiple for this ritual is 500.

[46.6] Special Knowledge Spells

1. Spell of Converse With Animals (S-1)
Range: 10 feet + 10 additional/Rank
Duration: Concentration/maximum: 3 hours × Rank (×1, if unranked)
Experience Multiple: 50
Base Chance: 100%
Resist: May not be resisted
Effects: This spell has the same effect as the spell of the same name (**G-1, p.52**) of the College of Earth Magics.

2. Spell of Nightvision (S-2)
Range: 15 feet + 15 additional/Rank
Duration: 1 hour + 1 additional/Rank
Experience Multiple: 100
Base Chance: 60%
Resist: May not be resisted.
Effects: The Adept causes the target to develop vision equal to that of a cat for purposes of seeing in the dark, but monochromatic and somewhat distorted (geometrical). The greater the Rank of the spell, the less distortion.

3. Spell of Blending (S-3)
Range: 15 feet + 1 additional/Rank
Duration: 1 hour + 1 additional/Rank
Experience Multiple: 50
Base Chance: 60%
Resist: May not be resisted.
Effects: The target must remain stationary for the spell to take (and retain) effect. If, at any time, the subject moves, the spell is broken. Any one target of this spell cannot be seen except by magical means.

4. Spell of Blight on Crops (S-4)
Range: Sight
Duration: 1 year + 1 additional/Rank
Experience Multiple: 125
Base Chance: 45%
Resist: May not be resisted.
Effects: The spell causes 1 acre (+1 additional acre per Rank) of orchard or cultivated land within sight to lose fertility. There is a 20% (+1 per Rank) chance of future crops failing while this spell is in effect. Those years that the crops do not fail, they will be stunted.

5. Spell of Blessing on Crops (S-5)
Range: Sight
Duration: 1 year + 1 additional/Rank
Experience Multiple: 125
Base Chance: 40%
Resist: May not be resisted.
Effects: The spell increases the richness of the soil of 1 acre (+1 additional acre per Rank). For the duration of the spell everything grown in that soil will be proof against locusts, droughts, flooding, frost, and other natural disasters.

6. Spell of Pestilence on Livestock (S-6)
Range: Sight
Duration: 1 month + 1 additional/Rank
Experience Multiple: 150
Base Chance: 45%
Resist: May not be resisted.
Effects: The spell may be cast on the livestock of any one owner as long as they are all within sight. All livestock of that owner in sight are cursed and will die in 3 weeks unless they resist (individually) the curse. Any new stock which come into contact with the infected stock while the curse is in effect will also die.

7. Spell of Blessing on Livestock (S-7)
Range: Sight
Duration: 1 month + 1 additional/Rank
Experience Multiple: 150
Base Chance: 45%
Resist: May not be resisted.
Effects: The spell may be cast on the livestock of any one owner if the livestock are in sight. These animals will then be resistant to natural disorders, such as rabies, dysentary, worms, and hoof and mouth for the duration of the spell.

8. Spell of Controlling Animals (S-8)
Range: 15 feet + 15 additional/Rank
Duration: Concentration/no maximum
Experience Multiple: 100
Base Chance: 20%
Resist: May be actively & passively resisted.
Effects: This spell works in the same manner as the spell of the same name (**G-3, p.52**) of the College of Earth Magics.

9. Evil Eye Spell (S-9)
Range: 15 feet + 15 additional/Rank
Duration: 1 day + 1 additional/Rank
Experience Multiple: 300
Base Chance: 20%
Resist: May only be passively resisted.
Effects: The effects of this spell are the same as for the spell of that name (**G-9, p.39**) of the College of Ensorcelments and Enchantments.

10. Spell of Causing Disease (S-10)
Range: 15 feet
Duration: 1 day + 1 additional/Rank
Experience Multiple: 200
Base Chance: 20%
Resist: May be actively & passively resisted.
Effects: The spell infects any one target with any of the following diseases:

Rank	*Disease*
1-5	Measles
6-10	Consumption
11-15	Typhoid
16-18	Bubonic Plague
19-20	Pneumonic Plague

The target will not die of the disease, but will become habitually ill and all who come in contact with him (except the Adept who cast the spell) will contract a potentially fatal dose from him. In effect, the target becomes a "carrier."

11. Spell of Blessing or Curse on Unborn Child (S-11)
Range: Sight
Duration: Immediate
Experience Multiple: 200
Base Chance: 20%
Resist: May be actively & passively resisted.
Effects: The Adept may mar or bless any unborn child whose mother is in sight of him while she is pregnant. The Adept may increase or decrease any one characteristic of the child by 1 (+1 for every 3 or fraction of 3 Ranks).

12. Spell of Virility (S-12)
Range: 15 feet
Duration: 1 day
Experience Multiple: 200
Base Chance: 30%
Resist: May not be resisted.
Effects: The spell is cast over any target (male only) of the Adept's choice within range and increases the target's virility by 5 (+5 per Rank). It lasts 1 day.

13. Spell of Creating Restorative (S-13)
Range: Adept must touch substance being transmuted
Duration: Immediate
Experience Multiple: 200
Base Chance: 30%
Resist: May be passively resisted.
Effects: The spell creates out of potable water a potion which, when imbibed, subtracts 2 from Endurance and adds 4 to Fatigue. The amount subtracted from Endurance is increased by 1 and the amount added to Fatigue is increased by 2 per Rank. The effects of drinking the potion may be resisted. The Adept must take 10 minutes to prepare 1 dose of the potion and must burn 200 Silver Pennies worth of costly oils during the creation of the item.

14. Wall of Bones Spell (S-14)
Range: 15 feet + 15 additional/Rank
Duration: 30 minutes + 30 additional/Rank
Experience Multiple: 150
Base Chance: 30%
Resist: May only be passively resisted.
Effects: This spell has the same effect as the spell of the same name **(S-3, p.58)** of the College of Necromantic Conjurations. Only Adepts who have made the Greater Pact may learn this spell.

15. Mass Fear Spell (S-15)
Range: 30 feet + 15 additional/Rank
Duration: 30 seconds + 10 additional/Rank
Experience Multiple: 400
Base Chance: 10%
Resist: May only be passively resisted.
Effects: This spell has the same effect as the spell of the same name **(S-5, p.58)** of the College of Necromantic Conjurations. Only Adepts who have made the Greater Pact may employ this spell.

16. Spell of Agony (S-16)
Range: 30 feet + 15 additional/Rank
Duration: 10 seconds + 10 additional/Rank
Experience Multiple: 350
Base Chance: 10%
Resist: May be actively & passively resisted.
Effects: This spell has the same effects as the spell of the same name **(S-13, p.59)** of the College of Necromantic Conjurations. Only Adepts who have made the Greater Pact may learn this spell.

17. Fire and Brimstone Spell (S-17)
Range: 15 feet + 15 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 250
Base Chance: 20%
Resist: May be actively & passively resisted.
Effects: The spell has the same effect as the spell of the same name **(G-4, p.57)** of the College of Necromantic Conjurations. Only Adepts who have made the Greater Pact may use this spell.

18. Spell of Animation of the Dead (S-18)
Range: 30 feet + 15 additional/Rank
Duration: 3 hours + 30 additional/Rank
Experience Multiple: 300
Base Chance: 20%
Resist: May not be resisted.
Effects: This spell has the same effect as the spell of the same name **(S-7, p.59)** of the College of Necromantic Conjurations. Only Adepts who have made the Greater Pact may learn this spell.

19. Hellfire Spell (S-19)
Range: 15 feet + 15 additional/Rank
Duration: Immediate (during Pulse)
Experience Multiple: 375
Base Chance: 1%
Resist: May only be passively resisted (then suffers half damage).
Effects: This spell has the same effect as the spell of that name **(S-11, p.59)** of the College of Necromantic Conjurations. It may only be learned by an Adept who has made the Greater Pact.

20. Shadow Wings Spell (S-20)
Range: 10 feet + 10 additional/Rank
Duration: 30 minutes + 30 additional/Rank
Experience Multiple: 250
Base Chance: 25%
Resist: May not be resisted.
Effects: This spell has the same effect as the spell of that name **(S-5, p.56)** of the College of Celestial Magics. It may only be learned by an Adept who has made the Greater Pact.

21. Skin Change Spell (S-21)
Range: The Adept must touch the pelt being enchanted
Duration: Immediate
Experience Multiple: 350
Base Chance: 30%
Resist: May not be resisted.
Effects: The Adept may enchant any animal pelt or skin in his hands so that anyone who wears it will turn into the type of animal to whom the pelt originally belonged, but will retain his own mind and memories. He may only resume his own form by having a counterspell cast over him. Only an Adept who has made the Greater Pact may learn this spell. The pelt is destroyed once the wearer is transformed.

22. Earth Tremor Spell (S-22)
Range: 15 feet + 15 additional/Rank
Duration: Immediate
Experience Multiple: 350
Base Chance: 20%
Resist: May not be resisted.
Effects: This spell causes a 5-foot square area of ground (+25 additional square feet/Rank) to shake and roll as in an earthquake. Only an Adept who has made the Greater Pact may employ this spell.

[46.7] Special Knowledge Rituals

1. Ritual of Controlling Weather (R-1)
This ritual is identical to the ritual of that name **(R-1, p.47)** of the College of Air Magics. It may only be performed by an Adept who has made the Greater Pact.

2. Ritual of Summoning Animals (R-2)
This ritual is identical to the ritual of the same name **(Q-1, p.53)** of the College of Earth Magics.

3. Ritual of Casting the Runes (R-3)
The Adept must prepare a piece of paper or vellum on which are written the Runes of Doom. The entire ritual of preparation takes an hour. At the end of the hour, the Adept chooses which of the demons from the College of Greater Summonings will be the executor of the doom and writes this name on the paper as well. The Adept's player must actually write this information down since it will only come into play in the future. Once the ritual is prepared, the Adept then passes the sheet of paper on to the victim whose name is written on the paper. The victim must voluntarily accept the paper (though he need not know what is on it). Once he accepts it, the demon named on the paper will hunt him down and kill him. Even if the demon is destroyed, it will return as soon as it is able and continue the hunt (see the College of Greater Summoning for how demons recover from injury and "death" in their own dimension). Only by passing the paper on to another entity who voluntarily accepts it can the doom be transferred. If the paper is destroyed, the doom will never be lifted and can never be transferred. The Experience Multiple for this ritual is 500. It's Base Chance of success is 10% (+5 per Rank). Only Adepts who have made the Greater Pact may perform this ritual.

4. Ritual of Creeping Doom (R-4)
The Adept creates 13 Runesticks by carving the appropriate maledictions into human bones. He then performs a ritual over them (duration 1 hour) and buries the sticks beneath the dwelling of someone he wishes to curse. It is best if the victim's name is carved in the bones as well. For each month that the bones remain in or under the victim's dwelling, he must make a Resistance Check, the Base Chance for which is composed of the victim's Endurance multiplied by the Difficulty Rating of the resistance. The Difficulty Ratings are:

Ritual Rank	*Difficulty Rating*
0-5	4
6-10	3
11-15	2.5
16-18	2
19-20	1.5

If the victim fails to resist, he suffers a wasting disease and loses D−4 Endurance for purposes of future resistance (only). If he fails to resist for three straight months, he dies. The Experience Multiple for this ritual is 450. The Base Chance of the ritual working is 20% (+4 per Rank). Only Adepts who

have made the Greater Pact may perform this ritual.

5. The Hand of Glory (R-5)

The Adept must sever the right hand of a convicted murderer who has been hung. The hand may only be severed during the new moon and must be wrapped in a winding sheet. It must then be dried in the sun and the blood entirely removed. When the desicated hand is worn as an amulet, thereafter, it will add 15 to the Base Chance of creating any plague, blight, or curse or of animating the dead. There is no Base Chance or Experience Multiple for this ritual. It always works if it is correctly performed. Only Adepts who have made the Greater Pact may perform this ritual.

6. The Dead Man's Candle (R-6)

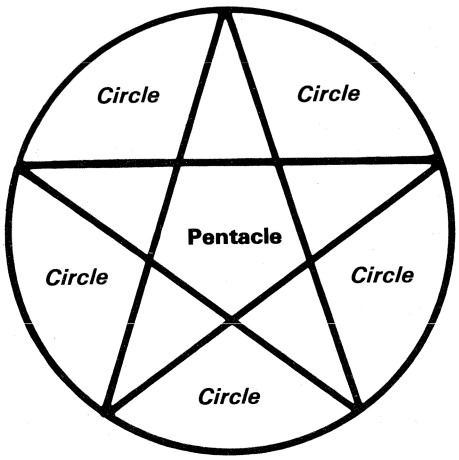
The Adept makes a Dead Man's candle by ritually cutting off the right hand of a murderer as described in R-5 and making a Hand of Glory. The fats and oils in the hand are then rendered so that the hand can be coated with them and a candle can be made. The wick of this candle must be made of the hair of a murderer (not the same one that donated his hand). The Adept then says a ritual over this candle. Thereafter, it may be lit as part of any ritual of this College and will increase the chance that the ritual is successful by 20. There is no Base Chance or Experience Multiple to perform this ritual. It always works if it is correctly performed. Only Adepts who have made the Greater Pact may perform this ritual.

47. THE COLLEGE OF GREATER SUMMONINGS

The College of Greater Summonings is concerned exclusively with the summoning and conrolling of entities from other dimensions. All such summonings and associated magical procedures are Ritual Magic. Members of the College of Greater Summonings possess no Talent or Spell Magic as a result of their association with the College. Their power lies exclusively in their ability to summon and control beings via the performance of special rituals.

All summonings of this College, regardless of the type of being they are designed to summon, are performed in the same manner. First the summoner must perform a Ritual Cleansing of his body (requiring from 1 to 10 hours). Then he must prepare and implement the proper Ritual of Summoning. The Ritual of Summoning, itself, requires only one hour to execute. Once he has performed the Ritual of Summoning, he may wish to control the entity he has summoned by implementing either a Ritual of Binding or a Ritual of True Speaking. Binding and True Speaking Rituals each require one hour to prepare and implement. If the summoner does not implement these rituals immediately upon successfully summoning the entity who is their target, he will have to engage in a new Ritual of Cleansing before attempting to enact another ritual.

When performing the summoning rituals of this College, the summoner occupies a Circle of Protection which also contains within it a Pentacle of Power. Unless the summoner and his companions occupy this protective area, there is a chance that whatever they summon will be able to turn on them and destroy them. Only the summoner occupies the Pentacle. His companions occupy the Circle, but are outside the Pentacle.



The summoned entity appears in the vicinity of the Circle of Protection, but outside it (unless the ritual backfires and the Circle is broken). In order to perform (and as part of the performance of) the Rituals of True Speaking and Binding, the summoned entity is forced into the Triangle (outside the Circle of Protection.

The Pentacle, Circle of Protection, and Triangle must all be drawn on the ground by the summoner before the rituals are performed.

[47.1] Members of the College of Greater Summonings must meet requirements of time, place equipment, knowledge, and circumstance in order to perform their College's magic.

The following list of requirements must be met in all or most situations wherein the arts of the College of Greater Summonings are practiced:

1. The Adept must know the spell or ritual being employed.

2. If a summoning of an entity other than an Incubus or Succubus is being performed, the Adept must know the name of the entity being summoned and speak it during the ritual.

3. Throughout all preparations for the ritual and throughout the ritual itself, the Adept must remain stationary. He may engage in no other activity.

4. The space used for the performance of the ritual must be large enough to accomodate the ritual symbols and the entity being summoned (usually, an area 30′ × 30′ and 12′ high is adequate) and may not have been affected by an area counterspell in the last 12 hours.

5. If the magic is a Special Knowledge Ritual, it may only be performed on certain days of the month and at certain hours of the day (listed in 47.7).

6. The Adept must possess the necessary tools and equipment to perform any ritual and must have access to such substances as clear water for the cleansing which precedes each ritual.

If the Adept fails to meet any of these requirements, he may not attempt to perform any ritual of the College of Greater Summoning. He may still exercise any special Talent Magic he may possess and may cast counterspells.

[47.2] The following numbers are added to the Base Chance of successfully performing a ritual of the College of Greater Summoning:

Each Rank the Adept has achieved with the ritual	3
Adept occupies a Mana-rich place	15
Each hour (maximum of 10) Adept spends in Ritual Cleansing prior to performing the ritual	3
Ritual is part of the College's body of General Knowledge and is begun at midnight	20
Ritual is part of the College's body of General Knowledge and is performed while the moon Luna is 2,4,6,8,10, 12 or 14 days into its cycle.	20

These modifications apply only to rituals. Counterspells are affected in the same manner so far as Mana and Rank are concerned. They are also affected by the provisions of 32. They are unaffected by other modifications.

Special Knowledge Rituals are affected differently from General Knowledge Rituals so far as the hour of the day or day of the moon in which they are performed is concerned. The affects of the hour and day on these rituals is discussed in 47.7.

[47.3] Talents

There are no Talent Magics granted a character simply because he is a member of this College. However, there is a possibility that the character may be assigned a "companion" by a demon he has summoned. Once a character has been assigned a companion, he may automatically call forth (and later dismiss) that companion. Once called forth, the companion instantly appears to do the bidding of the character. In this sense, there is some Talent Magic available to members of this College.

Upon dismissing a demon he has summoned, the summoner may request that the demon assign to him a companion from among his legions of lesser spirits. The Base Chance that a demon will grant this request is listed under the "Lesser Spirits" heading for each demon. The summoner's Player rolls D100, and if the resulting number is less than or equal to the Base Chance, the demon grants a companion. If the number is half or less than the Base Chance, the demon grants two companions.

A companion will be either a lesser Devil or an Imp who is contantly "on call" to the summoner. The companion is available until one of the following events occurs:

1. The summoner requests a companion from any other Demon except the Demon who granted the summoner's current companion (regardless of whether or not the request is granted).

2. The companion is dispelled by having a General Knowledge Counterspell of the College of Greater Summonings cast over him by the summoner.

3. The companion is forced into his own dimension by a reduction in his Endurance sufficient to cause unconsciousness in a character.

4. The summoner voluntarily attacks the companion or quits the College of Greater Summonings.

When a companion is granted, the summoner's player rolls D10. If the result is 1-4, his companion will be an Imp. If it is 5-10, it will be a devil. A separate roll is made for each companion if more than one is granted.

Imps and devils are described below (see VIII, Monsters, for a description of the terminology used herein):

1. Imps

Description: Imps appear as three to four foot high humanoids, but with horns, bat's wings and barbed tails. They tend to be muscular, but pot-bellied. Their skin may be blue, green, or purple, but is usually red. They have yellow eyes, flecked with silver and their teeth (including prominent incisors) are made of silver. Imps may also appear as goats, spiders, bats or large rats, but these are insubstantial forms and the imp cannot use his powers in this plane except in his natural and substantial form.

Talents, Skills and Magic: Imps may be members of any Colleges of Magic except the Entities as determined by the GM. Imps can only be harmed by silvered weapons or magic. Cold iron does not affect them. They have no Skills. They have Rank 5 with all magic.

Movement Rates (yards per minute):
Running: 350; Flying: 500

PS: 15-20	**MD:** 13-17	**AG:** 16-22
MA: 22-26	**EN:** 14-16	**FT:** 22-28
WP: 28-32	**PC:** 16-25	**PB:** 3-5
TMR: 7/10	**NA:** 3 DP per Strike.	

Weapons: Imps may make a horn attack during Close Combat with a Base Chance of 20% and possible damage of −1. Imp horns may have a Rank of between 1 and 10 (controlling Player should roll D10 to determine Rank). Imps may also make an attack in either Melee or Close Combat with their long tail. Its tip contains a sting with a quick acting nerve poison (2-4 Damage Points per Pulse). The sting, itself, is treated like a dagger. Base Chance with tail is 30%. Imps may use other weapons, but may not wear armor.

Comments: Imps are dangerous servants in that they have a cruel sense of humor which they are not adverse to visiting upon their master and his friends. They may not be bound or forced to speak true, so there is no way to really control their actions. They will lie, steal, sow dissension, or play practical jokes (magical or nonmagical) on the average of once per day (total). They will not knowingly get their master killed or maimed, but are otherwise not overly considerate of his wellbeing. They will use their powers in his behalf when he demands it (though even here their sense of humor may have an effect) and will fight his enemies. Imps may be called upon as needed and then returned to their own dimension. Given their warped personalities, the wise master will keep them in their own dimension as much as possible. Imps have a 7% Base Chance of knowing past, present and future events, but will seldom speak truthfully of what they know.

2. Devils

Description: Devils appear as large muscular humanoids with massive bat wings, horns and fangs. They tend to have carmine skin and green eyes. Their tails are sharp and barbed and contain a poisonous sting.

Talents, Skills and Magic: Devils, like imps, may be members of any College except the Entities as determined by the GM. Devils can only be harmed by silvered weapons or by magic. Cold iron does not affect them. They have no Skills, but possess Rank 10 with all magic of their College. Devils know a little of the past, present, and future of things (7% chance of accuracy) and will speak truthfully to the best of their knowledge in exchange for their freedom. They may not be bound or subjected to a Ritual of True Speaking.

Movement Rates (yards per minute)
Running: 400; Flying: 500

PS: 25-30	**MD:** 15-20	**AG:** 18-24
MA: 28-34	**EN:** 25-30	**FT:** 35-40
WP: 24-28	**PC:** 22-26	**PB:** 2-3
TMR: 8/10	**NA:** 5 DP per Strike.	

Weapons: Devils may make a horn attack or bite in Close Combat and may sting with their tail in Melee or Close Combat. Their bite has a Base Chance of 30% and does +2 damage. Their horns have a Base Chance of 25% and do +2 damage. Both are Rank 1-10 (controlling Player rolls D10 to determine exact Rank). Their tail has a Base Chance of 30% in Melee and a Base Chance of 50% Close Combat and does −1 damage. It has a quick-acting nerve poison in it that does 3 to 5 Damage Points per Pulse. A devil's tail is always Rank 8. A Devil may use weapons, but will not wear armor.

Comments: Devils are extremely powerful companions, but tend to serve only with reluctance. They will attempt to bargain for their freedom in exchange for the use of their magic powers in any situation that does not involve immediate danger of death or maiming of their master. They are required to assist the master only in situations of imminent danger and so will usually be able to bargain successfully early in their service. Their power to see things past, present, and future is the same as that of Imps (7%). They will *never* use this talent except in exchange for their release from service and return to their own plane.

[47.4] General Knowledge Spells

The College of Greater Summonings General Knowledge and Special Knowledge Counterspells are the only spells useable by members of this College. See 31 for descriptions of the nature and working of counterspells.

[47.5] General Knowledge Rituals

There are six rituals that an Adept learns upon becoming a member of this College. The first is the Ritual of Cleansing in which the Adept bathes his body and meditates as a prelude to attempting any other ritual. It is not possible to attempt any other ritual of this College unless one has first engaged in the Ritual of Cleansing. There are three summoning rituals that are part of the body of General Knowledge of this College. They are: the Ritual of Summoning Succubi, the Ritual of Summoning Incubi, and the Ritual of Summoning Heroes. There are two non-summoning rituals associated with the General Knowledge of this College besides the Ritual of Cleansing. They are: the Ritual of Binding and the Ritual of True Speaking. These two rituals may only be employed after a summoning ritual has been successful completed. They are sometimes necessary to gain the required services of beings from other dimensions.

Also as part of the study of the General Knowledge of this College the Adepts receive a parcel containing the tools necessary to their magic. The parcel consists of the following:

Item	*Weight*	*Value*
1 sceptre of dogwood	1 lb.	250sp
1 broadsword of silvered steel	6lb.	500sp
1 mitre	1lb.	50sp
1 cap	5lb.	10sp
1 robe of virgin linen	3lb.	20sp
1 girdle of lion's skin imprinted with symbols	3lb.	100sp
1 censor of silver and gems	2lb.	3000sp

In addition to these tools, the Adept is provided with a supply of materials which together weigh 5 pounds and which must be replenished on the average of every three months at a cost of 1000 Silver Pennies. These items include: A packet of charcoal, a packet of powdered agrimony (for making tea used in the Ritual of Cleansing), a 3 ounce tin of myrrh, a vial of white frankincense dissolved in white wine, a 6 ounce pot of sandlewood and powdered antimony, a 2 ounce tin of ambergris salve, an 8 ounce box of multi-colored chalks (for drawing the Triangle, Circle, Hexagram and Pentagram necessary for the various Rituals of Summoning).

The Adept is also taught the Generic True Names of all things that occupy dimensions other than his own and may be summoned to this dimension, and the Individual True Names of all heroes of other dimensions known to the College and of 72 great Demons of the Seventh Plane. He does not learn the rituals necessary to summon Demons from the Seventh Plane — only the names of the Demons and how to identify them. A member of this College may learn additional Individual True Names of entities from other planes by first acquiring them from a Demon and then studying the True Names in the same manner as a member of the College of Naming Incantations.

The following Rituals constitute the major part of the knowledge of the Adept acquired in his general training:

1. Ritual of Cleansing (Q-1)

The Ritual of Cleansing must be performed prior to any other rituals of this College. The Adept cleans his body and purifies his mind for from 1 to 10 hours. The Base Chance of any succeeding Ritual being successful is increased by 3 for each hour spent in Ritual Cleansing. There is no Base Chance for this ritual being successful. The Adept states the number of hours he will expend on the ritual and at the end of that period of time, the Adept is cleansed. He may perform no other activity while engaged in this ritual. If his concentration is broken, he must restart the cleansing from the beginning or abandon the effort. Any rituals the Adept desires to perform after the cleansing must be performed immediately. He may perform any number of rituals within three hours of the cleansing, but these rituals must immediately follow each other. Any time spent in any other activity destroys the effects of the cleansing and a new cleansing must be accomplished before another ritual can be enacted.

2. Ritual of Summoning Succubi (Q-2)

This may be used to summon one or more Succubi, who will arrive on this plane favorably disposed towards the summoner for having summoned them, and thus will not immediately need to be bound. Succubi arrive on this plane with only one goal: the seduction of and copulation with humans. Any deed the summoner desires of them which will further their goal will be approved of and encouraged by the Succubi. If the summoner desires the Succubi to perform a task not immediately related to their goal they will have to be Bound and forced to do the task. The Base Chance is 15%(+3 per Rank), and it is reduced by 10 for each Succubi above one being summoned at once. If the ritual backfires, the Succubi will appear and attempt to devour the summoner and his or her companions.

Succubi remain on this plane and serve for a number of days equal to D10+4. The die is rolled individually for each Succubus successfully summoned. The Succubi may also be forcibly returned to their own plane whenever their Endurance is reduced to the point that they are reduced to unconsciousness or a counterspell is cast over them by their summoner. Once returned to their own plane, they may not return to the aid of the summoner unless he performs another Ritual of Summoning Succubi. The Experience Multiple for this ritual is 300.

Succubi are lesser spirits of the seventh plane. They appear always in the form of tall, beautiful women with flowing hair which hides their small horns. They also possess membranous wings shaped like bats wings that fold down so as to be all but invisible when not in use. They have retractable fangs which they sometimes use to open the veins of those individuals whose blood they desire to drink.

Succubi all possess mastership at Rank 10 of all spells and talents of the College of the Mind. They possess the following talents: Assassin, Courtesan, Spy, Thief, Troubador. All Skills of Succubi are Rank 10. Succubi possess the following characteristics:

PS: 16-21	**MD**: 24-28	**AG**: 28-32
MA: 26-30	**EN**: 12-16	**FT**: 24-28
WP: 26-30	**PC**: 24-28	**PB**: 26-34
TMR: 7/8	**NA**: 2 DP per Strike	

Succubi have a movement rate while running of 350 yards per minute and while flying of 400 yards per minute.

Succubi may attempt to bite during Close Combat with a Base Chance of 40%. Their bite does +2 damage to Fatigue each Pulse. This drain continues so long as they continue to bite (they need not make another Strike Check). The Succubi will cease biting only when they have become stunned or unconscious or when their victim is dead. They never inflict specific Grievous Injuries, but may do Endurance damage. Their bite may be Rank 1-10 (roll D10 to determine its exact Rank). Succubi do not wear armor and carry only small weapons that are easily concealed. They prefer envenomed weapons to all others.

Succubi will, at the behest of their summoner, attempt to meet, seduce, and then murder any individual of the summoner's choice. They will pursue their victim until returned to their own plane or until they succeed in killing him. Their specialty is to gain the confidence of the victim and then murder him in his bed. They cannot be harmed except by magic or by the touch of the Book of Toth, an ancient tome of magical lore found only in older and seldom frequented libraries. This rare volume immediately and permanently dissipates them, forcing them back to their own plane.

3. Ritual of Summoning Incubi (Q-3)

This ritual operates in the same manner of **Q-2** (the Ritual of Summoning Succubi).

Incubi are exactly like Succubi, except that they appear only in the male form, rather than as females. They will tend to be 2-3 points stronger and will have 1-2 points less Endurance than Succubi, but will other wise be the same. They also are immune to all but magic and the Book of Toth.

4. Ritual of Summoning Heroes (Q-4)

The Adept may summon a great hero from another dimension to assist him. This hero may be any character from the body of fantasy literature known to both the Adept and the GM. The GM always sets the characteristics of the hero, his weaponry and armor, the number and type of his companions (if any), and the length of time and terms under which he will remain in the Adept's dimension and assist him. The GM may limit the use of this ritual to periods when various celestial bodies are in conjunction (once a Game-Year or so). He need not inform the Adept of any details concerning the results of the summoning until it has been performed. **Example:** The GM may allow the Adept to summon Conan the Barbarian, but does not tell him that Conan will appear wrapped in bandages and infirm from a recent combat.

The Base Chance that this ritual will succeed will vary according to the hero the Adept is attempting to summon, but should usually be set at less than 20%. The Experience Multiple for this ritual is 500.

5. Ritual of True Speaking (Q-5)

Whenever any entity except a hero is summoned, the summoner may wish to ask him questions. In all cases, the veracity of the entity summoned (Incubus, Succubus, Demon) will be less than 100%. Sometimes it will be very near 100%, but in the case of a Demon who is particularly resentful that he has been summoned (or one that is a habitual liar) the chance of the entity telling the truth may be as low as 5%. The only way to be sure that the entity will tell the truth is to perform a Ritual of True Speaking and then ask the entity during the ritual for answers to the desired questions. The entity is required during the ritual to stand within a triangle and give answers to the summoner's questions. The ritual lasts for one full hour, and the summoner may do nothing else during the time the ritual is in progress except ask questions. The effects of the ritual do not extend beyond the end of the ritual. The Base Chance of forcing the entity into the triangle and successfully performing the ritual is 50%. The GM rolls D100 to determine the success of the ritual. He need not inform players of the result of the dice roll. The entity may passively resist the effects of the ritual. The Experience Multiple of this ritual is 250.

6. Ritual of Binding (Q-6)

An Adept may perform a Ritual of Binding in order to bind an entity other than a hero to this plane. He cannot normally control a Demon that is not bound except while inside the Pentacle he occupied when he summoned the Demon. Before he can leave the Pentacle or require any service of the Demon except for conversation and teaching of Skills, the summoner must in most cases perform a Ritual of Binding. The Base Chance of successfully binding a particular demon is equal to half (rounded down) the unmodified Base Chance to summon that Demon initially. The Demon can actively resist the workings of a Ritual of Binding.

Once bound, a demon will remain on this plane for a number of days equal to D10 – 3 (minimum of one day) and will serve the summoner more or less willingly during that time. In some cases, special conditions must be met to bind the demon. Usually, this means the giving of presents, most often human life. If the demon resists such an offering, he will have also broken the summoning and may turn on the summoner despite the fact that the summoner is protected by the Pentacle. When this happens, the summoner's player rolls D100. If the result is less than or equal to the summoner's Magic Resistance, the demon is banished to his own plane. If the result is greater than the summoner's Magical Resistance, the summoner is overcome by the will of the demon and voluntarily breaks the circle of protection allowing the demon to enter the pentacle and attack him.

Some demons will serve more willingly and faithfully than others. The details of which demons serve willingly and which resist service even when bound are discussed under the heading dealing with each particular demon. A summoner may control only one bound demon at a time, though he may summon other demons (or non-demonic entities) for purposes of conversation. He may voluntarily dismiss a demon at any time prior to the end of his service and the demon is immediately returned to his own dimension unless he has already broken the binding and turned on the summoner. The Experience Multiple for this ritual is 400.

[47.6] Special Knowledge Spells

There are no Special Knowledge Spells for this College.

[47.7] Special Knowledge Rituals

There are six separate Special Knowledge Rituals. Each is designed to summon a particular Rank of demon. There are six Ranks of demons: Duke, Prince, President, Earl, Marquis, and King. Each Rank is subject to certain limitations as to where and when it can be summoned.

All Ranks of demons are summoned in the same manner. The summoner announces the demon he is summoning and that demons' Rank. He then performs the appropriate Ritual of Summoning. At the end of the ritual (i.e., after one hour), a check is made to see if the ritual has been effective. The summoner's player rolls D100. If the result is equal to or less than the Base Chance of summoning the particular demon that is the object of the ritual, the demon is summoned and appears before the summoner. Otherwise, the demon does not appear and the summoner may not make a further attempt to summon that demon that day. He may attempt to summon another demon instead but must first repeat the Ritual of Cleansing. The description of each demon lists the Base Chance to summon that demon.

Special Knowledge Rituals may only be performed on days 2, 4, 6, 8, 10, 12 and 14 of the cycle of the moon, Luna. They may be attempted on other days, but can never have any effect. There is a possibility that a character could lose track of time and attempt to employ a Special Knowledge Ritual on a day when it will not work. In such cases, the GM may choose not to inform the individual that the ritual can have no effect and may allow him to perform it anyway, only telling the player why he has been unable to summon a demon at the end of the ritual.

A character who knows a particular Ritual of Summoning may summon any of the demons of that Rank. The demons of each Rank are listed and described in the section dealing with the ritual used to summon those demons. Each description includes: the demon's name; the Base Chance of summoning (and binding) him; the percentage chance that the demon will agree to grant the summoner a companion from among his legions of lesser spirits; the special Talents, Skills and magical abilities of the demon; a quantification (given as a span of possible numbers) of the demon's characteristics; the demon's natural armor (given under the heading NA as the number of hits absorbed for each Strike); the natural weapons of the demon (and any other weapons habitually carried), and any special comments on the demon's nature or abilities. Also included is a short physical description of the demon. Demons may choose to bring along one or more hellhounds when summoned.

Demons are possessed of certain qualities not listed in their descriptions. All demons exercise their Skills at Rank 15 and magic powers at Rank 20. Demons are not subject to specific Grievous Injuries. Instead, they suffer Endurance damage. They can only be harmed by magic or by silvered weapons. Being creatures of mana, they are not prevented from performing magic by the presence of cold Iron. A demon automatically recovers from all injury by spending one full day in his own dimension. Once a demon is dismissed (returned to his own dimension), he cannot return to this plane in less than a day. A demon who has been dispelled by a counterspell or rendered unconscious, may return to this plane (by being resummoned in a new ritual) only after one full month in his own plane (spent reforming the scattered energy pulses that make up his being).

Demons may be controlled while the summoner stands within the Pentacle which he must draw to perform the summoning ritual. They will speak to the summoner under this circumstance and will sometimes tell the truth. To insure absolute honesty, a Ritual of True Speaking must be performed. To insure that the demon will not destroy the summoner once the ritual is over, a Ritual of Binding must be performed. A demon who is not bound must be dismissed at the end of the summoning (once the summoner is done speaking to the demon) and will then usually return to his own plane. However, a demon who is particularly savage or who has been offered a gift which he rejects will attempt to devour the summoner before departing. The summoner's player must then make a check against the summoner's Willpower to determine if the summoner breaks the magical circle protecting him and fights the demon or remains safely within the Pentacle (in which case, the frustrated demon departs).

Adepts are not provided with a Shield when they are admitted to membership in the College of Greater Summoning. Such is not necessary to perform the rituals of the College. However, they may wish to make or have made a special Shield (actually a disc of metal engraved with symbols of occult power) to protect them during the summoning of demons (this shield is made by Adepts of the College of Shaping Magics — see *Arcane Wisdom*). A summoner who does not have a Shield can suffer backfire. A summoner who is using the proper Shield cannot suffer backfire. Backfire from a Special Knowledge Ritual consists of the appearance of the demon being summoned, but inside the circle of protection (Pentacle) so that the demon is free to attempt to destroy the summoner. In such cases, the demon may be returned to his own dimension by a counterspell (or by being rendered unconscious), but will otherwise remain on this plane and freely roam about attacking and destroying until somehow banished. It will not, however, begin roaming the earth until it has destroyed its summoner. Backfire occurs whenever a player rolls a number which is 30 or more greater than the modified Base Chance of summoning a particular demon while making a check to see if that demon is summoned. A backfire is treated as "no effect" if the summoner has the proper Shield in his hand during the ritual.

The individual Shields that will protect a summoner from backfire are discussed under each individual Ritual of Summoning. Shields only affect the summoning of demons. There is no backfire due to an ineffective attempt at employing any other Ritual of Summoning. Rituals of True Speaking and Binding may backfire (regardless of whether or not a Shield is employed) and result in the summoner being affected by his own ritual and forced either to answer all questions of the demon as truthfully as possible or to serve the demon so long as the demon remains on this plane. This backfire result may be passively resisted.

Note: The interaction between a player and the "demon characters" he summons is the most important aspect of the workings of this College, and the GM should strive to keep players on their toes by developing the demonic character as fully as possible (making him cooperative about some things and uncooperative about others, for example). Some demons are savage in the extreme and will always be out to do what damage they can short of murdering the summoner (and sometimes that is not excluded). Others are milder and will pass up a golden opportunity to devour their summoner. The notes on individual demons are meant to serve as a guide to their characters as well as their abilities. Their descriptions also give the forms in which they may appear. Often, these forms will be insubstantial and the demon will have no power (nor will anyone have power over him) while he is in those forms. However, the information is included as clues for the GM in structuring the demonic character.

1. Ritual of Summoning Demonic Dukes (R-1)

This ritual is used to summon the following demons from the seventh plane: Agares, Aim, Alloces, Amdusias, Astaroth, Barbatos, Bathin, Berith, Bune, Crocell, Dantalion, Eligos, Furcalor, Furcas, Gremory, Gusion, Havres, Murmur, Sallos, Uvall, Valefor, Vapula, Vephar and Zepar. The demons of this Rank may only be summoned between sunrise and noon on days when the weather is clear and the sun can be seen. Any attempt to perform this ritual at any other time will be totally ineffective.

The only Shield that will protect against the possibility of backfire while summoning Dukes is a disk of purest copper 12 inches across, inscribed with the names and signs of all the Dukes of the seventh plane. This shield may only be manufactured by a Shaping mage. It weighs 2 pounds and the average cost of manufacture will be 3000+ Silver Pennies. It takes about three months to manufacture. This ritual's Experience Multiple is 300.

AGARES: "The Duke of Changes"

Base Chance: 50% **Lesser Spirits:** 31%

Description: Agares appears as an aged and enfeebled man riding on a giant land turtle. A crow perches on his right wrist. He speaks with a voice that is brittle with age.

Talents, Skills, and Magic: Agares is an adept of the College of Illusions. He possesses the following skills: Alchemist, Astrologer, Beast Master, Healer, Merchant, Navigator, Spy. He inspires terror in the enemies (and sometimes the friends) of the summoner (roll on Fright Table). He is a linguist and a masterful teacher of languages. He may also cause earthquakes at will. He has the power to find those who hide themselves.

Movement Rates: Running: 50 yards per minute.

PS: 9	**MD:** 12	**AG:** 11	**MA:** 33
EN: 14	**FT:** 26	**WP:** 35	**PC:** 36
PB: 10	**TMR:** 1	**NA:** 3 DP per Strike	

Weapons: Agares has no natural weapons. He is treated as a human for purposes of unarmed combat. He may use weapons and wear armor.

Comments: Agares has a 25% chance of locating any individual of the summoner's choice (regardless of how far away the individual may be). He cannot, however, locate individuals on other planes of existence. The individual need not be hiding (he may simply be lost, for example) in order for Agares to exercise this power.

AIM: "The Fire Duke" MR 42

Base Chance: 63% **Lesser Spirits:** 26%

Description: Aim appears as a man with three heads. One head is human, the other is that of a serpent, and the third is that of a calf. He bears two stars on the forehead of his human head. In one hand he carries a ball of fire that is eternally blazing. He rides a large lizard with scales of midnight blue. Wherever he goes, Aim is surrounded by billowing clouds of red-tinged smoke.

Talents, Skills, and Magic: Aim is a master of the College of Fire. He possesses the following Skills: Alchemist, Military Scientist. He can set fire to any combustible object by touching it with the hand wherein resides his fireball. The fireball may not be thrown.

Movement Rates: Running: 250 yards per minute.

PS: 22	**MD:** 24	**AG:** 23	**MA:** 30
EN: 25	**FT:** 35	**WP:** 34	**PC:** 26
PB: 3	**TMR:** 5	**NA:** 3 DP per Strike.	

Weapons: Aim may bite in Close Combat with his non-human heads. He has a BC of 45% with his serpent head and a BC of 30% with his calf head. The serpent does +2 damage (plus D-3 per Pulse additional damage for poison) and the calf head does +3 damage. The serpent's head is Rank 4 and the calf's head is Rank 2. Aim may not wear armor. He may use only one handed weapons.

Comments: Aim delights in all things having to do with fire and will gladly start a blazing inferno for the joy of watching the fire burn, even when bound. He must be watched carefully for this reason.

ALLOCES: "The Warrior Duke" MR 75

Base Chance: 74% **Lesser Spirits:** 36%

Description: Alloces appears as a man with a lion's face and eyes made of hot coals. He wears burnished armor and rides a great war horse. Alloces' flesh is like red gold. His voice is harsh and booming. Those who look directly into his eyes see their own death and are blinded for D+5 days afterward.

Talents, Skills, and Magic: Alloces is a practitioner of the arts of the college of Celestial Magics. He possesses the following Skills: Assassin, Navigator, Spy, Thief, Military Scientist.

Movement Rates: Running: 350 yards per minute.

PS: 30	**MD:** 28	**AG:** 32	**MA:** 29
EN: 26	**FT:** 38	**WP:** 32	**PC:** 29
PB: 10	**TMR:** 7	**NA:** 3 DP per Strike.	

Weapons: Alloces bite has a BC of 45% of doing +3 damage in Close Combat. It is Rank 7. Alloces is also armed as a knight with broadsword and buckler and ax, mace and knife.

Comments: Alloces will gladly serve a master who promises bloodshed, but will turn on the summoner if there is no fighting for a prolonged period and will attempt to drag the summoner into his mouth and devour him. Alloces may not be bound.

AMDUSIAS: "The Unicorn Duke" MR 32

Base Chance: 80% **Lesser Spirits:** 29%

Description: Amdusias appears as a silver unicorn. He will shed this insubstantial form and take on the shape of a tall, thin man with a white beard after a few moments. His transformation is accompanied by the sound of trumpets.

Talents, Skills, and Magic: Amdusias is a practitioner of the arts of the College of Celestial Magics. He possesses the following Skills: Beast Master, Healer, Ranger, Spy. He has the power to command trees to do his bidding in the same manner as a member of the College of Naming Incantations. He knows all Generic and Individual True Names, but will tell these only if his summoner is in dire need.

Movement Rates: Running: 250 yards per minute.

PS: 23	**MD:** 26	**AG:** 24	**MA:** 29
EN: 22	**FT:** 35	**WP:** 32	**PC:** 31
PB: 16	**TMR:** 5	**NA:** 3 DP per Strike	

Weapons: Amdusias has no natural weapons and is treated as a man for purposes of unarmed combat. He will refuse to wear armor, but may employ all weapons.

ASTAROTH: "The Terrible Duke" MR 75

Base Chance: 66% **Lesser Spirits:** 40%

Description: Astaroth appears in the form of a dark angel all black and with a bloody mouth. He carries a viper coiled about his right hand and he rides an infernal dragon. He speaks gaily of horrible things and laughs readily at pain and disease. He is exceedingly cruel.

Talents, Skills, and Magic: Astaroth is a practitioner of the arts of the College of Necromantic Conjurations. He possesses the following Skills: Alchemist, Assassin, Military Scientist, Navigator. He knows the Generic and Individual True Names of all things, but will only tell these if it pleases him and he thinks that suffering may be increased thereby. He knows men's secrets and will tell them.

Movement Rates: Running: 350 yards per minute.

PS: 27	**MD:** 26	**AG:** 28	**MA:** 32
EN: 26	**FT:** 35	**WP:** 35	**PC:** 26
PB: 8	**TMR:** 9	**NA:** 3 DP per Strike.	

Weapons: Astaroth's breath is poisonous to the same degree as chlorine and extends outward from his mouth 25 feet in a cone 10 feet wide at the base. He has no other natural weapons, but will usually carry a heavy mace which he uses in shattering the bones of his victims so that they will be crippled and take a long time dying.

Comments: Astaroth will readily serve the summoner, but only so long as he is pleased to do so. He will usually serve so long as the summoner is involved in much death and cruelty and will depart when these cease. Astaroth may not be bound. If the summoner attempts to bind him, Astaroth will turn on him and rend him and may claim his soul.

BARBATOS: "Duke of Virtues" MR 90

Base Chance: 53% **Lesser Spirits:** 30%

Description: Barbatos appears as a hunter in the company of an insubstantial host of soldiers led by four kings. He wears a green hood fringed in scarlet and a gray cloak.

Talents, Skills, and Magic: Barbatos is a member of the College of Naming Incantations. He possesses the following Skills: Assassin, Beast Master, Healer, Ranger and Spy. He is a linguist and understands the speech of birds and beasts as well as men. He can break an enchantment used to seal a place or treasure with his touch. He knows the Generic and Individual True Names of all things on earth.

Movement Rates: Running: 350 yards per minute.

PS: 23	**MD:** 27	**AG:** 29	**MA:** 32
EN: 25	**FT:** 35	**WP:** 34	**PC:** 34
PB: 16	**TMR:** 8	**NA:** 3 DP per Strike.	

Weapons: Barbatos has no natural weapons. He is treated as a human for purposes of unarmed combat. He refuses to wear armor, but can employ any weapons.

Comments: Barbatos may not be compelled to tell the True Name of anything, but he may choose to do so if the need of the summoner is urgent.

BATHIN: "The Pale Duke" MR 85

Base Chance: 62% **Lesser Spirits:** 30%

Description: Bathin appears as a pale and cadaverous man riding a pale horse. His voice is soft and sad and can compel others to love him.

Talents, Skills, and Magic: Bathin is a practitioner of the arts of the College of the Mind. He possesses the following Skills: Alchemist, Beast Master, Healer, Troubador. He can transport men from place to place through the air and knows all of the virtues of herbs and stones. He is a patient teacher. The EP cost to learn a skill is halved if the skill is learned with Bathin's aid.

Movement Rates: Running: 350 yards per minute.

PS: 23	**MD:** 25	**AG:** 24	**MA:** 29
EN: 22	**FT:** 30	**WP:** 34	**PC:** 26
PB: 13	**TMR:** 7	**NA:** 2 DP per Strike.	

Weapons: Bathin has no natural weapons. He is treated as a human for purposes of unarmed combat. He may wear armor and employ all types of weapons.

BERITH: "The Savage Duke"

Base Chance: 65% **Lesser Spirits:** 26%

Description: Berith appears as a soldier dressed in red and riding a red horse. His face is seamed with what appear to be old scars and he has a black, bushy beard. His voice is subtle except when he is enraged. On his head is a crown of gold which appears to flame when the demon is aroused.

Talents, Skills, and Magic: Berith is a practitioner of the arts of the College of the Mind. He possesses the following Skills: Alchemist, Assassin, Merchant, Military Scientist, Spy, Thief. He can turn all metals to gold by touch. He also has knowledge of the past, present and future, but will only trade this knowledge for a life of man or woman.

Movement Rates: Running: 350 yards per minute.

PS: 28	**MD:** 25	**AG:** 26	**MA:** 29
EN: 25	**FT:** 32	**WP:** 31	**PC:** 24
PB: 11	**TMR:** 7	**NA:** 3 DP per Strike.	

Weapons: Berith has no natural weapons. He is treated as a human for purposes of unarmed combat. Berith often carries a rapier and a main-gauche, both of which he keeps envenomed with a nerve poison. He will refuse to wear armor since this would cover his beautiful clothes, of which he is inordinately proud.

Comments: Berith delights in torture and will usually agree to serve only upon being guaranteed that he can torture any prisoners the party may take. These he will transport to another plane once they are captured and bound over to him. There, he will torture them at his leisure. If anyone attempts to deny him this boon (including the summoner), he will attack them. He may not be bound.

BUNE: "The Dragon Duke"

Base Chance: 64% **Lesser Spirits:** 30%

Description: Bune appears as a giant green dragon with three heads: one that is seemingly human, one that is like a dingo and one that is like a gryphon. He speaks with a high-pitched, but comely voice. His scales are jade and his talons are silver.

Talents, Skills, and Magic: Bune is a practitioner of the College of Necromantic Conjurations. He possesses the following Skills: Alchemist, Beast Master, Merchant, Military Scientist. He is also a linguist and knows the Generic True Name of all things. He will often bring his summoner presents in the form of gems or silver in exchange for an early dismissal from this plane.

Movement Rates: (yards per minute): Run: 500; Fly: 800.

PS: 180	**MD:** 9	**AG:** 12	**MA:** 30
EN: 90	**FT:** 100	**WP:** 32	**PC:** 28
PB: 2	**TMR:** 10/16	**NA:** 11 DP per Strike.	

Weapons: Bune may roll over one hex characters as described in the multi-hex character rules. In addition, he may use his gryphon head to peck and his dingo head to bite while in Close or Melee Combat. Both have a BC of 35% and do +2 damage. They are Rank 3. Bune may use his talons in either Close Combat or Melee Combat with a BC of 50% and damage of +6. His talons are Rank 10.

Comments: Bune requires an offering of human life before he will serve. Each head must have a life (3 total) and only lives which are pleasing to the demon will be accepted. If disatisfied with an offering, Bune can break any binding and will attack and devour the summoner. He prefers newborn babies, but will accept maidens when in a jovial mood.

CROCELL: "Duke of the Bath"

Base Chance: 71% **Lesser Spirits:** 48%

Description: Crocell appears in the form of a dark angel with flowing silver hair and yellow cat's eyes. His voice is great and all-prevading and he ever speaks of things mystical and hidden.

Talents, Skills, and Magic: Crocell is a member of the College of Water Magics. He possesses the following Skills: Alchemist, Assassin, Astrologer, Healer, Merchant, Navigator, Spy, Troubador. He has the power to warm or cool waters. He can discover water even in the desert and can create the illusion of waters to fool the unwary.

Movement Rates: (yards per minute): Run: 250; Fly: 500.

PS: 30	**MD:** 28	**AG:** 26	**MA:** 30
EN: 32	**FT:** 40	**WP:** 33	**PC:** 25
PB: 11	**TMR:** 5/10	**NA:** 4 DP per Strike.	

Weapons: Crocell has no natural weapons. He is treated as a human for purposes of unarmed combat. He may, however, carry a sword whose blade is of infernal ice that can never melt and which inflicts burning wounds that later turn white and waxy and eventually turn black and rot unless cured by magic. He may also use any other weapons. He will not wear armor.

DANTALION: "The Duke of Faces"

Base Chance: 82% **Lesser Spirits:** 36%

Description: Dantalion appears in whatever human form he desires to put on and will wear the face of any man or woman in an ever changing pattern or he may be compelled by the summoner to wear only one face. In his right hand he carries a heavy book in which are written all the thoughts of all men or women who have ever been and only Dantalion can read the book.

Talents, Skills, and Magic: Dantalion is a mighty mage of the College of the Mind. He possesses the following Skills: Assassin, Beast Master, Courtesan, Healer, Spy. He knows the Generic and Individual True Names of all things, the thoughts of all beings and all that has been or will be. He cannot speak of these things, however, and any attempt at compelling him will lead to his return to his own plane.

Movement Rates: Running: 400 yards per minute.

PS: 20	**MD:** 22	**AG:** 21	**MA:** 30
EN: 20	**FT:** 30	**WP:** 35	**PC:** 26
PB: 23	**TMR:** 8	**NA:** 2 DP per Strike.	

Weapons: Dantalion has no natural weapons and is treated as a human for purposes of unarmed combat. He may bear any weapons or wear armor, but prefers not to do so since this makes it harder for him to alter his shape at will.

Comments: Dantalion has great power, but there are limits placed on its use. He can employ his powers, but never pass them on. He can reveal the things he discovers as a result of his powers, but the knowledge which enables him to exercise those powers is forever hidden. He may never teach magic or Skills. He can never prophesy for others.

ELIGOS: "The Knightly Duke" MR 60

Base Chance: 55% **Lesser Spirits:** 60%

Description: Eligos appears in the form of a goodly knight in black armor and riding a dark warhorse. In his right hand he carries a banner on a lance. It bears a legend which cannot be read except from another dimension. In his left hand he holds a curling serpent with ruby scales whose venom is acid.

Talents, Skills, and Magic: Eligos is a practitioner of the arts of the College of Necromantic Conjurations. He possesses the following Skills: Assassin, Beast Master, Mechanician, Military Scientist, Ranger and Spy. He has the ability to predict with 25% accuracy when and how wars will come and battles will be lost and won. he can discover all things hidden within 25 feet of him.

Movement Rates: Running: 350 yards per minute.

PS: 28	**MD:** 24	**AG:** 25	**MA:** 29
EN: 26	**FT:** 35	**WP:** 31	**PC:** 28
PB: 13	**TMR:** 7	**NA:** 3 DP per Strike.	

Weapons: Eligos has no natural weapons. He is armed with a lance, sword, mace, battle axe and sabre. The sabre is envenomed.

Comments: Eligos is a great leader of men and inspires his allies whenever he enters battle. No one allied with Eligos will ever flee from combat so long as he is present.

FURCALOR: "Duke of the Waters" MR 39

Base Chance: 68% **Lesser Spirits:** 30%

Description: Furcalor appears as a humanoid with gryphon's wings and green, scaly skin. His hair is like seaweed and he smells of death and the sea. His voice is a whisper and is compelling when he suggests action to men.

Talents, Skills, and Magic: Furcalor is a practitioner of the College of Water Magics. He possesses the following Skills: Astrologer, Beast Master, Merchant, Navigator. He has the power to command the beasts of the sea and to gather great storms at sea, but he has no power away from water. He breathes both water and air.

Movement Rates: (yards per minute): Fly: 600; Swim: 200.

PS: 27	**MD:** 25	**AG:** 24	**MA:** 33
EN: 27	**FT:** 35	**WP:** 35	**PC:** 28
PB: 11	**TMR:** 12/4	**NA:** 4 DP per Strike.	

Weapons: Furcalor has no natural weapons. He is treated as a human for purposes of unarmed combat. He may wear specially tailored armor (to fit around his wings) and may employ any weapons.

Comments: Furcalor is obsessed with slaying men by drowning them and he will pursue his calling ruthlessly at every opportunity unless bound by his summoner. He may only be summoned when the summoner is at sea or near the ocean.

FURCAS: "The Reaping Duke" MR 72

Base Chance: 72% **Lesser Spirits:** 20%

Description: Furcas appears in the guise of a cruel old man with a long, plaited beard, dressed in pale armor and riding a pale horse. In his hand he carries a scythe with which he cuts down those he wishes to torment, for those who fall to his scythe become his slaves and serve him in his own dimension. He speaks harshly and is ever preceeded by a sound like the rattling of old bones.

Talents, Skills, and Magic: Furcas is a master of the College of Necromantic Conjurations. He possesses the following Skills: Alchemist Assassin, Astrologer, Merchant, Military Scientist, Navigator, Spy.

Movement Rates: Running: 300 yards per minute.

PS: 23	**MD:** 25	**AG:** 24	**MA:** 29
EN: 24	**FT:** 36	**WP:** 35	**PC:** 24
PB: 12	**TMR:** 6	**NA:** 2 DP per Strike.	

Weapons: Furcas has no natural weapons, but can call his scythe to him from other dimensions at will. The Scythe has a BC of 40%. It does +8 damage and is Rank 10. It is a two-handed weapon. Only Furcas can wield the Scythe. He may use other weapons as well.

GREMORY: "The Duke of Songs" MR 76

Base Chance: 76% **Lesser Spirits:** 26%

Description: Gremory appears as a beautiful woman with flowing auburn hair riding on a camel. He wears a fillet of white gold and robes of black velvet trimmed in threads of white gold. His voice is rich and melodic.

Talents, Skills, and Magic: Gremory is a master of the College of Illusions. He possesses the following Skills: Assassin, Merchant, Courtesan, Healer, Spy, Thief, Troubador. He can procure the love of women and can discover the location of treasures that are hidden within 50 feet of him. He knows the events of the past, present and future to a small degree and will prophesy for gain (15% accuracy).

Movement Rates: Running: 300 yards per minute.

PS: 20	**MD:** 28	**AG:** 29	**MA:** 30
EN: 19	**FT:** 30	**WP:** 36	**PC:** 31
PB: 28	**TMR:** 6	**NA:** 2 DP per Strike.	

Weapons: Gremory has no natural weapons. He is treated as a human for purposes of unarmed combat. He always carries envenomed knives on his person and rings full of poison on his fingers. His poisons are extremely swift-acting (10 hits per pulse on the average). He will not wear armor, but may agree to carry gilded weapons.

Comments: Gremory is a lover of beautiful women and will prophesy, speak of the past, seek treasure or any other thing desired by the summoner in exchange for the love of a comely young woman. Gremory usually tires of such liasons after a few months, however, and then may release his lover and return her to her own plane or may devour her.

GUSION: "The Wise Duke" MR 54

Base Chance: 54% **Lesser Spirits:** 40%

Description: Gusion appears in the guise of a mature and strong man in a saffron robe. He speaks softly and his advice always seems good in consequence.

Talents, Skills, and Magic: Gusion is a master of the College of the Mind. He possesses the following Skills: Alchemist, Astrologer, Healer, Mechanician, Merchant, Military Scientist. He has the power to reconcile all but sworn enemies. He has knowledge of past events and can say what is happening at any moment in places that are far away. He can also see dimly into the future.

Movement Rates: Running: 300 yards per minute.

PS: 23	**MD:** 25	**AG:** 24	**MA:** 29
EN: 21	**FT:** 30	**WP:** 32	**PC:** 21
PB: 18	**TMR:** 6	**NA:** 2 DP per Strike.	

Weapons: Gusion has no natural weapons. He is treated as a human for purposes of unarmed combat. He will not wear armor, but will employ any weapons provided by the summoner.

Comments: Gusion's knowledge is never perfect. He only catches glimpses of events past, present and future and one can easily be misled by him, but he will always tell the truth as he knows it.

HAVRES: "The Leopard Duke" MR 78

Base Chance: 78% **Lesser Spirits:** 36%

Description: Havres first appears as a leopard with blazing eyes, but this is an insubstantial form. At the command of the

summoner, he will adopt the form of a dark man dressed in the skin of a leopard and with a terrible face and eyes which blaze with tongues of fire.

Talents, Skills, and Magic: Havres is a master of the College of Fire Magics. He possesses the following Skills: Assassin, Beast Master, Ranger. Havres has the power to create illusory fires which will destroy those who believe them to be real, but will do no harm to those who successfully disbelieve them. He knows something of the past, present and future and can see into places where there is/was/will be fire.

Movement Rates: Running: 400 yards per minute.

PS: 30	**MD:** 25	**AG:** 32	**MA:** 30
EN: 28	**FT:** 36	**WP:** 33	**PC:** 34
PB: 8	**TMR:** 8	**NA:** 3 DP per Strike.	

Weapons: Havres has no natural weapons and is treated as a human for purposes of unarmed combat. He may carry weapons at the summoner's request. He will not wear armor.

Comments: Havres normally has only a 10% chance of accurately telling of past or future events or events which are happening far away, but if these events are happening close to fire, his chances improve greatly. The larger the fire and the closer it is to the event, the better Havres chances of seeing the event.

MURMUR: "Duke of Thrones"

Base Chance: 75% **Lesser Spirits:** 30%

Description: Murmur appears as a warrior in green armor, riding on a gryphon and wearing a ducal crown. He is preceded by shades blowing trumpets.

Talents, Skills, and Magic: Murmur is a practitioner of the arts of the College of Necromantic Conjurations. He possesses the following Skills: Alchemist, Assassin, Astrologer, Beast Master, Healer, Mechanician, Merchant, Military Scientist, Navigator. He also possesses the power to make the dead appear before the summoner and speak to him of their lives and deaths and to answer the questions he may put to them.

Movement Rates: Running: 350 yards per minute.

PS: 27	**MD:** 23	**AG:** 25	**MA:** 29
EN: 23	**FT:** 35	**WP:** 33	**PC:** 31
PB: 15	**TMR:** 7	**NA:** 3 DP per Strike.	

Weapons: Murmur has no natural weapons. He is treated as a human for purposes of unarmed combat. He usually carries a heavy war hammer, a shield and a brace of knives.

SALLOS: "The Mighty Duke"

Base Chance: 57% **Lesser Spirits:** 30%

Description: Sallos appears as a mighty knight in silver armor mounted on a crocodile and wearing a ducal crown on his head. He comes in peace, though, and will fight only with reluctance.

Talents, Skills, and Magic: Sallos is a practitioner of the arts of the College of Ensorcelments and Enchantments. He possesses the following Skills: Beast Master, Healer, Military Scientist, Ranger, Troubador. He has the talent to inspire love between men and women.

Movement Rates: Running: 300 yards per minute.

PS: 24	**MD:** 25	**AG:** 25	**MA:** 29
EN: 26	**FT:** 34	**WP:** 32	**PC:** 31
PB: 21	**TMR:** 6	**NA:** 3 DP per Strike.	

Weapons: Sallos has no natural weapon. He is armed with a sword and a main gauche.

Comments: Sallos would rather drink and wench than fight and kill and is, perhaps, something of a coward. Once in combat, though, he will not flee until all his enemies are dead.

UVALL: "Duke of Sands and Wastes"

Base Chance: 70% **Lesser Spirits:** 37%

Description: Uvall appears first as a large black dromedary. At the command of the summoner, he will leave this insubstantial form and adopt the form of a man garbed in flowing robes and burned dark, like one of the wild dwellers in the wastelands. His voice is always hushed and he speaks with menace.

Talents, Skills, and Magic: Uvall is a practitioner of the arts of the College of Illusions. He possesses the following Skills: Alchemist, Assassin, Beast Master, Merchant, Ranger, Spy, Thief. He has the power to procure for the summoner the love of women. He also can cause others to love the summoner and become devoted to him.

Movement Rates: Running: 350 yards per minute.

PS: 25	**MD:** 26	**AG:** 27	**MA:** 30
EN: 24	**FT:** 38	**WP:** 35	**PC:** 34
PB: 13	**TMR:** 7	**NA:** 3 DP per Strike.	

Weapons: Uvall has no natural weapons. He is treated as a human for purposes of unarmed combat. He usually comes armed with a scimitar, spear and a brace of sharp throwing knives which break when they enter the victim's body and leave splinters that must be removed or they will burrow their way to the heart and kill the victim in D10+3 days.

Comments: Uvall has a small knowledge of the past, present and future of things and can be persuaded to speak (with 20% accuracy) by a gift of a young boy to serve him on his own plane. He is cunning and evil and will attempt to betray the summoner even when bound, though he will not directly attack him.

VALEFOR: "The Duke of Thieves"

Base Chance: 52% **Lesser Spirits:** 10%

Description: Valefor appears as a mountain lion with the head of an ass. He has a sharp, braying voice and an unpleasant manner.

Talents, Skills, and Magic: Valefor is a practitioner of the College of Ensorcelments and Enchantments. He possesses the following Skills: Assassin, Ranger, Spy and Thief. He sometimes represents himself as the god of thieves and the EP cost to learn the thief skill is halved if the skill is learned from Valefor.

Movement Rates: Running: 400 yards per minute.

PS: 30	**MD:** 4	**AG:** 32	**MA:** 33
EN: 29	**FT:** 36	**WP:** 35	**PC:** 35
PB: 4	**TMR:** 8	**NA:** 4 DP per Strike.	

Weapons: Valfor may bite in Close Combat with a BC of 25% of doing +1 damage. His bite is Rank 3. He may also use his claws in Melee or Close Combat with a BC of 45%. He does +2 damage with claws in Melee and +4 in Close Combat. His claws are Rank 5. He may not wear armor or employ man-made weapons.

Comments: Valefor will always counsel theft even where it involves stealing from companions and friends. He cannot be broken of that habit, no matter how he is bound. His advice will tend to be persuasive. Further, he will steal objects from castles or inns where his summoner might stay and secret them in the summoner's belongings.

VAPULA: "The Lion Duke"

Base Chance: 77% **Lesser Spirits:** 36%

Description: Vapula appears as a tawny lion with the wings of a gryphon and a red mane. He has great green eyes which seem full of wisdom and his voice is a quiet rumbling.

Talents, Skills, and Magic: Vapula is a member of the College of Earth Magics. He possesses the following Skills: Beast Master, Healer, Ranger.

Movement Rates: Running: 400 yards per minute.

PS: 35	**MD:** 4	**AG:** 30	**MA:** 32
EN: 28	**FT:** 36	**WP:** 34	**PC:** 31
PB: 18	**TMR:** 8	**NA:** 4 DP per Strike.	

Weapons: Vapula may bite in Close Combat with a BC of 40% of doing +4 damage. His bite is Rank 5. Vapula may also use claws in Melee and Close Combat. He has a BC of 45% with claws in Melee and a BC of 55% with claws in Close Combat. His claws do +6 damage and are Rank 8. He may not wear armor or employ weapons.

VEPHAR: "The Sea Duke" MR 69

Base Chance: 69% **Lesser Spirits:** 29%

Description: Vephar appears as a mermaid with emerald scales trimmed in silver and seaweed tangled in his hair. He may also appear at times to be a beautiful woman, but this shape is insubstantial and is used only to lure sailors to their deaths. His fingers are webbed and he has small gills behind his ears.

Talents, Skills, and Magic: Vephar is a master of the College of Illusions. He possesses the following Skills: Beast Master, Courtesan, Navigator. He can raise great storms at sea by willing it. Vephar also has the ability to cause horrible wounds by looking upon a man. These will appear as gashes, but will putrefy and fill with worms and within three days the victim will die unless cured by magic.

Movement Rates: Swimming: 600 yards per minute.

PS: 12	**MD:** 19	**AG:** 18	**MA:** 30
EN: 18	**FT:** 30	**WP:** 34	**PC:** 26
PB: 28	**TMR:** 12	**NA:** 4 DP per Strike.	

Weapons: Vephar has no natural weapons and is treated as a human for purposes of unarmed combat. He may not wear armor, but may employ weapons.

Comments: Vephar cannot exit the sea. he becomes totally insubstantial and melts into his own plane if he attempts to do so. He can guide ships through any waters (even in the absence of sun and stars) and will always do so at the summoner's request.

ZEPAR: "The Red Duke" MR 60

Base Chance: 60% **Lesser Spirits:** 26%

Description: Zepar appears as a slight warrior with a clubfoot dressed all in red armor. He is of a dark mein and speaks in a grating voice filled with contempt for all who inhabit this plane

Talents, Skills, and Magic: Zepar is a practitioner of the arts of the College of Illusions. He possesses the following Skills: Alchemy, Assassin, Merchant, Military Scientist, Spy and Troubador. He is able to cause women to fall in love with men and so allow themselves to be seduced. His touch, however, makes women barren.

Movement Rates: Running: 350 yards per minute.

PS: 18	**MD:** 29	**AG:** 28	**MA:** 30
EN: 26	**FT:** 35	**WP:** 32	**PC:** 28
PB: 13	**TMR:** 7	**NA:** 3 DP per Strike.	

Weapons: Zepar has no natural weapons. He is treated as a human for purposes of unarmed combat. He may carry a variety of weapons, but all will be smeared with foul venom which inflicts horrible scarring injuries that may only be cured by magic. Zepar's envenomed weapons do 2 points of damage per hour to Fatigue or Endurance as a result of their poisonous coating.

Comments: Zepar is an unfaithful servant who always resents his summoner's ability to bring and hold him in this plane. He will make common cause with his summoner's enemies if they promise to return him to his own dimension, even if he is bound. However, when bound, he cannot directly attack his summoner and must act with guile.

2. Ritual of Summoning Demonic Princes (R-2)

This ritual is used to summon the following demons from the seventh plane: Gaap, Ipos, Orobas, Seir, Sitri, Stolas, Vassago. These demons may be summoned at any time of the day.

The only Shield that will protect against the possibility of backfire while summoning Princes is a disk of hammered tin inscribed with the names and symbols of the Princes of the seventh plane. This Shield may only be manufactured by a Shaping mage. It weighs 3 pounds and the average cost of manufacture will be 3000+ Silver Pennies. It takes about three months to manufacture. The Experience Multiple for this ritual is 350.

GAAP: "The Servant Prince" MR 66

Base Chance: 52% **Lesser Spirits:** 66%

Description: Gaap appears as a man dressed in animal skins and accoutered for war. He is bronzed (as if by the sun) and looks to be a man of the wilderness. Behind him come the insubstantial shades of four princes whom he appears always to serve and guide.

Talents, Skills, and Magic: Gaap is a master of the College of Ensorcelments and Enchantments. He possesses the following Skills: Alchemist, Assassin, Beast Master, Healer, Mechanician, Navigator, Ranger, Spy, Thief. He has the power to break the ties between a magician and his familiar and to send the familiar back to whence he came. He can teleport beings within their plane by willing it.

Movement Rates: Running: 350 yards per minute.

PS: 28	**MD:** 26	**AG:** 27	**MA:** 31
EN: 28	**FT:** 36	**WP:** 33	**PC:** 35
PB: 12	**TMR:** 7	**NA:** 3 DP per Strike.	

Weapons: Gaap has no natural weapons. He is treated as human for purposes of unarmed combat. However, see below. Gaap may wear no armor. He carries any weapons the summoner provides.

Comments: Those who touch Gaap will have their senses stolen for a number of minutes equal to D100. Thereafter, they will awaken to find that they love that which they formerly hated and hate that which they once loved. The effect of Gaap's touch will last until dispelled by magic.

IPOS: "The Prince of Fools" MR 49

Base Chance: 49% **Lesser Spirits:** 36%

Description: Ipos appears as an angel with a lion's head, the feet of a goose and the tail of a hare. He has a sweet voice and is an accomplished musician.

Talents, Skills, and Magic: Ipos is a master of the College of Illusions. He possesses the following Skills: Healer, Spy, Thief and Troubador. He can speak truely of what has happened or is about to happen in a place he occupies. He has the talent of making men bold and will use this talent no matter how he is bound. Those affected by the talent add 10 to their Willpower in the presence of Ipos.

Movement Rates: (yards per minute): Run: 200; Fly: 400

PS: 24	**MD:** 21	**AG:** 18	**MA:** 34
EN: 26	**FT:** 35	**WP:** 38	**PC:** 29
PB: 11	**TMR:** 4/8	**NA:** 4 DP per Strike.	

Weapons: Ipos bites for +2 damage in Close Combat. He has a BC of 45% with his bite. It is Rank 4. Ipos will not wear armor. He will carry any weapons provided by the summoner.

Comments: Ipos makes *all* men in his presence bold (not merely the summoner and friends) when he uses his talent. Further, men are more likely to fight than talk when they are in the presence of Ipos and come among strangers. Those affected by Ipos talent will never flee danger and will fight to the death.

OROBAS: "The Equine Prince" MR 65

Base Chance: 65% **Lesser Spirits:** 20%

Description: Orobas appears in the form of a great black stallion with a carmine main and flowing carmine tail. His hooves are silver and sharpened like those of a warhorse. He speaks in the squeeling voice of a horse.

Talents, Skills, and Magic: Orobas is a practitioner of the arts of the College of Naming Incantations. He possesses the following Skills: Beast Master, Healer, Navigator, Ranger, Spy, Thief. Orobas knows the Generic and Individual True Names of all things of this plane. He will gladly permit the summoner to acquire these names, but will provide them to no one else.

Movement Rates: Running: 500 yards per minute.

PS: 45	**MD:** 20	**AG:** 20	**MA:** 30
EN: 30	**FT:** 35	**WP:** 32	**PC:** 31
PB: 24	**TMR:** 10	**NA:** 4 DP per Strike.	

Weapons: Orobas may bite for +2 damage in Close Combat. His BC for biting is 30% and his bite is Rank 2. He may use his hooves to strike in Melee Combat or to trample in Close Combat. They have a BC of 40% in Melee and do +3 damage. In Close Combat they have a BC of 55% and do +6 damage. They are Rank 6. Orobas will wear the barding of a warhorse if the summoner provides it. He uses no weapons.

Comments: Orobas is a faithful retainer and, once bound, will look after the summoner's well being as if it were his own. He will be especially careful to protect the summoner from the powers and whiles of other demons or spirits the summoner may encounter. He will even permit the summoner to ride him as a horse.

SEIR: "The Willing Prince" MR 75

Base Chance: 75% **Lesser Spirits:** 26%

Description: Seir appears as a handsome man with hair the color of corn and eyes like ice riding a silver stallion with gryphon wings. He speaks with a soft and cheerful voice and is of a good nature and always amenable to the desires of the summoner.

Talents, Skills, and Magic: Seir is a practitioner of the College of Air Magics. He possesses the following Skills: Astrologer, Healer, Merchant, Navigator, Spy, Troubador. He has knowledge of all thefts and can sometimes tell where the loot is hidden. He can pass over the entire earth at the twinkling of an eye and can carry others with him. He brings abundance of things in his wake.

Movement Rates: Running: 350 yards per minute.

PS: 25	**MD:** 22	**AG:** 26	**MA:** 29
EN: 24	**FT:** 32	**WP:** 31	**PC:** 32
PB: 23	**TMR:** 7	**NA:** 3 DP per Strike.	

Weapons: Seir has no natural weapons. He is treated as a human for purposes of unarmed combat. Seir will not wear armor or carry any weapons except a quarterstaff.

Comments: Characters in the company of Seir and his summoner will always experience a flood of good luck so far as physical objects are concerned. The average value of treasure they may acquire will be 10% greater than what they may acquire when not in company with Seir.

SITRI: "The Beautiful Prince" MR 60

Base Chance: 47% **Lesser Spirits:** 60%

Description: Sitri appears as a large, muscular man with the head of a leopard and the wings of a gryphon. He may also appear in insubstantial form as a man who is unbearably beautiful and well-formed or as a lovely woman of sensual mein.

Talents, Skills, and Magic: Sitri is a master of the College of Illusions. He possesses the following Skills: Assassin, Beast Master, Courtesan, Spy, Thief, Troubador. Sitri has the power to enflame men and women with the love of each other and to cause them to show themselves naked and frolic with one another in unseemly ways.

Movement Rates: (yards per minute): Run: 350; Fly: 400.

PS: 30	**MD:** 25	**AG:** 26	**MA:** 33
EN: 28	**FT:** 35	**WP:** 34	**PC:** 25
PB: 35	**TMR:** 7/8	**NA:** 3 DP per Strike.	

Weapons: Sitri may bite during Close Combat with a BC of 45% and +2 damage. His bite is Rank 4. Sitri will wear armor if the summoner has it specially made for him and will use any weapons provided.

Comments: Sitri is a lover of all things carnal and will not be prevented from encouraging carnal activity or using his special talents, no matter how he is bound.

STOLAS: "The Raven Prince" MR 54

Base Chance: 54% **Lesser Spirits:** 26%

Description: Stolas appears as a massive raven with talons of silver and eyes rimmed with red. He speaks with a cracked and horrible voice.

Talents, Skills, and Magic: Stolas is a mage of the College of Air Magics. He possesses the following Skills: Assassin, Beast Master, Navigator, Spy, Thief. He knows the magical powers and virtues of all herbs and stones and will speak the truth about these when requested to do so.

Movement Rates: Flying: 500 yards per minute.

PS: 14	**MD:** 6	**AG:** 12	**MA:** 29
EN: 21	**FT:** 28	**WP:** 32	**PC:** 34
PB: 13	**TMR:** 10	**NA:** 3 DP per Strike.	

Weapons: Stolas has a BC of 40% of doing +1 damage in Close Combat with his beak. It is Rank 4. He has a BC of 45% of doing +3 damage in Close Combat with his talons. They are Rank 6. Stolas cannot wear armor or use weapons.

VASSAGO: "Prince of Prophecy" MR 45

Base Chance: 45% **Lesser Spirits:** 26%

Description: Vassago appears as an aged man riding a crocodile and carrying on his right wrist a Goshawk. His eyes are hollow and see into other dimensions, but he is blind in this dimension.

Talents, Skills, and Magic: Vassago is a mage of the College of Naming Incantations. He possesses the following Skills: Alchemist, Healer, Troubador. Vassago has the ability to locate things which have been hidden or lost if he is within 100 feet of them. He also knows all Generic and Individual True Names, but is reluctant to tell these names except to save the life of the summoner.

Movement Rates: Running: 150 yards per minute.

PS: 12	**MD:** 13	**AG:** 13	**MA:** 35
EN: 17	**FT:** 28	**WP:** 37	**PC:** 19
PB: 12	**TMR:** 3	**NA:** 2 DP per Strike.	

Weapons: Vassago has no natural weapons. He is treated as a human for purposes of unarmed combat. Vassago cannot wear armor or use weapons.

Comments: There is only a 40% chance that Vassago will reveal a True Name in the absence of physical danger to the summoner. There is only a 50% chance that he will willingly tell the location of a hidden or lost object. He may be compelled to speak of these things through the performance of a Ritual of True Speaking.

3. Ritual of Summoning Demonic Presidents (R-3)

This ritual is used to summon the following demons from the seventh plane: Avnas, Buer, Camio, Foras, Haagenti, Labolas, Malphas, Marbas, Volac and Voso. These demons may only be summoned during daylight.

The only shield that will protect against the possibility of backfire while summoning Presidents is a disk of base metal (other than cold iron) coated with quicksilver. This shield may only be manufactured by a Shaping mage. It weighs 3 pounds and the average cost to manufacture will be 4000+ Silver Pennies. It takes about four months to manufacture. The Experience Multiple for this ritual is 450.

AVNAS: "President of Fire" MR 50

Base Chance: 50% **Lesser Spirits:** 36%

Description: Avnas appears as a pillar of fire and smoke. Those who look into the flames can see the panorama of the history of other dimensions and can sometimes read the events of their own plane and even their own future. At the command of the summoner, Avnas will abandon this insubstantial form and take on the form of a small withered brown man.

Talents, Skills, and Magic: Avnas is a mage of the College of Fire. He possesses the following Skills: Alchemist, Astrologer, Healer, Mechanician, Merchant, Navigator. Avnas can locate any treasure that is guarded by spirits, ghosts or other undead and that is within 500 feet of him.

Movement Rates: Running: 350 yards per minute.

PS: 14	**MD:** 26	**AG:** 21	**MA:** 38
EN: 19	**FT:** 30	**WP:** 40	**PC:** 33
PB: 12	**TMR:** 7	**NA:** 2 DP per Strike.	

Weapons: Avnas has no natural weapons. He is treated as a human for purposes of unarmed combat. He may not wear armor or use weapons.

Comments: Avnas may be ordered to take form as a pillar of fire at any time. However, in that state, he cannot act on this plane and his fire will not burn those who touch it. It will instead feel cold and dead and those who touch it will see their own death.

BUER: "The Star President" MR 37

Base Chance: 37% **Lesser Spirits:** 50%

Description: Buer appears always as a Centaur, armed with a great bow. His skin is silver and shimmers like starlight. His hair is all white and his eyes are the color of Mars.

Talents, Skills, and Magic: Buer is a master of the College of Celestial Magics. He possesses the following Skills: Healer, Navigator, Ranger, Troubador. Buer's touch can heal all hurts and diseases, especially those which have been caused by magic. He is a great teacher of languages and will freely pass on his knowledge to others.

Movement Rates: Running: 500 yards per minute.

PS: 38	**MD:** 25	**AG:** 28	**MA:** 30
EN: 25	**FT:** 35	**WP:** 33	**PC:** 32
PB: 19	**TMR:** 10	**NA:** 4 DP per Strike.	

Weapons: Buer uses weapons as a man. In addition, his hooves do +4 damage in Close Combat due to trampling. The BC for use of hooves is 60%. They are Rank 8. Buer may use any weapons, but may not wear armor.

CAMIO: "The Thrush President"

Base Chance: 47% **Lesser Spirits:** 30%

Description: Camio first appears as a small thrush, but then leaves this insubstantial form and takes on that of a yellow-skinned man. He carries in his hand a sharp sword smeared with venom. He does not speak, but is, nonetheless, a great disputer. His words appear before his hearers as letters written in the air with fiery coals.

Talents, Skills, and Magic: Camio is a member of the College of Fire. He possesses the following Skills: Beast Master, Healer, Ranger, Spy, Thief. Camio is a great linguist and will willingly teach his summoner the languages of birds and mammals and also teach him to understand what has passed in a place by reading the speech of running waters.

Movement Rates: Running: 400 yards per minute.

PS: 18	**MD:** 23	**AG:** 26	**MA:** 35
EN: 24	**FT:** 35	**WP:** 38	**PC:** 36
PB: 14	**TMR:** 8	**NA:** 2 DP per Strike.	

Weapons: Camio has no natural weapons. He is treated as a human for purposes of unarmed combat. Camio will wear any armor provided by the summoner and will carry other weapons, but will not use them unless his sword is damaged.

Comments: Camio will always give true answers to all things.

FORAS: "President and Lord of Seekers" MR 92

Base Chance: 42% **Lesser Spirits:** 29%

Description: Foras appears in the form of a strong man, unarmed and mild seeming.

Talents, Skills, and Magic: Foras is a master of the College of Illusion. He possesses the following Skills: Astrologer, Healer, Mechanician, Merchant, Navigator, Troubador. He has the power to make men temporarily invisible. He is a linguist and a teacher of language. He also has the ability to discover things hidden (especially treasure) if he is within 50 feet of them.

Movement Rates: Running: 350 yards per minute.

PS: 33	**MD:** 28	**AG:** 28	**MA:** 32
EN: 27	**FT:** 35	**WP:** 34	**PC:** 27
PB: 23	**TMR:** 7	**NA:** 3 DP per Strike.	

Weapons: Foras has no natural weapons. He is treated as a human for purposes of unarmed combat. Foras will wear any armor provided by the summoner and will carry and use weapons.

Comments: Foras will grant long life (triple life span) to those who will worship him and know no other gods or converse with other demons. As a teacher he may pass on Skills at the rate of one hour being equal to one month of training under any human teacher and at half the normal EP cost.

HAAGENTI: "The Winged President" MR 54

Base Chance: 45% **Lesser Spirits:** 33%

Description: Haggenti at first appears as a red bull with a Gryphon's wings and horns tipped in gold, but this form is insubstantial and at the command of the summoner he will put on the shape of a red man with black hair.

Talents, Skills, and Magic: Haagenti is a mighty member of the College of Ensorcelments and Enchantments. He possesses the following Skills: Alchemist, Healer, Merchant, Navigator. Haagenti can change wine into water and water into wine with a touch. He can also transmute all metals into gold with a touch. One hour spent learning alchemy under the tutelage of Haagenti is the equivalent of two months learning from a human. The EP cost to achieve Rank with this skill is halved (round down) when taught by Haagenti.

Movement Rates: Running: 350 yards per minute.

PS: 40	**MD:** 25	**AG:** 23	**MA:** 35
EN: 28	**FT:** 40	**WP:** 38	**PC:** 24
PB: 13	**TMR:** 7	**NA:** 4 DP per Strike	

Weapons: Haagenti has no natural weapons. He is treated as a human for purposes of unarmed combat. Haagenti will wear armor and use weapons provided by the summoner.

Comments: Haagenti's office is to make men wise and he will instruct anyone (not merely the summoner) and demand no fee if the lesson is well-learned, but will become enraged if he feels that the pupil has been lax and will turn on him and rend him with his powerful hands.

MR96

LABOLAS: "President and Master of Murderers"

Base Chance: 40% **Lesser Spirits:** 36%

Description: Labolas always appears in the form of a winged mastiff. His wings are always those of a Griffon and bear him at great speeds. His mouth is covered in froth from his slavering and gnashing of teeth.

Talents, Skills, and Magic: Labolas is a member of the College of Illusions. He possesses the following Skills: Assassin, Beast Master, Military Scientist, Ranger, Spy, Thief. He can teach any Skill of which he is possessed in an hour at no EP cost, but demands as his reward a life. If the offering is not pleasing to him, he will take the life of the summoner instead. He prefers human lives to all others.

Movement Rates: Running: 350 yards per minute; Flying: 500 yards per minute.

PS: 18	**MD:** 3	**AG:** 15	**MA:** 32
EN: 19	**FT:** 30	**WP:** 34	**PC:** 31
PB: 2	**TMR:** 7/10	**NA:** 4 DP per Strike.	

Weapons: Labolas may bite in Close Combat with a BC of 50%. He does +2 damage and his bite is Rank 8. The bite of Labolas always becomes infected. Labolas may never wear armor or carry or use weapons.

Comments: Labolas is capable of reconciling enemies when he so desires, but prefers strife and bloodshed. His psychic life requires manslaughter and he will seek to promote it at every opportunity, even among the summoner's family and companions.

MALPHAS: "President of Deceivers"

MR69

Base Chance: 45% **Lesser Spirits:** 40%

Description: Malphas appears as a large crow, but this form is insubstantial and will melt away at the summoner's request to reveal the form of a dark man dressed in black velvet studded with precious gems. His voice will be rough, but deep and compelling.

Talents, Skills, and Magic: Malphas is a member of the College of Celestial Magics. He possesses the following Skills: Alchemist, Assassin, Beast Master, Merchant, Ranger, Spy, Thief. He is also a master of spoken and written language. He knows the art of magically raising houses and high towers. He also knows the secret desires of the summoner's enemies and will reveal those thoughts upon request.

Movement Rates: Running: 350 yards per minute.

PS: 26	**MD:** 25	**AG:** 27	**MA:** 29
EN: 25	**FT:** 35	**WP:** 30	**PC:** 30
PB: 18	**TMR:** 7	**NA:** 2 DP per Strike.	

Weapons: Malphas has no natural weapons. He is treated as a human for purposes of unarmed combat. Malphas will refuse to wear armor. However, he will use any weapons provided by the summoner.

Comments: Malphas will deceive the summoner knowingly and willfully unless compelled to tell the truth by a Ritual of True Speaking.

MR63

MARBAS: "President and Master of the Seal"

Base Chance: 35% **Lesser Spirits:** 36%

Description: Marbas first appears as a tawny lion with a black mane and bloody muzzle, but this form is insubstantial. Upon the order of the summoner, he will adopt the guise of a golden-skinned man with a shock of black hair.

Talents, Skills, and Magic: Marbas is a master of the College of Illusions. He possesses the following Skills: Alchemist, Mechanician, Merchant, Military Scientist. He has the power to inflict on men rotting diseases by the merest touch. He also may change the shape of men by his touch so that they become as wolves or bears. He has knowledge of many of the secrets of the universe.

Movement Rates: Running: 350 yards per minute.

PS: 26	**MD:** 29	**AG:** 24	**MA:** 29
EN: 26	**FT:** 38	**WP:** 32	**PC:** 25
PB: 16	**TMR:** 7	**NA:** 2 DP per Strike.	

Weapons: Marbas has no natural weapons. He is treated as a human for purposes of unarmed combat. Marbas will wear any armor and use any weapons provided by the summoner.

Comments: Marbas is a speaker of truth and will never knowingly deceive his summoner. He knows the Generic True Names of all things and knows the Individual True Names of many beings who are wealthy and famous.

VOLAC: "The Dragon President"

MR83

Base Chance: 52% **Lesser Spirits:** 38%

Description: Volac appears as a child with the wings of an angel riding on the back of an infernal two-headed red dragon. He speaks with a high pitched and silly voice, but his words are always true, if not wise.

Talents, Skills, and Magic: Volac is a practitioner of the College of Naming Incantations. He possesses the following Skills: Beast Master, Ranger, Spy, Thief, Troubador. He can locate treasure hidden anywhere within 25 feet of him. Volac can also call serpents and cause them to obey him once they have arrived. Volac knows and will tell the Generic True Names of all things.

Movement Rates: (yards per minute): Run: 250; Fly: 500.

PS: 11	**MD:** 18	**AG:** 17	**MA:** 36
EN: 18	**FT:** 30	**WP:** 39	**PC:** 35
PB: 26	**TMR:** 5/10	**NA:** 2 DP per Strike.	

Weapons: Volac has no natural weapons. He is treated as a human for purposes of unarmed combat. He may use weapons, but will not wear armor.

VOSO: "The Leopard President"

MR94

Base Chance: 49% **Lesser Spirits:** 30%

Description: Voso appears as a mighty leopard with terrible green eyes and spots tinged with carmine. He speaks with a cunning voice, the better to fool his victims. He will attempt to devour the summoner unless bound.

Talents, Skills, and Magic: Voso is a great member of the College of Ensorcelments and Enchantments. He possesses the following Skills: Alchemist, Healer, Mechanician and Navigator. He has the power to change a man's form by touch into another form so that his victim does not know that he has been ensorcelled and believes himself always to have had the form given him by Voso. He knows many secrets.

Movement Rates: Running: 500 yards per minute.

PS: 35	**MD:** 4	**AG:** 32	**MA:** 35
EN: 29	**FT:** 36	**WP:** 37	**PC:** 31
PB: 20	**TMR:** 10	**NA:** 4 DP per Strike.	

Weapons: Voso's bite does +2 damage in Close Combat. It has a BC of 45% and is Rank 6. Voso may use his claws in either Melee or Close Combat. They have a BC of 40% in Melee and of 60% in Close Combat and do +4 damage. They are Rank 8. Voso will not use weapons or wear armor.

Comments: Voso knows the Generic and Individual True Names of all things and beings. He will, however, reveal a True Name only if he is provided with a human victim (preferably a maiden or child since their flesh is the most tender). A new victim must be provided for each True Name the summoner wishes to acquire.

4. Ritual of Summoning Demonic Earls (R-4)

This ritual is used to summon the following demons from the seventh plane: Andromalius, Bifrons, Botis, Furfur, Malthus, Marax, Raum and Renove. These demons may be summoned only in woods and hills and only in places that are quiet. They may be summoned at any time of the day or night.

The only shield that will protect against the possibility of backfire while summoning Earls is a disk of hammered bronze inscribed with the names of the Earls of the seventh plane. This shield may be manufactured by Shaping magicians. It weighs three pounds and the average cost to mnaufacture will be 5000+ Silver Pennies. It will take about four months to manufacture. The Experience Multiple for this ritual is 500.

ANDROMALIUS: "Earl of Justice" MA 54

Base Chance: 45% **Lesser Spirits:** 36%

Description: Andromalius appears as a large man of fearsome mean holding a viper in one hand. He dresses all in cloth of gold.

Talents, Skills, and Magic: Andromalius is a member of the College of Naming Incantations. He possesses the following Skills: Alchemist, Astrologer, Beast Master, Healer, Mechanician, Merchant Navigator, Ranger, Spy. He also has the ability to discover any hidden treasure within 200 feet of where he is standing.

Movement Rates: Running: 300 yards per minute.

PS: 26	**MD:** 23	**AG:** 24	**MA:** 29
EN: 25	**FT:** 35	**WP:** 30	**PC:** 33
PB: 13	**TMR:** 6	**NA:** 3 DP per Strike.	

Weapons: Andromalius has no natural weapons. He is treated as a human for purposes of unarmed combat. He will refuse to wear armor, but will use any weapons provided by the summoner.

Comments: Andromalius is dedicated to the punishment of thievery wherever he finds it and to the return of the victims valuables. He will turn on any summoner who attempts to steal while in his company. He may also react in the same manner to underhanded dealing even with non-humanoid beings.

BIFRONS: "Earl of the Dead" MA 83

Base Chance: 38% **Lesser Spirits:** 6%

Description: Bifrons may appear in insubstantial form as a horned monster, but always appears as a handsome young man when fully material.

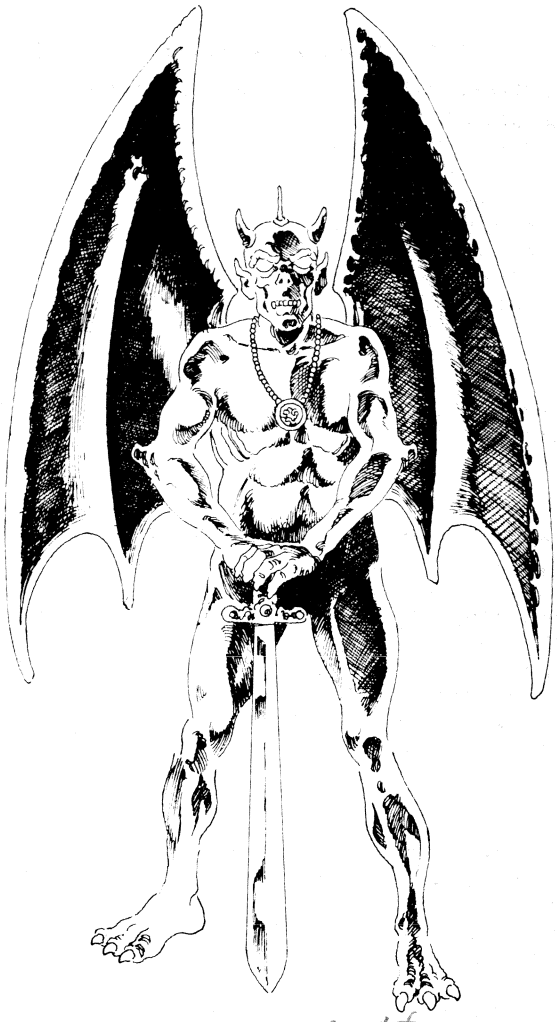
Talents, Skills, and Magic: Bifrons is a member of the College of Necromantic Conjurations. He possesses the following Skills: Alchemist, Assassin, Beast Master, Merchant Ranger, Spy, Thief. He is also a great Navigator and an hour spent learning navigation from Bifrons is equal to a month spent learning the art elsewhere and costs no EP's. Whenever he passes a place of the dead at night candles will appear lit on the graves.

Movement Rates: Running: 350 yards per minute.

PS: 23	**MD:** 26	**AG:** 28	**MA:** 32
EN: 24	**FT:** 31	**WP:** 34	**PC:** 32
PB: 22	**TMR:** 7	**NA:** 3 DP per Strike.	

Weapons: Bifrons has no natural weapons. He is treated as a human for purposes of unarmed combat. Bifrons will wear any armor and use any weapons provided by the summoner. He prefers envenomed weapons.

Comments: Bifrons has the power to make dead bodies appear as they did when they were alive so that it cannot be told that they are dead and corrupted.



BOTIS: "The Ugly Earl" MA 60

Base Chance: 25% **Lesser Spirits:** 60%

Description: Botis will first appear as a large, horrible snake of insubstantial form. At the command of the summoner, he will take on human form, but with great teeth and sharp horns. He will be carrying an envenomed sword.

Talents, Skills, and Magic: Botis is a member of the College of Ensorcelments and Enchantments. He possesses the following Skills: Alchemist, Astrologer, Beast Master, Navigator, Ranger, Spy. He has the power to make all but bitter sworn enemies friendly to each other while in his presence. He also has the ability to tell what has transpired in any place he occupies and part of what will (may) transpire there.

Movement Rates: Running: 350 yards per minute.

PS: 27	**MD:** 24	**AG:** 25	**MA:** 30
EN: 25	**FT:** 35	**WP:** 30	**PC:** 35
PB: 11	**TMR:** 7	**NA:** 3 DP per Strike.	

Weapons: Botis may do +1 damage with his bite in Close Combat with a BC of 35% of hitting his target. His bite is Rank 4. He may make a single horn attack in Close Combat with a BC of 30% of doing +3 damage. His horns are Rank 6. The venom of his sword does 6 damage points per Pulse. He will wear any armor provided and employ other weapons if the summoner desires, but will prefer to use his sword.

FURFUR: "Earl of Storms and Lightning" MA 23

Base Chance: 32% **Lesser Spirits:** 26%

Description: Furfur appears as a hart with a fiery tail. He may also take on an insubstantial form as an angel, but only when forced within a triangle and compelled by a Ritual of True

Speaking to utter truth instead of the falsehoods he prefers. Furfur speaks with a rough and grating voice that is extremely unpleasant.

Talents, Skills, and Magic: Furfur is a master of the College of Air Magics. He possesses the following Skills: Alchemist, Mechanician, Navigator, Ranger, Spy. Furfur can raise thunder and lightnings and cause great storms to form. He also is able to influence men and women to make love and participate in perversions by the sound of his voice.

Movement Rates: Running: 400 yards per minute.

PS: 32	**MD:** 4	**AG:** 28	**MA:** 31
EN: 28	**FT:** 34	**WP:** 32	**PC:** 33
PB: 18	**TMR:** 8	**NA:** 3 DP per Strike.	

Weapons: Furfur may use his horns in Melee or Close Combat and his hooves in Close Combat. His horns have a BC of 45% and do +4 damage. His hooves have a BC of 50% and do +3 damage. They are both Rank 8. Furfur will not use weapons or wear armor.

Comments: Furfur knows many secrets of things that have happened or will happen on the earth, but he will not speak truthfully unless compelled by a Ritual of True Speaking.

MALTHUS: "Earl of Death and Havoc"

Base Chance: 34% **Lesser Spirits:** 26%

Description: Malthus appears in the form of a large, filthy buzzard. His feathers are black as night and his eyes are the color of new blood. He carries about him the smell of carrion.

Talents, Skills, and Magic: Malthus is a mage of the College of Necromantic Conjurations. He possesses the following Skills: Alchemist, Assassin, Beast Master, Mechanician, Military Scientist, Navigator, Spy, Thief. He is a great general and can build strong forts and organize warriors to march and to slaughter and can keep them supplied by his arts when they are in far places.

Movement Rates: (yards per minute): Run: 100; Fly: 500.

PS: 25	**MD:** 10	**AG:** 14	**MA:** 32
EN: 22	**FT:** 33	**WP:** 33	**PC:** 31
PB: 4	**TMR:** 2/10	**NA:** 3 DP per Strike.	

Weapons: Malthus may attack with beak and talons in Close Combat. The BC to Strike with either is 40%. His beak does +1 damage and his talons do +3. both are Rank 5. Malthus may never wear armor or use weapons.

Comments: Malthus will never be a willing servant. If he does agree to serve, he will do so only under the condition that he be allotted a daily portion of human flesh and will be made free to eat the flesh of the summoner if the required diet is not forthcoming. He may not be bound.

MARAX: "The Learned Earl"

Base Chance: 27% **Lesser Spirits:** 30%

Description: Marax appears as a bull with a man's face and is exceedingly ugly.

Talents, Skills, and Magic: Marax is a mage of the College of Celestial Magics. He possesses the following Skills: Alchemist, Beast Master, Healer, Merchant Navigator, Ranger. He is especially learned in the use of herbs and stones to produce magic.

Movement Rates: Running: 400 yards per minute.

PS: 60	**MD:** 3	**AG:** 20	**MA:** 29
EN: 34	**FT:** 42	**WP:** 29	**PC:** 24
PB: 3	**TMR:** 8	**NA:** 6 DP per Strike.	

Weapons: Marax may charge in the same manner as a multi-hex character in combat. His horns have a BC of 50% of doing +6 damage in Close Combat and are Rank 5. His hooves have a BC of 50% of doing +5 damage in Close Combat and are Rank 4. Marax will not use weapons or wear armor.

RAUM: "Earl of Theft and Destruction"

Base Chance: 36% **Lesser Spirits:** 30%

Description: Raum first appears as a crow with bloody talons. Upon the command of the summoner he divests himself of this insubstantial form and adopts that of a tall, gaunt man.

Talents, Skills, and Magic: Raum is a Magician of the College of Earth Magics. He possessed the following Skills: Assassin, Beast Master, Healer, Merchant Ranger, Spy, Thief, Troubador. He has the power to cause the earth to quake and to make fall the walls of cities. He can make all but the summoner's sworn enemies love him and be willing to lay down their lives in the service of the summoner.

Movement Rates: Running: 300 yards per minute.

PS: 21	**MD:** 28	**AG:** 26	**MA:** 29
EN: 26	**FT:** 35	**WP:** 33	**PC:** 31
PB: 14	**TMR:** 6	**NA:** 2 DP per Strike.	

Weapons: Raum has no natural weapons. he is treated as a human for purposes of unarmed combat. Raum will wear any armor and use any weapons the summoner provides.

Comments: Raum has some knowledge of what has been and will be and will speak truthfully of what he knows about a place he occupies.

RENOVE: "The Beautiful Earl"

Base Chance: 30% **Lesser Spirits:** 19%

Description: Renove first appears as a cloud of red mist, but will adopt human form at the summoner's behest. He then becomes a beautiful young boy with a melodious voice which is unbearably sweet to the listener.

Talents, Skills, and Magic: Renove is a mage of the College of Illusions. He possesses the following Skills: Assassin, Beast Master, Courtesan, Healer, Merchant, Navigator, Ranger, Spy, Thief, Troubador. He also has a deep knowledge of rhetoric and is a master of spoken and written tongues. He has the ability to reconcile all but the bitterest of enemies and is a great teacher of the young.

Movement Rates: Running: 300 yards per minute.

PS: 13	**MD:** 26	**AG:** 28	**MA:** 35
EN: 19	**FT:** 30	**WP:** 35	**PC:** 31
PB: 30	**TMR:** 6	**NA:** 2 DP per Strike.	

Weapons: Renove has no natural weapons. He is treated as a human for purposes of unarmed combat. Renove will wear any armor and use any weapons the summoner provides.

Comments: An hour spent learning any of his Skills in the company of Renove is equal to a month spent learning the same Skill from any human teacher and costs half (round down) the normal number of EP's. However, Renove's tastes are not natural, and he will demand that the summoner either lie with him or procure him others more to his taste in return for any lessons.

5. Ritual of Summoning Demonic Marquis (R-5)

This ritual is used to summon the following demons from the seventh plane: Amon, Andras, Andrealphus, Cimejus, Decarabia, Forneus, Leraje, Marchosias, Naberius, Orias, Phenex, Samigina, Savnok and Shaz. These demons may only be summoned between 3 in the afternoon and sunrise.

The only Shield that will protect against the possibility of backfire while summoning Marquis is a disk of fine silver inscribed with the names of the Marquis of the seventh plane. This shield may only be manufactured by a Shaping mage. It weighs 3 pounds and the average cost of manufacture will be 7000 Silver Pennies. It will take about five months to manufacture. The Experience Multiple for this ritual is 550.

AMON: "The Marquis of Fire" MR 71

Base Chance: 17% **Lesser Spirits:** 40%

Description: Amon appears as a wolf with a serpent's tail. In this form he has the capacity to spit fire balls to a distance of 20 feet. He may also appear as a raven-headed man (often with a dog's teeth).

Talents, Skills, and Magic: Amon is a mage of the College of Fire Magics. He has no Skills, but possesses the following powers: He may give a true account of events that have passed in the place he is standing and may guess accurately at what is to come in that place. He also has the power to cause all but sworn enemies to look upon each other as true friends and to desire each other's company above others.

Movement Rates: Running: 400 yards per minute.

PS: 26	**MD:** 5/20	**AG:** 29/23	**MA:** 30
EN: 23	**FT:** 35	**WP:** 28	**PC:** 31
PB: 6	**TMR:** 8	**NA:** 3 DP per Strike.	

Weapons: When in wolf form, Amon may use his claws to rend in Close Combat with a BC of 50% and damage of +2. Amon's claws are Rank 8. In both wolf and man-raven form, Amon may bite or peck in Close Combat with a BC of 45% of doing +3 damage. Amon's bite is Rank 8. Amon's fireballs are useable in Ranged or Melee Combat, have a BC of 40%, do +6 damage, and are Rank 9.

Comments: Where two numbers are given for one of Amon's characteristics, the first applies to him in wolf form, the second in raven-man form.

ANDRAS: "Marquis of Discord" MR 53

Base Chance: 35% **Lesser Spirits:** 30%

Description: Andras appears as an angel with the head of a raven. He rides a dire wolf and carries a magical sword aloft in his right hand. The sword burns as with fire and drains 2 Fatigue Points when it hits in addition to any other damage it may do. In all other respects, Andras' sword is treated as a normal broadsword.

Talents, Skills, and Magic: Andras is a mage of the College of the Mind. He possesses the following Skills: Assassin, Beast Master, Military Scientist, Spy, Thief. His presence in a party will be an automatic cause of disruption and discord since he delights in such things and may not be made to cease encouraging bad feelings even when bound.

Movement Rates: Run: 350 yard per minute;
Fly: 450 yards per minute.

PS: 28	**MD:** 30	**AG:** 29	**MA:** 30
EN: 27	**FT:** 36	**WP:** 25	**PC:** 29
PB: 31	**TMR:** 7	**NA:** 3 DP per Strike.	

Weapons: Andras possesses no natural weapons. He is treated as a human in unarmed combat. Andras may wear specially manufactured armor and carry weapons provided by the summoner. He will always use his sword, however, in preference to other weapons unless it is broken.

ANDREALPHUS: "The Beautiful Marquis" MR 73

Base Chance: 37% **Lesser Spirits:** 30%

Description: Andrealphus appears initially as a great and beautiful Peacock, but this is an insubstantial form, and he is without power in that guise. At the summoner's command, he will be forced to adopt the form of a man.

Talents, Skills, and Magic: Andrealphus is a member of the College of Illusions. He possesses the following Skills: Alchemist, Mechanician, Merchant, Navigator. He is a great teacher of all forms of measurement and celestial studies. An hour in his teaching will increase the pupil's abilities in counting and measuring fourfold. Any Skill dependent upon such talents will also be increased thereby and subsequent increase in Rank will cost only half EP's (round down).

Movement Rates: Running: 350 yards per minute.

PS: 26	**MD:** 25	**AG:** 25	**MA:** 30
EN: 24	**FT:** 35	**WP:** 32	**PC:** 25
PB: 17	**TMR:** 7	**NA:** 2 DP per Strike.	

Weapons: Andrealphus has no natural weapons. He is treated as a human in unarmed combat. Andrealphus may wear armor and use weapons provided by the summoner, but only if they are silvered or gilded. He will not use any other kind of armor or weapons.

Comments: For a payment of the life of a human being, Andrealphus will turn the summoner into a bird for a period of one hour. Each individual transformation or hour of transformation must be purchased by the sacrifice of an additional human being. Andrealphus eats the souls of those sacrificed in this manner. He must be present during the sacrifice.

CIMEJES: "Marquis of the Dark Continent" MR 83

Base Chance: 38% **Lesser Spirits:** 20%

Description: Cimejes appears as a powerful black man riding upon a black horse.

Talents, Skills, and Magic: Cimejes is a master of the College of Ensorcelements and Enchantments. He Possesses the following skills: Alchemist, Beast Master, Healer, Merchant, Military Scientist, Spy, Thief. He is a great linguist. He also has the ability to find things that have been lost or hidden (especially treasure) anywhere within 100 feet of him.

Movement Rates: Running: 350 yards per minute.

PS: 26	**MD:** 24	**AG:** 24	**MA:** 29
EN: 27	**FT:** 38	**WP:** 31	**PC:** 32
PB: 18	**TMR:** 7	**NA:** 3 DP per Strike.	

Weapons: Cimejes has no natural weapons. He is treated as a human in unarmed combat. He will wear any armor and use any weapons provided by the summoner, but will first insist that any armor be lacquered black to match his skin.

DECARABIA: "The Marquis in the Pentacle" MR 93

Base Chance: 39% **Lesser Spirits:** 30%

Description: Decarbia will first appear as a bright star burning inside a pentacle of fire and will remain in this insubstantial and powerless form until ordered to adopt human form by the summoner. Upon adopting human form, Decarabia will appear naked and remain so unless clothed by the summoner. He will always be surrounded by a barely-detectable blue aura where his skin is exposed.

Talents, Skills, and Magic: Decarabia is a member of the College of The Mind. He possesses the following Skills: Alchemist, Beast Master, Merchant, Ranger and Troubador. He can command all types of birds by their Generic and Individual True Names in the same manner as a Namer, despite the fact that he is not a member of the College of Naming Incantations.

Movement Rates: Running: 350 yards per minute.

PS: 24	**MD:** 25	**AG:** 25	**MA:** 31
EN: 23	**FT:** 34	**WP:** 34	**PC:** 37
PB: 26	**TMR:** 7	**NA:** 3 DP per Strike.	

Weapons: Decarabia has no natural weapons. He is treated as a human in unarmed combat. He will wear any armor and use any weapons provided by the summoner.

FORNEUS: "Marquis of the Waters" MR 92

Base Chance: 23% **Lesser Spirits:** 29%

Description: Forneus appears as a great monster of the sea 30 feet long and 6 feet in diameter. His scales are precious stones, his eyes are like fire and the flesh of drowned sailors clings to his teeth.

Talents, Skills, and Magic: Forneus is the greatest mage of the College of Water Magics. He possesses the following skills:

Beast Master, Military Scientist and Navigator. He also is a great linguist and may make men knowing in tongues. An hour spent in his company in the learning of a language is equal to two months of learning from any non-demonic teacher.

Movement Rates: Swimming: 600 yards per minute.

PS: 150	**MD:** None	**AG:** 28	**MA:** 38
EN: 60	**FT:** 80	**WP:** 35	**PC:** 25
PB: 2	**TMR:** 12	**NA:** 10 DP per Strike.	

Weapons: Forneus may roll over one hex characters, using his entire body as a weapon (but with no chance of falling) as described in the multi-hex character rules. In addition, his bite may be used in Melee or Close Combat to do 2D + 5 damage (total possible damage of 25) with a BC of 50% and a Rank of 10. Forneus may not wear armor. Since he has no gripping members, he may not use weapons.

Comments: The Ritual of Summoning Forneus may only be performed while at sea or on a coastline where Forneus can remain in the water. He may never appear on land.

LERAJE: "The Marquis of Archers" MR 91

Base Chance: 19% **Lesser Spirits:** 30%

Description: Leraje appears as a man clothed in forest green and carrying a great bow and quiver.

Talents, Skills, and Magic: Leraje is a member of the College of Earth Magics. He possesses the following skills: Alchemist, Assassin, Beast Master, Military Scientist, Navigator, Ranger, Spy, Thief and Troubador. He also possesses the power to make wounds that have been inflicted by arrows or quarrels putrify. Add 60 to the Infection Chance whenever Leraje or anyone assisted by him inflicts damage with arrows.

Movement Rates: Running: 350 yards per minute.

PS: 28	**MD:** 30	**AG:** 27	**MA:** 28
EN: 24	**FT:** 35	**WP:** 26	**PC:** 35
PB: 32	**TMR:** 7	**NA:** 4 DP per Strike.	

Weapons: Leraje possesses no natural weapons. He is treated as manlike in that respect. However, the Greatbow he carries may only be pulled by him. It has a Range of 450 hexes (2250 feet) and a BC of 75%. It does + 6 damage. He will not wear armor, but may carry other weapons. Leraje will always use his bow in preference to all other weapons, however.

Comments: Leraje is a lover of strife and will attempt to provide battle whenever possible. Chance encounters between normally neutral parties will usually end in a bloody combat to the death if Leraje is present and this should be taken into account by the GM.

MARCHOSIAS: "Marquis of the Seventh Throne" MR 52

Base Chance: 25% **Lesser Spirits:** 30%

Description: Marchosias appears as a great Ox with the wings of a Gryphon, the tail of a serpent and a breath of fire shaped like a cone 6 feet long and 4 feet wide at the base. He may take the shape of a man, but will be insubstantial and powerless in this form.

Talents, Skills, and Magic: Marchosias is a practicioner of the College of the Mind. He possesses the following skills: Beast Master, Military Scientist and Ranger.

Movement Rates: (yards per minute): Run: 400; Fly: 300.

PS: 65	**MD:** 5	**AG:** 18	**MA:** 28
EN: 35	**FT:** 45	**WP:** 30	**PC:** 25
PB: 6	**TMR:** 8/6	**NA:** 6 DP per Strike.	

Weapons: Marchosias may charge in the same manner as a multi-hex character in combat. His horns have a BC of 40% of doing + 4 damage and are Rank 10. His hooves have a BC of 45% of doing + 5 damage in Close Combat. Marchosias breath has a BC of 70% in Melee Combat, but may not be used in Close Combat. It does + 10 damage and is Rank 3.

Comments: Marchosias loves a good fight and will always counsel attack in any situation, often disobeying his summoner in his desire to charge and rend the enemy.

NABERIUS: "The Valiant Marquis" MR 92

Base Chance: 21% **Lesser Spirits:** 19%

Description: Naberius appears as a large black crane which flutters around the summoner and speaks in a rough and grating voice.

Talents, Skills, and Magic: Naberius is a master of the College of the Mind. He possesses the following skills: Alchemist, Assassin, Healer, Mechanician, Merchant, Military Scientist, Navigator, Spy, Thief and Troubador. Naberius is a great teacher and an hour spent in his company learning a skill is equal to two weeks attempting to learn the skill with nondemonic aid and allows the student to progress at half the normal EP cost.

Movement Rates: (yards per minute): Run: 250; Fly: 350.

PS: 20	**MD:** 16	**AG:** 18	**MA:** 36
EN: 20	**FT:** 33	**WP:** 34	**PC:** 27
PB: 22	**TMR:** 5/7	**NA:** 3 DP per Strike.	

Weapons: Naberius beak does + 3 damage in either Melee or Close Combat with a 50% BC. It is Rank 8. Naberius claws may be used to grip weapons. In addition, they have a BC of 45% of doing + 1 damage in Close Combat. They are Rank 6. Naberius may not wear armor.

Comments: Naberius has the special power to restore lost dignities by manipulating events to the summoner's advantage. A summoner who has lost favor at court might use the power of Naberius to help him regain his station. The GM must take this special power into account.

ORIAS: "The Celestial Marquis" MR 333

Base Chance: 33% **Lesser Spirits:** 30%

Description: Orias appears in the form of a lion, but with the tail of a serpent. He bears in his front claws a pair of great hissing serpents and rides a mightily-thewed warhorse.

Talents, Skills, and Magic: Orias is a mage of the College of Celestial Magics. He possesses the following Skills: Beast Master, Navigator. He can reconcile all but the most bitter enemies and any summoner who finds his favor will be subject to assistance in acquiring honors and dignities.

Movement Rates: Running: 500 yards per minute.

PS: 35	**MD:** 9	**AG:** 30	**MA:** 30
EN: 34	**FT:** 42	**WP:** 32	**PC:** 34
PB: 18	**TMR:** 10	**NA:** 4 DP per Strike.	

Weapons: The demon's claws do + 4 damage in Melee and Close Combat and have a BC of 40%. They are Rank 6. The demon's bite does + 3 damage in Close Combat and has a BC of 45%. It is Rank 4. Orias may not use weapons or wear armor.

PHENEX: "The Immortal Marquis" 159

Base Chance: 27% **Lesser Spirits:** 20%

Description: Phenex always appears as the great bird, the Phoenix. He speaks with the voice of a small child and sings sweetly and hypnotically to any who will listen.

Talents, Skills, and Magic: Phenex is a practitioner of the College of the Mind. He possesses the following Skills: Alchemist, Beast Master, Healer, Mechanician, Merchant Military Scientist, Navigator, Troubador. The songs of Phenex will hypnotise his victims (including the summoner) who will then willingly enter the demon's mouth to be devoured. Care must always be taken when dealing with him.

Movement Rates: (yards per minute): Run: 200; Fly: 400.

PS: 75 **MD:** 16 **AG:** 18 **MA:** 30
EN: 26 **FT:** 32 **WP:** 33 **PC:** 27
PB: 34 **TMR:** 4/8 **NA:** 5 DP per Strike.

Weapons: The demon's beak does +6 damage in Melee or Close Combat and has a BC of 40%. It is Rank 5. The demon's claws do +4 damage in Melee or Close Combat, have a BC of 35% and are Rank 3. Phenex may not wear armor or use weapons.

Comments: Phenex is ever hungry for human flesh and will attempt to sing except when bound so as to draw victims close to his mouth where they can be devoured.

SAMIGINA: "Marquis of Dead Souls"

Base Chance: 15% **Lesser Spirits:** 30%

Description: Samagina appears as a small ass though he may take on human form if the summoner so orders.

Talents, Skills, and Magic: Samagina is a master of the College of Necromantic Conjurations. He possesses the following skills: Alchemist Healer, Mechanician, Merchant, Military Scientist, Navigator, Troubador. He has the power to converse with and give an account of all beings who have died except for servants of the Forces of Light.

Movement Rates: Running: 350 yards per minute.

PS: 25/23 **MD:** 5/20 **AG:** 20/25 **MA:** 30
EN: 30 **FT:** 40 **WP:** 30 **PC:** 32
PB: 10 **TMR:** 7 **NA:** 4 DP per Strike.

Weapons: When in the form of an ass, Samigina may bite in Close Combat with a BC of 50% of doing +2 with a Rank of 10. He may also trample with his hooves in Close Combat with a BC of 50% or use his hooves in Melee Combat with a BC of 40%. His hooves are Rank 10 and do +4 damage. Samigina will never agree to use weapons or wear armor.

Comments: Where two numbers are given for one of Samigina's characteristics, the first is for his ass form, the second for his human form.

SAVNOK: "Marquis of Corruption"

Base Chance: 30% **Lesser Spirits:** 50%

Description: Savnok appears as a great warrior with the head of a lion riding a pale horse.

Talents, Skills, and Magic: Savnok is a member of the College of Earth Magics. He possesses the following Skills: Beast Master and Military Scientist. In addition, he possesses the power to raise high towers, castles, and cities from out of earth and stone and to shape for them furniture and armor. Any wounds he inflicts will automatically become infected and will not be cured except by magic.

Movement Rates: Running: 350 yards per minute.

PS: 28 **MD:** 30 **AG:** 29 **MA:** 30
EN: 26 **FT:** 35 **WP:** 33 **PC:** 29
PB: 24 **TMR:** 7 **NA:** 4 DP per Strike.

Weapons: Savnok's bite inflicts +4 damage in Close Combat and has a BC of 50%. It is Rank 4. Savnok may appear wearing any type of armor. He prefers axes, spears, and daggers, but will use other weapons if the summoner provides them.

Comments: Savnok may start horrible plagues which cause their victims to break out in rotten sores full of worms and which will ultimately lead to death unless cured by magic.

SHAZ: "The Thieving Marquis"

Base Chance: 31% **Lesser Spirits:** 30%

Description: Shaz appears as a great bird speaking with a subtle voice.

Talents, Skills, and Magic: Shaz is a member of the College of Illusions. He possesses the following Skills: Assassin, Merchant, Ranger, Spy, Thief. He may will an individual to lose his sight or hearing or ability to comprehend the spoken word if the summoner so desires. He is an accomplished thief and a hoarder of useful things (especially fine horses) which he keeps in his dimension.

Movement Rates: (yards per minute): Run: 150; Fly: 450.

PS: 23 **MD:** 18 **AG:** 26 **MA:** 30
EN: 25 **FT:** 35 **WP:** 38 **PC:** 35
PB: 18 **TMR:** 3/9 **NA:** 3 DP per Strike.

Weapons: Shaz's beak does +2 damage in Melee or Close Combat, has a BC of 50%, and is Rank 8. His talons do +1 damage and have a BC of 40%. They are Rank 5 and may be used in Melee or Close Combat. Shaz may not use weapons or wear armor.

Comments: Shaz is an inveterate liar and deceiver. If commanded to reveal information or fetch items from his hoard, there is only a 50% chance that he will speak entirely true or fetch the right items unless he is placed in a triangle and compelled by a Ritual of True Speaking.

6. Ritual for Summoning Demonic Kings (R-6)

This ritual is used for summoning the following demons from the seventh plane: Asmoday, Bael, Balam, Beleth, Belial, Palmon, Purson, Vine and Zagan. These demons may only be summoned between 9 in the morning and noon and between 3 in the afternoon and sunset.

The only shield that will protect against the possibility of backfire while summoning Kings is a disk of hammered gold inscribed with the names of the Kings of the seventh plane. This Shield may only be manufactured by Shaping magicians. It weighs three pounds and the average cost of manufacture will be 15,000 Silver Pennies. It will take about six months to manufacture. The Experience Multiple for this ritual is 600.

ASMODAY: "The Infernal King"

Base Chance: 13% **Lesser Spirits:** 72%

Description: Asmoday appears as a man with three heads (that of a man, a bull, and a ram). He has a serpent's tail and breathes a cone of fire 25 feet long and 10 feet wide at the extreme end. His feet are webbed like those of a goose, and he comes riding upon a great infernal dragon and carries a heavy spear with a banner. The blade of his spear is poisoned.

Talents, Skills, and Magic: Asmoday is a master of the College of the Mind. He possesses the following Skills: Alchemist, Beast Master, Military Scientist, Mechanician, Merchant, Navigator, Healer. In addition, Asmoday has the power to locate any treasure hidden within 50 feet of him. He also has the power to turn those who serve him into beasts for short periods if they so desire.

Movement Rates: Running: 350 yards per minute.

PS: 25 **MD:** 30 **AG:** 28 **MA:** 35
EN: 25 **FT:** 35 **WP:** 36 **PC:** 29
PB: 4 **TMR:** 7 **NA:** 4 DP per Strike.

Weapons: Asmoday may make two horn attacks in Close Combat in addition to any other attacks. Each has a BC of 35% and does +2 damage. They are both Rank 10. In addition, Asmoday's breath of fire has a BC of 50% in Melee and of 80% in Close Combat and does +4 damage. It is Rank 5. He may not wear armor, but will accept other weapons for use in addition to his spear if they are gilded.

Comments: Asmoday will not serve the summoner unless he is provided with a maiden upon whom he may visit his carnal desires once his service is complete. He will immediately transport her to his own dimension upon agreeing to serve the summoner. He may not be bound.

BAEL: "The King in the East"

Base Chance: 5% **Lesser Spirits:** 66%

Description: Bael may appear as either a man, a toad, or a cat, or he may appear as a man with the tail and claws of a cat and

the head of a toad. He is recognizable by his hoarse sinister voice. The form he most often adopts and that he uses in combat is that of the toad-headed man-cat. He may adopt a new form at will.

Talents, Skills, and Magic: Bael is a master of the College of Ensorcelments and Enchantments. He has the power to make himself totally invisible at will.

Movement Rates: Running: 300 yards per minute.

PS: 25	**MD:** 23	**AG:** 25	**MA:** 30
EN: 23	**FT:** 35	**WP:** 35	**PC:** 30
PB: 4	**TMR:** 6	**NA:** 3 DP per Strike.	

Weapons: Bite has a BC of 40%, does −1 damage, and is always Rank 10. Claws have a BC of 45%, do +2 damage, and are always Rank 10. Bite may only be used in Close Combat. Claws may be used in either Melee or Close Combat. Bael will not wear armor, but will use gilded weapons if the summoner provides them.

BALAM: "The Terrible King"

Base Chance: 15% **Lesser Spirits:** 40%

Description: Balam appears as a man with three heads (one of a man, one of a bull, and one of a ram), the tail of a serpent, and bright flaming red eyes that can be seen at a great distance. He usually comes riding upon a great bear and carries a Goshawk on one wrist. He speaks with a hoarse voice.

Talents, Skills, and Magic: Balam is a mage of the College of the Mind. He possesses the following Skills: Alchemist, Merchant, Spy, Troubador. He also has the power to make men witty — each hour spent in the company of Balam counts as one month of training in the Troubador Skill and no EP's are expended to advance in this skill as a result of his teaching.

Movement Rates: Running: 300 yards per minute.

PS: 25	**MD:** 23	**AG:** 21	**MA:** 34
EN: 22	**FT:** 32	**WP:** 30	**PC:** 30
PB: 3	**TMR:** 6	**NA:** 3 DP per Strike.	

Weapons: Balam may make two horn attacks in Close Combat in addition to any other attacks. Each has a BC of 30% and does +2 damage. They are both Rank 10. Balam will refuse to wear armor, but will accept and use gilded weapons if the summoner provides them. He will not always return these weapons.

BELETH: "The Mad King"

Base Chance: 9% **Lesser Spirits:** 85%

Description: Beleth always appears in the shape of a large man riding a pale horse. He is preceded by music and appears in a rage whereat he will attempt to kill anything not within the summoner's circle of protection. He breathes a cone of fire 25 feet long and 10 feet wide at the extreme end.

Talents, Skills, and Magic: Beleth is a master of the College of Fire Magics. In addition, he is possessed of the talent of causing any individuals of the summoner's choice (not necessarily humanoids) to submit to the sexual desires of the summoner until he (the summoner) is sated.

Movement Rates: Running: 300 yards per minute.

PS: 22	**MD:** 23	**AG:** 22	**MA:** 29
EN: 24	**FT:** 35	**WP:** 30	**PC:** 26
PB: 10	**TMR:** 6	**NA:** 3 DP per Strike.	

Weapons: Beleth's breath has a BC of 50% in Melee Combat and of 80% in Close Combat and does +4 damage. It is Rank 3. Beleth will wear silver or gilded armor (he much prefers the latter) if provided by the summoner and will use gilded weapons. He will claim these as gifts before departing this plane.

BELIAL: "King of Fire"

Base Chance: 19% **Lesser Spirits:** 50%

Description: Belial appears as a two-headed angel and may ride a chariot of fire. He speaks with a comely voice.

Talents, Skills, and Magic: Belial is a mage of the College of Fire. He also possesses the following Skills: Merchant, Beast Master. He will cause all but sworn enemies of the summoner to look upon the summoner as their true friend as described in 39.

Movement Rates: (yards per minute): Run: 300; Fly: 400

PS: 28	**MD:** 30	**AG:** 23	**MA:** 31
EN: 25	**FT:** 37	**WP:** 30	**PC:** 30
PB: 28	**TMR:** 6/8	**NA:** 3 DP per Strike.	

Weapons: Belial has no natural weapons. Belial will demand gifts of gilded armor and weapons before he can be bound to service. He will never return these to the summoner. He is treated as a human for purposes of unarmed combat.

Comments: The services of Belial must be paid for in advance in the only coin he will accept: human suffering. As part of the Ritual of Summoning Belial, the summoner must torture to death a human being (preferably an innocent child or a maiden since Belial prefers the suffering of innocents and may refuse an offering of a warrior). He may not be bound.

PALMON: "King of Dominations"

Base Chance: 7% **Lesser Spirits:** 100%

Description: Palmon appears as a man with a crown of light upon his head and is often seen riding a dromedary. His appearance will always be accompanied by the sound of trumpets and cymbals played by an invisible band of demonic musicians. His voice is heard as a roaring at first, but he can be compelled to speak understandably as a man.

Talents, Skills, and Magic: Palmon is a master of the College of the Mind. His Skills include: Alchemist, Astrologer, Beast Master, Healer, Mechanician, Merchant, Military Scientist, Navigator, Ranger, Troubador.

Movement Rates: Running: 300 yards per minute.

PS: 22	**MD:** 24	**AG:** 24	**MA:** 34
EN: 23	**FT:** 34	**WP:** 35	**PC:** 35
PB: 25	**TMR:** 6	**NA:** 3 DP per Strike.	

Weapons: Palmon has no natural weapons. He is treated as a human for purposes of unarmed combat. He will use weapons and armor that are gilded if these are provided by the summoner.

Comments: Palmon may be accompanied by two kings (Abalim and Labal) who assist and protect him. Each will possess characteristics 2 to 3 points lower than Palmon's. They will possess the same Skills and Magics, but only at Rank 10. Neither Palmon nor the two Kings may be bound.

PURSON: "The Comely King"

Base Chance: 11% **Lesser Spirits:** 22%

Description: Purson appears as a muscular and well-proportioned man, but with the face of a lion and carries a viper in his hand. He is preceded by trumpets and often appears riding upon a bear. He may also appear in insubstantial form as a fairy.

Talents, Skills, and Magic: Purson is a member of the College of Namers and knows the Generic True Name of all things on the Mundane Plane. He has an 80% chance of knowing the Individual True Name of any being he encounters. He possesses the following Skills: Alchemist, Astrologer, Healer, Mechanician, Merchant, Military Scientist, Navigator.

Movement Rates: (yards per minute): Run: 300; Fly: 500.

PS: 21	**MD:** 23	**AG:** 23	**MA:** 33
EN: 21	**FT:** 35	**WP:** 34	**PC:** 35
PB: 12	**TMR:** 6/10	**NA:** 3 DP per Strike.	

Weapons: Purson's bite has a BC of 40% of doing +2 damage in Close Combat and is Rank 6-8. Purson will wear gilded armor and use gilded weapons if they are provided by the summoner.

VINE: "The Lion-Headed King"

Base Chance: 12% **Lesser Spirits:** 36%

Description: Vine always appears as a lion-headed man, sometimes riding a great black horse and bearing a viper in his hand.

Talents, Skills, and Magic: He is a mage of the College of Naming Incantations. He also possesses the following Skills: Alchemist, Merchant, Military Scientist, Navigator, Mechanician. Vine has the ability to control weather, create earthquakes, detect the presence of magic, and transport and bind stone into magical dwellings.

Movement Rates: Running: 300 yards per minute.

PS: 23	**MD:** 25	**AG:** 25	**MA:** 35
EN: 22	**FT:** 33	**WP:** 32	**PC:** 36
PB: 8	**TMR:** 6	**NA:** 3 DP per Strike.	

Weapons: Vine's bite has a BC of 40% of doing +3 damage in Close Combat and is always Rank 10. Vine will wear gilded armor and use gilded weapons if these are provided by the summoner.

ZAGAN: "The Winged King"

Base Chance: 17% **Lesser Spirits:** 33%

Description: Zagan appears as a great bull with Gryphon's wings, but may choose to adopt human form at will.

Talents, Skills, and Magic: Zagan is a master of the College of Illusions. He possesses the following Skills: Alchemist, Merchant. He can change blood or water to wine and wine to blood at will. He can shape all metals into coins of the realm. He makes men witty and one hour in his company is equal to 3 weeks experience in learning the Troubador Skill. Progress in this Skill costs only half the normal EP cost if the summoner is taught by Zagan. He makes fools wise (see Comments).

Movement Rates: (yards per minute): Run: 400; Fly: 300.

PS: 65/30	**MD:** 5/25	**AG:** 20/23	**MA:** 30
EN: 35	**FT:** 40	**WP:** 28	**PC:** 25
PB: 6	**TMR:** 8/6	**NA:** 6 DP per Strike.	

Weapons: Zagan may charge in the same manner as a multi-hex character in combat. His horns have a BC of 40% of doing +4 damage and are Ranked at 10. His hooves have a BC of 45% of doing +5 damage in Close Combat and are Ranked 8. Horns may be used in Melee or Close Combat. Zagan will agree to wear gilded armor while in his human form and will employ gilded weapons in that form.

Comments: Any character in the presence of Zagan may have his Willpower and Magical Aptitude increased by 10 and his Perception increased by 5 at the discretion of the summoner. This effect lasts as long as the character remains in Zagan's presence. Where two numbers are given for a characteristic, the first is for the bull form.

[30.1] BACKFIRE TABLE

Dice Backfire Result

01-10 How unfortunate! Not only do you fail to cast the spell, but your Fatigue is reduced by a number equal to the Fatigue already expended in the attempt.

11-17 Worse yet! You fail to cast the spell, and your Fatigue is reduced by a number of points equal to twice the Fatigue already expended in the attempt.

18-22 For shame! You should be grateful that your teachers cannot see you in your hour of degradation. Not only do you fail to cast the spell, but your Fatigue is reduced by a number of points equal to three times the Fatigue already expended in the attempt.

23-24 This is simply not your day. You fail to cast the spell and you must reduce your Fatigue by a number equal to four times the number of points already expended in the attempt.

25 Magic may not be your calling. You might consider a future in animal husbandry instead. You have failed to cast your spell and your Fatigue is reduced by a number of points equal to five times the Fatigue already expended in the attempt.

26-35 Your spell has reversed itself and is presently taking full affect on your own person instead of on the intended target.

36-45 Once again your spell has reversed itself as in result 26-35. However, this time, in addition to the effects of the reversal, your Fatigue is reduced by a number of points equal to the Fatigue expended in attempting to cast the spell.

46-50 Your companions may well curse your name for this! The GM assigns a number to each character within Range and rolls D10. The character whose number is first rolled is the target of the spell. If no character's number is rolled, the GM rolls again until one character's number is rolled.

Dice Backfire Result

51-55 A result similar to 46-50 except that the spell's effect is doubled (GM choosing what attribute of the spell will be doubled).

56-60 Your spell takes effect, but only at half strength. The GM determines what characteristic is to be halved and does so (rounding down).

61 You are cursed with total blindness lasting D10 weeks.

62 You are cursed with total blindness lasting a number of weeks equal to two times D10.

63 You are cursed with total blindness lasting a number of weeks equal to three times D10.

64 You are cursed with total deafness lasting a number of weeks equal to the result of a D10 die roll.

65 You are cursed with total deafness lasting a number of weeks equal to two times D10

66 You are cursed with total deafness lasting a number of weeks equal to three times D10.

67 You are cursed with being totally mute for a number of weeks equal to the result of a D10 die roll.

68 You are cursed with being totally mute for a number of weeks equal to two times D10.

69 You are cursed with being totally mute for a number of weeks equal to three times D10.

70 You are cursed with insomnia and nightmares and may only regain half Fatigue (rounded up) during sleep periods for D10 weeks.

71 You are cursed with insomnia and nightmares and may only regain half Fatigue (rounded up) during sleep periods for a number of weeks equal to two times D10.

72 You are cursed with insomnia and nightmares and may only regain half Fatigue (rounded up) during sleep periods for a number of weeks equal to three times D10.

73-75 You are cursed with a virulent skin disease which will cause you intense pain and make you hideous to look upon. The disease

Dice Backfire Result

will reduce your Physical Beauty by 10 and your Willpower by 3 until cured by magic or the arts of a healer. Once cured, the disease will still reduce your Physical Beauty by 1 for each full week during which it affected you. This reduction is a permanent result of scarring.

76-80 You are cursed with periodic muscle spasms of random occurrence and unpredictable duration which tend to leave you limp and exhausted. The spasms will persist until you are cured by magic or the arts of a Rank 2 healer. Reduce Dexterity by 5 and Endurance by half (round down) until you have been cured.

81-85 You begin to suffer from intense and regularly recurring migraines which reduce your Willpower by 1 and your Magical Aptitude by 3 until you are cured of your affliction either by magic or the arts of a Rank 2 healer.

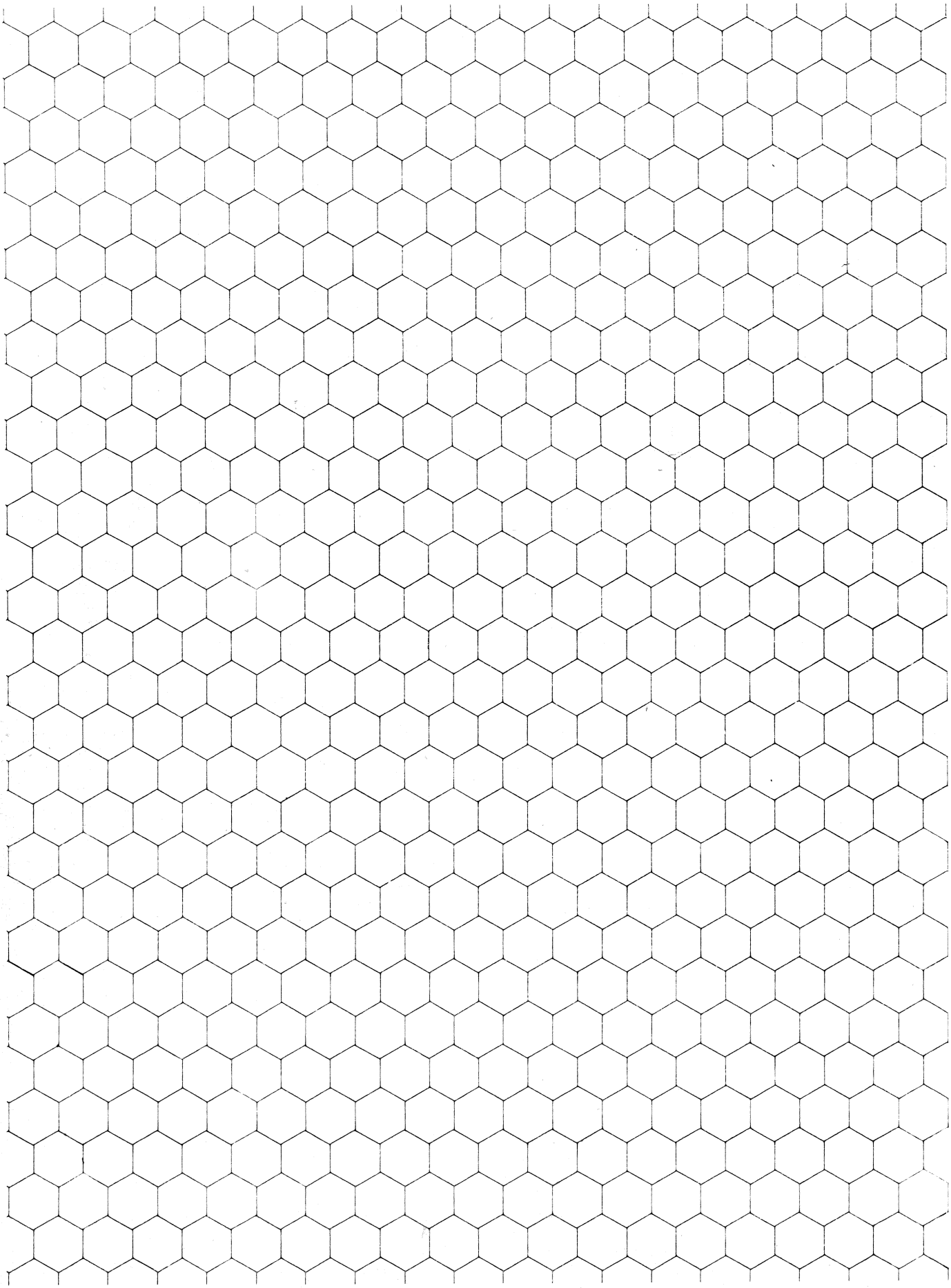
86-90 You become arthritic and enfeebled and will remain so until cured by magic or the arts of a Rank 3 healer. Reduce your Fatigue by half (round down) and subtract 4 from Dexterity and 3 from Agility until cured.

91-95 You have become subject to creeping senility which will last until cured by magic (only) and which will become worse as time goes on. Your Magical Aptitude is immediately reduced by 2 and is reduced by an additional 2 at the beginning of each week until cured. Once cured of your affliction, you will have to relearn any spells forgotten during the period of your illness. All spell attempts made during the illness will have their Base Chance of taking effect reduced by 10.

96-100 You are cursed with total amnesia and lose all skills, ranks and magical abilities for a period equal to one day times D10. During this time, you may not cast spells, use special skills or talents or use a weapon except in its unranked state. Your friends will have to care for you since your surroundings are totally unfamiliar and your survival defenses will have been quite effectively short-circuited. You will willingly take their orders and advice, but you would just as willingly follow an ogre into his cave if he asked you.

STRATEGIC HEX GRID

Scale: 1 hex = 5 miles



The Third Book

Skills, Monsters, Adventure

VII. SKILLS

A character may acquire and refine skills during a campaign. He can hone his talents in a series of interrelated non-magical and quasi-magical abilities, which combine to form a single skill. A character's degree of talent is measured by his Rank in a skill. He begins with the simplest abilities at the lowest Ranks, and gains the more difficult ones as he progresses through the Ranks. His percentage chance of successfully performing tasks associated with a skill will increase as his Rank becomes higher.

The skills presented here are only those likely to be used by a character during an adventure. The fruits of the labors of those using other, more plebeian, skills may be purchased. The gamesmaster will be guided in determining the price (in Silver Pennies) of the various goods produced by craftsmen by the Basic Goods Cost List (81.4). Weaponsmiths' products are valued on the Weapons Chart (20.3); Armorers' on the Armor and Shield Charts (18.1 and 17.5). The three factors which determine the price of finished goods are the quality of the material used, the man-hours spent in construction, and the estimated Rank of the craftsman (if one person produces the goods) or of the overseer (if the effort is a team project). However, if a character wishes to purchase a custom-made or rare item, then he will have to negotiate with the craftsman (represented by the gamesmaster), and may defray costs by providing some of the scarcer components himself. The barter system is acceptable when dealing in costly or rare items.

48. ACQUIRING AND USING SKILLS

The rudiments of a skill are learned by dint of hard practice and diligent study. A character must spend a good deal of time and effort before he can use a skill at novice level (Rank 0). The character's ability with a skill can improve only if he continues to work with it during and between adventures.

[48.1] **Any skill may be acquired at Rank 0 at a variable cost of Experience Points and 8 weeks of game time (see 78.1).**

All eight weeks must fall within a period of *six* game months. Time spent on adventure may not count toward the necessary eight weeks. One skill may be acquired without the expenditure of time and at a minimal cost in Experience Points (see 8.6).

[48.2] **The method by which a character learns a skill affects the Experience Point cost to acquire that skill or to increase the character's Rank.**

If the character is taught by someone of greater Rank in the skill, *decrease* any Experience Point cost by *10%*.

If the character learns from a book, verbal descriptions or practices with some of

equal or lesser Rank in the skill, any Experience Point cost is unmodified.

If the character practices with no useful outside assistance, any Experience Point cost is *increased* by *25%*.

The availability of qualified teachers, and the fees they charge the character for their services, are left to the discretion of the GM.

[48.3] A character may attempt to employ a non-magical skill any number of times during a day.

The use of a skill does not, in and of itself, prevent a character from using the same or any other skill immediately afterwards. However, a character might suffer adverse fortune (e.g., lose Fatigue Points) while executing a skill, which would inhibit his ability to act.

[48.4] The use of a non-magical skill is rarely automatically successful.

A character usually has a chance of failure when using a non-magical skill. Unless the ability is described as an exception to this rule, the maximum chance to succeed with it is never greater than (90 + Rank)%. A character always fails to use an ability if the roll is greater than the modified chance or **100** (regardless of Rank).

[48.5] Very few of the abilities associated with the various skills are quasi-magical.

The following rules describe the only quasi-magical abilities to be found in the skills section: 50.7, 50.9, all of 52 and 55, 56.3 and 62.6.

[48.6] A character must practice any skill he acquires or risk a decrease in Rank.

A character must use *one* game day to fulfill the practice requirement once a month for one skill. If a character fails to practice a skill for one month, he may satisfy the practice requirement by the use of *four* game days during the following month; if he fails to practice for two months, *eight* game days will satisfy the requirement during the third month of the cycle. Days of practice during the second month may count towards the third month requirement.

If a character has not sufficiently practiced a skill by the third month, his Rank in that skill is decreased by *one*. If the skill is at Rank 0, he loses that skill.

Note: A character practices his skills of speaking, reading and writing in a language through conversation and correspondence; it should be assumed that he is able to do this independent of his other practices.

49. SPECIAL SKILLS: SPOKEN AND WRITTEN LANGUAGES

Many languages and dialects are to be found in a typical *DragonQuest* world. The primary linguistic division is between species; the secondary one is cultural. The prevailing spoken language is the Common tongue, which is spoken by most sentients. Illiteracy is quite common, so there is no one universally recognized written language. Generally, while there may be spoken dialectic differences within a language group, the contemporary writings in that language will be virtually identical. Records which date from separate eras will, of course, employ different idioms and connotations of certain words, reflecting the ongoing change in that language. Each species will have a distinct tongue, as will each national group of humans.

As he constructs his world, the GM will decide which languages are spoken by beings in the area in which the player characters will adventure. Most creatures with an IQ greater than 90 (which includes the majority of humanoids) speak the Common tongue, if not as a first language, then as a second. Common is known as the "trade tongue," and most interracial and international negotiations are conducted in that language. When a written record is necessary, each party usually obtains a copy in his own language. Thus, an interpreter will always be in demand.

Every beginning player character can speak Common (see 49.6). If the character is non-human, he will also speak his racial language or dialect. A human or shape-changer character can read and write in Common, a skill other non-human characters must acquire. When characters encounter a creature who does not (or will not) speak Common, they must either have learned that creature's native tongue, or essay sign language.

[49.1] The ability to speak a language and the ability to read and write in that language are separate skills.

[49.2] If a character's Rank in speaking a language is greater than his Rank in reading and writing that language, the character expends *one-half* the necessary Experience Points to acquire or improve the latter.

The reverse is also true.

[49.3] The ease with which a character can engage in conversation in a particular language is indicated by his Rank in it.

Rank ***Ability***

0 Has a grasp of pronunciation and inflections; able to speak a few words.

1 Develops a limited vocabulary, consisting of the most important words in the language (but see Rank 5).

2 Understands grammatical construction of language.

3 Capable of halting speech; understands pedestrian conversation.

4 Becomes conversant with current idioms.

5 Concepts peculiar to the language or alien to the character understood.

6 Moderate fluency: can make anything but difficult concepts clear in conversation.

7 Able to make sense of another dialect of the language after a decent amount of exposure to it.

8 Native fluency: can pass for same.

9 Commands enhanced vocabulary.

10 Able to understand another dialect of language with a minimum of study.

Note: If a character's vocal chords are not designed to reproduce the speech of another race, then the character will never be able to pass for a native without magical aid.

[49.4] A character's facility for reading or writing in a language is determined by his Rank in that skill.

Rank ***Ability***

0 Knows the entire alphabet (or symbology); able to recognize key words or phrases.

1 Acquires a basic vocabulary, consisting of the most important words (but see Rank 5).

2 Understands grammatical construction of language.

3 Can describe simple concepts in writing; understands most simple books.

4 Becomes familiar with idioms.

5 Concepts peculiar to the language or alien to the character understood.

6 Moderately fluent writer: can draft correspondence and essays, retains some awkward phrasings.

7 Able to make sense of another dialect of language after considerable study.

8 Fully fluent writer: comfortable with the language.

9 Commands enhanced vocabulary.

10 Able to understand another dialect of language without much study; writer of scholarly tracts and able to understand meanings of ancient writings in language.

[49.5] The extent of a character's vocabulary is indicated by the highest Rank he has achieved in one of the language skills.

Rank	*Words Known*
0	50 (plus phrases)
1	250 to 500
2	600 to 750
3	800 to 1000
4	1250 to 2500
5	3000 to 5000
6	10,000
7	20,000
8	25,000
9	40,000
10	50,000

[49.6] If a character begins with the ability to speak or read and write in a language, his Rank in that skill is presumed to be 8.

Thus, every character speaks Common at Rank 8.

50. ALCHEMIST

Almost all natural chemicals can be combined into a variety of useful mixtures by expert hands. The potions which will be in most demand by characters will be those that

affect the bodily functions of humanoids. The effects of these potions range from stimulation and depression of emotions to deadly poisons. In a sense, alchemy is a "poor man's magic"; it is more cost-efficient in affecting the actions of beings than the use of *mana,* albeit not as easily applied to the victim.

There are five main areas of study of alchemy. The first is that of chemical analysis, the ability to determine the effects of ingestion or application of a given liquid substance. The others are: standard chemicals, medicines and antidotes, poisons (including venoms) and potions. The creation of a potion requires the aid of an Adept.

As a character gains experience in the field of alchemy, he will increase the efficacy of the mixtures he produces. The character will also decrease the cost of goods (to him).

An alchemist must know how to read and write in one language if he wishes to advance beyond Rank 0.

[50.1] An alchemist gains the ability to analyze chemicals at Rank 0.

An alchemist may identify a liquid by its type (e.g., medicine, poison). If the liquid is not a common one, the alchemist must spend (110-[10 x Rank]) minutes using the proper equipment to analyze the liquid's type.

If a liquid to be analyzed is particularly well-known to the alchemist (such as water or wine), he will recognize it almost immediately.

If an alchemist wishes to determine exactly what a not readily identifiable substance is, the GM rolls D100. If the roll is equal to or less than the alchemist's Perception plus (8 x Rank), the alchemist is told the common name of the substance in question (e.g., hemlock, quicksilver). If the roll is greater than the success percentage, the GM either informs the alchemist that he is not sure or gives an incorrect answer. The greater the roll, the more likely the GM is to give false information.

[50.2] An alchemist can injure himself while working with dangerous chemicals.

Whenever an alchemist uses or analyzes a liquid with potential injurious effects, there is a chance that some of the substance will come in contact with his person. The GM incorporates the accident chance into any other alchemy-related percentile roll; should there not be one, he rolls D100. The chance of accident is (30 - [(2 x Rank) + (Manual Dexterity)])%. If the roll is within the span of numbers for accident, the alchemist suffers from the chemical. A roll of *100* always causes an accident.

Example: An alchemist character with a Manual Dexterity of 17 and of Rank 3 would have a 7% chance of failure. Any roll from 94 to 100 will cause the alchemist to have an accident.

The GM will determine the exact effects upon the unfortunate character. The minimum damage will be from formaldehyde-type chemicals, which will cause about *1* Damage Point and causes blisters. The maximum damage from a non-magical liquid will be from something on the order of non-dilute hydrochloric acid, which will cause about *12* Damage Points per pulse, and possibly permanent bone and tissue damage. The effects of certain chemicals are described in the following Cases. Unless either the GM or the player have a fair knowledge of chemistry, the alchemist should restrict himself to common liquids.

If the alchemist is dabbling with dangerous chemicals without using the proper equipment (see 50.3), *double* the chance of accident. If an alchemist is working in his lab, he may prevent damage due to chemicals after the first round (unless he is incapacitated during the first round) by pouring the appropriate counteragent upon the affected area.

If a combination of chemicals forms a gas or a solid, the character's Agility value is substituted for his Manual Dexterity when rolling for accident.

[50.3] An alchemist will be able to better perform his skill when using the proper equipment or when working in a laboratory.

It costs *500* Silver Pennies per year to purchase basic equipment. This includes acid-resistant (not proof) flasks, gloves, pipettes, etc. A character may not mix chemicals to specified measurements unless he uses proper equipment.

It costs *2500* Silver Pennies to construct a lab, and *1000* Silver Pennies per year to maintain it. An alchemist can only manufacture medicines, antidotes, poisons or potions or distill venoms in a lab. A laboratory may be rented at a cost of *15* Silver Pennies per day.

The chance of an alchemist correctly analyzing a chemical (see 50.1) is increased by 10 when he performs the analysis in a laboratory.

The GM and an alchemist player should scale costs and effects of improved alchemical support material to the above rules.

[50.4] An alchemist must purchase the components necessary to manufacture each of his products.

A medicine costs (150 – [10 × Rank]) Silver Pennies. An antidote costs (250 – [15 × Rank]) Silver Pennies. The costs for poisons and potions are given with their rules (50.8 and 50.9). All costs given are for one creation attempt; if that attempt fails, new ingredients must be purchased.

The cost for a standard chemical will range from one Silver Penny for a quart of flammable oil to 2000 Silver Pennies for a fluid ounce of non-dilute hydrochloric acid. The GM should scale the costs of other chemicals appropriately.

The cost to distill an herb varies with the cost of the herb; see Section 94, *Arcane Wisdom,* for details.

[50.5] An alchemist can mix standard chemicals beginning at Rank 3, and may add *one* additional ability to his repertoire at Ranks 5, 7 and 9.

An alchemist chooses his additional ability from the following: medicines and antidotes, poisons (including venoms) and potions.

[50.6] The ability to mix standard chemicals allows the alchemist to produce mixtures which can prove useful on expeditions.

An alchemist may produce well-known chemical combinations (e.g., oil and vinegar, water and anything) at any Rank. The standard chemicals ability allows the alchemist to perform most distillations and extractions, and mix the simplest of compounds.

For example, an alchemist can produce Greek Fire and methane with the standard chemicals ability. The components for 12 ounces of Greek Fire (enough to fill a grenado) cost 600 Silver Pennies. Enough methane to fill a grenado can be manufactured at a cost of 300 Silver Pennies. If a creature is directly hit by a grenado filled with Greek Fire, that creature will suffer D10 + 7 Damage Points per Pulse until the flames are extinguished (the virtue of Greek Fire as a weapon is that it sticks to the target). A partial hit will cause D10 – 3 Damage Points per Pulse; if a shield is interposed between target and grenado, the shield catches fire, though the intended target suffers no more than 2 Damage Points. A methane grenado creates a ball of fire in the hex in which it detonates and the adjacent six hexes. Any creature in one of those hexes will suffer D10 – 3 Damage Points, but will be able to avoid further damage by exiting the fire hexes (methane is not a persistent inflammable).

Whenever an alchemist wishes to manufacture standard chemicals, he must spend D10 + 7 hours in a laboratory and pay for the components. The quantity mixed does not affect the time required, but an alchemist is limited to the manufacture of one end product during a given laboratory session.

An alchemist can produce standard chemicals for the use of local businessmen (e.g., embalming fluid for the undertaker), and earn between 50 and 75 Silver Pennies per full week of labor. Alternately, he may produce chemicals which are likely to be put to illegal uses (e.g., a corrosive for iron) or manufacture addictives (e.g., cocaine, heroin). The alchemist must discover an outlet to sell such chemicals, and the return on the goods is up to the GM's discretion.

[50.7] Medicines and antidotes are used to cure a being suffering from either disease, fever or poison.

An alchemist may manufacture three types of medicine: bactericide (remedy for disease), antipyretic (remedy for fever) and salve (remedy for skin inflammation). A bactericide or antipyretic must be ingested, while one dose of salve can cover up to *two* square feet of skin.

Whenever a being uses a medicine to counteract an affliction from which he is suffering, the GM rolls percentile dice. If the roll is equal to or less than ([8 × Alchemist's Rank] + [User's Endurance]), the user is completely cured. If the roll is above the success percentage, the user subtracts *10* from his next dice-roll to see if he naturally recovers from his affliction (see 24). The failure of one medicine to work has no effect upon any subsequent medicines used by a being.

When an alchemist manufactures an antidote, he must specify the type of poison he is negating. Natural poisons are classified by the source from which they stem. Thus, a snake antidote will cure all poison from snakes, and so on. Synthetic poisons (those manufactured by alchemists) are cured by an antidote from an alchemist of equal or higher Rank than the alchemist who created the poison. When a being ingests the proper antidote, the poison in his system will no longer affect him.

[50.8] Poisons cause damage when introduced into the blood stream of a being.

Poisons come from two sources: those which occur in nature (venoms from animals and plants) and those which are created in a laboratory (synthetic poisons). An alchemist may distill venoms and synthesize poisons.

A venom is distilled from either the poison sacs of a poisonous animal (the most common being a snake), or from certain plants. An alchemist may distill D10 – 1 doses of poison from poison sacs. The amount he may distill from plants depends on the type of plant (GM's discretion). An alchemist requires (11 – Rank) hours to distill one dose of venom from either source. The cost of a poison plant or sac is [750 + (150 × Average Damage per Pulse)] Silver Pennies, and there is no cost for the distillation process.

Venoms come in two forms: Nerve Agents and Blood Agents. Nerve Agents work quickly (doing damage every Pulse) while Blood Agents (such as arsenic) work over a long period of time, inflicting damage like Infections (see 24). The damage a being will suffer from a dose of Nerve Agent venom is equal to the damage it would suffer from the venom of the source animal or plant.

An alchemist may also manufacture synthetic poisons (both venoms and paralysants) in his laboratory. A synthetic venom will do [(D10 + Alchemist's Rank) – 5] damage points per Pulse and costs [1000 – (75 × Rank)] Silver Pennies to manufacture. If a synthetic paralysant (see 20.3) is used to affect a being, the formula used for the Willpower Check of the victim is [(4 × Willpower) + 20 – (5 × Alchemist's Rank)]. A synthetic paralysant costs [750 – (60 × Rank)] Silver Pennies to manufacture. An alchemist can produce up to three doses of synthetic poison per day.

[50.9] Potions are created by an alchemist with the aid of either an Adept or a Healer.

Potions are designed to create a specific effect when imbibed by a being. They are manufactured in one-use doses and the entire dose must be swallowed for the effect.

Magical potions are created by the concerted efforts of an Adept and the alchemist (who may be one in the same person). Any spell or talent which the Adept knows *and* which is designed to affect only the Adept or some facet of his own person may be imbued into a potion. It takes two whole days of continuous combined effort to create the potion. It is successfully created if at the end of the time the player rolls less than [(10 × Alchemist's Rank) + (Adept's Rank with the spell or talent)]. A roll above this indicates the potion is useless and the process must be repeated with new ingredients, etc. The effect of a successful potion for the imbiber is as if the Adept had already made a successful Cast Check and the spell had taken effect. The workings of magical potions are immediate. The cost to manufacture a magical potion is equal to [(Experience Multiple of spell or talent × 20) – (Alchemist's Rank × 10)].

An alchemist and a healer working together may create a healing potion (again, they may be the same person). The potions possible and their Base Value are listed in 55.9. The time required to produce the potion is the same as a magical one, and the equation to see if the process was successful is [(10 × Alchemist's Rank) + (3 × Healer's Rank)]. If successfully created, the potion will act on the imbiber as if a healer of the creator's Rank was attempting to heal him (any success rolls must still be attempted). The cost to manufacture a healing potion is [(Base Value) – (50 × Alchemist's Rank)] Silver Pennies.

51. ASSASSIN

Assassin is not a skill which should be carelessly chosen, as the skill is not looked upon with great favor by members of society (at least until they need one). Assassins will vary in philosophy and methods; they may be cold-hearted but not necessarily evil. The GM must allow assassins to practice their art as they wish, and this may result in solo adventures.

[51.1] An assassin must be able to use the sap or garotte at a minimum of Rank 1 before advancing past Rank 2.

[51.2] An assassin increases his chance of causing a Grievous Injury as his Rank increases.

If the assassin is attacking in a surprise situation, his chance of causing a Grievous Injury is increased by 2% per Rank (see 80.2). A surprise situation is one in which combat has yet to be joined, and the victim is not expecting an attack.

If an assassin attacks a victim through a rear hexside during combat, his chance of causing a Grievous Injury is increased by 1% for every Rank.

If an assassin attacks a victim through a front hexside during combat, his chance of causing a Grievous Injury is increased by 1% for every *three* Ranks (round down).

An assassin does not gain the above bonuses when engaging in Ranged Combat.

[51.3] An assassin may gain information from a victim through torture.

The assassin must torture his victim for a period equal to ([Victim's Willpower]/[Assassin's Rank]) hours to try to to gain an important secret. The assassin's chance of forcing the victim to reveal the secret is ([10 × Assassin's Rank] – [4 × Victim's Willpower])%. If the GM's roll on percentile dice is equal to or less than the success percentage, the assassin gains the exact information he requires.

If the assassin fails to gain the desired information, he may try another torture attempt. A victim can withstand a number of torture attempts equal to one-*fifth* his Endurance (round down) before he dies.

If the information an assassin seeks is not of great importance to the victim, the GM should decrease the time required to gain it and increase the assassin's success chance appropriately.

[51.4] An assassin is trained to improve his memory.

Whenever an assassin character wishes to recall the details of a place or routine he has surveyed, the GM rolls percentile dice. If the roll is equal to or less than ([5 × Perception] + [2 × Rank]), the assassin has a perfect memory of the place or routine. If the roll is greater than the assassin's success percentage, the GM should inveigle more and more erroneous information into his description as the roll approaches 100.

The GM may decrease the success percentage for difficult feats of memory.

[51.5] An assassin is able to buy poisons, distilled venoms and acids at cost (i..e., no mark-up) from an alchemist.

[51.6] An assassin causes his target increased damage when attacking through a rear hexside in Melee Combat.

Increase the damage caused by a blow from an assassin by 1 for every Rank when he strikes his target through a rear hex in Melee Combat.

[51.7] An assassin increases his Strike Chance to knock out (16.5) his target with a sap by 2 for each Rank he has achieved in the skill.

[51.8] An assassin increases his chance of performing any action involving stealth (see 83.3) by 2 per Rank he has achieved with the ability.

[51.9] An assassin must pay (500 + [100 × Rank]) Silver Pennies per year for "hush money," accouterments, and implements of destruction.

The GM and the player should negotiate prices for more sophisticated assassination equipment, and fees for information and the hire of henchmen.

52. ASTROLOGER

The celestial bodies have a definite, if not entirely understood, effect upon the lives of the inhabitants of a *DragonQuest* world. These Great Powers seem to impose predestination upon all but the strong-willed, and determine the aspect of each being. The Sun, the Moon(s), and the Planets regularly cause perturbations in the flow of *mana;* the mighty Stars affect a world across the vast reaches of space by their positions relative to it. The study of the purpose and method of the Powers is the science of astrology.

An astrologer's main talent is a limited ability to predict and shape the future. An astrologer will be able to make clear, general assertions, but will only be able to give obscure clues when asked for specific details.

An astrologer must be able to read and write in one language at Rank 8 if he wishes to advance beyond Rank 0.

[52.1] An astrologer may only try once to answer a particular question or to forecast the outcome of an event.

Once an astrologer has made a reading (i.e., a determination about the future), he may not seek to change or influence the reading through his art. Other astrologers who attempt to read the same future will receive the same information that the first astrologer did. A second astrologer may, however, receive some clarification about the first's reading.

[52.2] The results of a reading will affect the pertinent course of events.

The GM is expected to modify the outcome of an adventure or happening in his world to conform with a determination made by an astrologer player character or by an astrologer at the behest of the player characters. The determination does not preclude the characters' actions from affecting the outcome of the adventure or event: to the contrary, the GM must interpret the reading as he sees fit, and alter a few of the random dice-rolls engendered by the characters' actions accordingly.

A prophecy cannot be avoided by the affected character(s) changing his plans. The doom (which may be good) will follow him to the undertaking he substitutes for that which was predicted. However, if a character asks a specific question (sees 52.5) predicated upon a given action, the prophecy will not come to pass unless and until that action is taken.

[52.3] An astrologer's Rank determines how many beings he can directly affect with a single prediction.

A being is directly affected by an astrologer's art when the GM modifies the result of an action taken by the being due to a prophecy.

An astrologer can directly affect up to (5 + [10 × Rank]) beings with a single prophecy. If an astrologer attempts a prediction which would directly affect more beings than his Rank allows, he receives no answer.

[52.4] An astrologer may make (and possibly modify) a general prediction during a reading.

When an astrologer wishes to make a general prediction about a particular venture or being, his player (or the GM, should the astrologer be a non-player character) actually uses a divinatory technique at his disposal. Such a technique could be reading the tarot, casting the I Ching, or any mutually agreed upon method.

The result of the divination becomes the astrologer's prediction. If the astrologer does not wish to make the prediction, he may immediately attempt to change it. The GM rolls percentile dice, and if the roll is less than or equal to ([5 × Willpower] + [4 × Rank] − 30), the astrologer makes a second divination (which may *not* be changed). If the roll is greater than the success percentage, the astrologer is stuck with his first prediction.

[52.5] An astrologer may seek an answer for up to a number of specific questions per month equal to his Rank.

When a being poses a specific question to an astrologer willing to attempt an answer, the GM rolls percentile dice. If the roll is equal to or less than ([6 × Astrologer's Rank] + [4 × Astrologer's Perception]), the astrologer is able to give a correct answer. If the roll is greater than the success percentage, he mutters meaningless gibberish.

All answers given to specific questions must be, at the very least, obscure. The GM may respond with cryptic poetry, much like the Oracle at Delphi, or may choose to have the astrologer supply a riddle (though the Player of the astrologer does not know the answer himself).

[52.6] An astrologer may not make a general prediction or ask a specific question concerning only himself.

One must consult another astrologer in these weighty matters.

[52.7] An astrologer can determine the aspect of a being after observing him.

After an astrologer has spent (60 − [5 × Astrologer's Rank]) consecutive minutes observing a being, the GM informs the astrologer of the being's aspect (see 7).

[52.8] An astrologer expends Fatigue points when practicing his art.

Action	*Fatigue Points Expended*
Make general prediction	10
Try to change general prediction	10
Try to answer specific question	17
Determine being's aspect	5

[52.9] An astrologer must spend (250 + [200 × Rank]) Silver Pennies per year for astrolabes, oculars, reference works, and the like.

An astrologer who does not meet his expenses operates as if he were *two* Ranks less proficient. If his Rank is reduced to a negative number, he may not practice astrology.

53. BEAST MASTER

A loyal animal or monster is likely to serve its master far better than adventuring comrades ever will. A beast master is one who trains these creatures to obedience. He takes a wild animal and, from an adversary relationship, develops a rapport with it. He trains young animals from birth, until they heed his every command. A beast master will, in almost all cases, become very fond of animals. He will defend them against wanton cruelty and slaughter, and will treat his personal charges as family.

A beast master will encounter three kinds of animals: the easily domesticated (such as the horse), the naturally wild (such as the pegasus) and an intelligent or rebellious creature (such as the unicorn). The latter can never be steadfastly loyal to the beast master; such creatures always have at least a subconscious desire to escape. A beast master can be a slaver if he specializes in training humanoids.

[53.1] The value of a beast master's Willpower must be at least 15.

[53.2] A beast master may only train animals for his own personal use until he achieves Rank 5. He may domesticate animals at any Rank.

A Beast Master will normally use his skill to train or domesticate animals for his own use. Animals which spend their lives with a Beast Master and are trained by him will be loyal to their master and serve and protect him as much as possible. If necesary, an animal can be trained to temporarily serve another master (if one week of mutual training is undergone), but the animal will always obey the original master before any new one.

If a beast master's Rank is 5 or greater, he may train animals for other people. The being who is acquiring the trained creature must spend (12 − [Beast Master's Rank]) weeks before it will accept him as new master, during which the beast master must be present at least *one* day per week. The creature will heed the beast master's commands before those of its new owner for as many years as the beast master's Rank at the time the creature's ownership is transferred.

A beast master of any Rank may *domesticate,* rather than train, animals. Such animals can be commanded by any other person, but will tend to wander off or revert to their wild state if not supervised, tied up, or stabled. Pay especial attention to this rule: horses and dogs, the most common domestic animals, are governed by it.

[53.3] A beast master acquires the ability to train one type of animal and/or monster at Ranks 0, 5 and 10.

A beast master may acquire the ability to train additional types of creatures after he has achieved Rank 10 by the expenditure of 2500 Experience Points per type.

A type consists of all creatures listed within one rules sections in the Monsters section (e.g., avians). A beast master may choose, instead, all creatures subsumed under a single animal family (e.g., felines).

[53.4] A beast master must spend (12 − Rank) months to train an animal or monster, or a like number of weeks to domesticate one.

If the creature to be trained is...	*Multiply the time required by...*
Easily domesticated	0.5
Naturally wild	1.0
Intelligent or rebellious	3.0
Raised by beast master from adolescence	0.5
Domesticated by another beast master	1.0
Caught in wilderness	1.5

The unmodified number of months required is multiplied by all applicable modi-

fiers. The time to train a monster or animal is always dependent on the beast master's Rank when he begins the process. Any increases in Rank during the training or domestication period have no effect on the time required.

[53.5] A trained animal or monster must make a loyalty check whenever it recognizes that its master is endangering it, or whenever its master commands an action that runs counter to its instincts.

Whenever a loyalty check is required, the GM rolls percentile dice. He multiplies the beast master's Willpower by *two,* and adds *four* times his Rank if the creature is intelligent or rebellious, *six* times his rank if the creature is naturally wild, and *eight* times his Rank if the creature is easily domesticated (if the owner is not a beast master, use his Willpower value and the Rank of the beast master when he trained the creature). If the roll is less than or equal to this success percentage, the trained creature will do as his master commands. If the roll is greater than the success percentage, the creature's reactions will range from balking to fleeing to turning on his master, as the roll increases (GM's discretion).

[53.6] A domesticated creature must make a loyalty check if the circumstances described in Case 53.5 arise.

The GM rolls D100. If the resulting number is less than or equal to ([Master's Willpower] + [Beast Master's Rank]), the domesticated creature will perform the action. If the roll is greater than the success percentage, but less than or equal to *two* times that percentage, the creature will balk. If the roll is greater than *two* times the success percentage, but less than *three* times that percentage, the creature will take flight. If the roll is greater than *three* times the success percentage, the creature will turn on its master.

A roll of 100 always indicates that a domesticated creature turns on its master. A roll of 96 through 99 indicates that the creature takes flight if the success percentage is *47* or greater.

[53.7] A beast master who intimidates his creatures adds *one* to his Rank when calculating training or domestication time, but the GM adds *10* to any loyalty check dice-roll for one of his creatures.

[53.8] A beast master may train or domesticate as many creatures as his Rank at one time. All creatures being trained or domesticated concurrently must be of the same type.

[53.9] A beast master must pay 150 Silver Pennies a year for equipment, and must pay 100 Silver Pennies per creature trained and 25 Silver Pennies per creature domesticated during the year.

He may halve the cost for upkeep of creatures if he builds a stable. A horse-sized stable costs (500 + [150 × Stalls]) Silver Pennies to construct, and costs (10 × Stalls) Silver Pennies for repairs after the first year.

54. COURTESAN

Courtesanship is a social skill designed expressly to satisfy the needs of lonely or status conscious people. A master courtesan will be an accomplished musician, able to play at least one woodwind or string instrument. The master will also be able to sing, recite and compose stories and legends, perform mime, act out skits and dance. The consummate courtesan is also the master of proper dress, and attractive appearance and is able to simulate a great range of emotions.

The abilities attendant to the courtesan skill are usable by such a character in situations not covered by the following rules, as are those of the troubador skill (q.v.). The GM should improvise and allow a courtesan character to use his skill in appropriate instances. If, for instance, the party is at the mercy of a homely witch of indeterminate age, a male courtesan should be able to charm her and at least win his companions' lives if he plays it right.

A courtier is a male courtesan.

[54.1] A courtesan must generate a value for his Physical Beauty Characteristic (see 5.5).

A courtesan character must pay an additional Experience Point increment of **10%** to increase his Rank in the skill when:

1. His Manual Dexterity is less than 12;
2. His Agility is less than 15;
3. His Physical Beauty is less than 15; or
4. He is death-aspected.

A courtesan character decreases the Experience Point cost to increase his Rank by an increment of **10%** when:

1. His Agility is greater than 22;
2. His Physical Beauty is greater than 20; or
3. He is life-aspected.

All modifiers are cumulative.

[54.2] A courtesan acquires one ability per Rank.

The character begins with one of the following abilities at Rank 0. All acquired abilities can be performed skillfully.

1. Play a woodwind instrument (e.g., flute)
2. Play a string instrument (e.g., mandolin, lute, etc.)
3. Sing
4. Recite stories and legends
5. Compose stories and legends
6. Perform mime
7. Act out skits
8. Tell jokes
9. Dance
10. Dress well (e.g., formally)
11. Dress seductively
12. Appear attractive (by other culture's standards)
13. Simulate wide range of emotions
14. Imitate accents

A courtesan may gain additional abilities after achieving Rank 10 by the expenditure of 500 Experience Points per ability.

[54.3] A courtesan may attempt to seduce a being with whom the courtesan is sexually compatible.

The courtesan must arrange a meeting with his intended paramour, either alone or with persons who will not interfere while the courtesan practices his wiles. The GM rolls percentile dice: the courtesan's base chance of success is equal to the courtesan's ([Physical Beauty] + [10 × Rank]). The GM then *modifies* the success chance, dependent on the feelings and condition of the seductee.

If the roll is equal to or less than the success percentage, the seductee is infatuated with the courtesan and will retire with the seductor to a more private place. If the roll is greater than the success percentage, the outcome will depend on how great the roll is. A roll close to the success percentage calls for anything from "the body is willing but the spirit needs more convincing" to polite refusal, while a high roll can result in anything from mild embarrassment to the courtesan to violent consequences.

Player characters are not bound by the result when a courtesan uses his skill on them.

[54.4] A courtesan's fee for services is dependent upon Rank and gender.

A courtier will receive (25 + [Rank squared]) Silver Pennies for a night's work. A courtesan will receive (25 + [(Rank + 1) squared]) Silver Pennies for the same job. The distaff side will do better at this profession in a male-dominated society. The pay rates are reversed in a matriarchy.

A courtesan is expected to charge a lower *per diem* if hired for consecutive evenings.

[54.5] A courtesan's social position has peculiar advantages and disadvantages.

A master courtesan is equally welcome at a royal ball and at the lowest dive in town. At the same time, a courtesan can be prevented from practicing his skill or imprisoned if the local authorities are so inclined. A courtesan should keep in mind that it helps to provide services at a discount or for free and to bribe the right people to ensure freedom of action.

[54.6] A courtesan must pay (250 + [350 × Rank]) Silver Pennies per year for finery and the props of the trade.

A courtesan who does not spend the above amount operates as if he were *two* Ranks less proficient. If the Rank of a courtesan is reduced to a negative number, the use of the skill is temporarily lost.

The above amount does not include extraordinary aids, such as love philtres, but does include perfumes and other frippery.

55. HEALER

The life span of one who lives in a fantasy world is considerably longer than that of his medieval counterpart. The disparity in age can be attributed to the presence of healers where *mana* exists. These partially empathic beings can cure all the physical ills

which beset a character during adventure. Healers do not generally make good fighters, since active engagement in combat is usually contrary to the principles of their profession.

A healer will charge whatever his client can afford for his lower Ranked abilities. The charge for a miracle (the performance of an ability Rank 8 or greater) will normally exceed 2000 Silver Pennies.

[55.1] The abilities which can be used and the Fatigue Points expended when a healer practices his art depend upon his Rank.

A healer gains one or more abilities at each Rank he achieves, according to the following schedule:

Rank	*Ability(ies)*
0	Empathy
1	Cure Infection, Disease, Headaches, Fever
2	Soothe Pain, Prolong Life
3	Heal Wounds, Transfer Fatigue
4	Neutralize Poison, Graft Skin
5	Repair Muscle, Preserve Dead
6	Repair Bones
7	Repair Tissues and Organs
8	Resurrect the Dead
9	Regenerate Limbs and Joints
10	Regenerate Trunk, Head and Vital Organs

A healer must expend as many Fatigue Points as the Rank at which he acquires an ability he uses (exception: see 55.2, paragraph 2). **Example:** The regeneration of limbs (a Rank 9 ability) will cost the healer 9 Fatigue Points.

A healer may use only his empathy ability if he is handless. A healer may use any of his abilities (with the exception of resurrection) upon himself.

[55.2] A healer must "lay hands" (place his hands) on a being on whom he is to use any of his abilities but empathy. When he does so, he can automatically detect the surface emotions of the being he is healing.

A being's surface emotions are those which currently occupy their conscious mind. The GM informs the healer of the general feelings of the being with which he has empathy. **Example:** A healer lays hands on a comrade who has suffered a Grievous Injury. The GM informs the healer that his comrade feels great pain. If the healer lays hands on an assassin who is feigning injury to lull any suspicion the healer may have, the GM will inform the healer of the assassin's murderous intent just before he announces the result of the assassin's attack.

A healer may also choose the ability of non-tactile empathy (though this has its disadvantages; see below). A healer with such empathy may attempt to detect the surface emotions of a being no more than (2× Rank) feet away from him at a cost of 1 Fatigue Point. The healer's success percentage is equal to his ([Perception] + [10× Rank]) if the other being consents to empathic communication. Subtract *twice* the being's Willpower if he Actively Resists (see 31.2) the detection of his surface emotions.

If a healer chooses the non-tactile empathy ability, subtract his Rank from his Base Chance to strike in Close Combat, and subtract *one-half* his Rank in Melee Combat **(Example:** A healer of Rank 8 would have 8% subtracted from his Base Chance in Close Combat and 4% subtracted in Melee Combat). If a healer only has empathy when laying on hands, subtract *one-half* his Rank from his Base Chance in Close Combat, and *one-fifth* in Melee Combat. Round fractions down in all cases.

[55.3] A healer cures fevers and diseases, neutralizes poisons and grafts skin in much the same manner that medicines and antidotes do (see 50.7).

When a healer attempts to cure a being of an affliction (i.e., fever, disease, or skin problem), his success percentage is ([15× Healer's Rank] + [Patient's Endurance]). The GM rolls percentile dice: if the roll is less than or equal to the success percentage, the patient is cured. If the roll is greater than the success percentage, the patient subtracts 10 from his next dice-roll to see if he naturally recovers from his affliction (see 24 and 85.2).

A healer must spend (30 − [2× Rank]) minutes to implement any of the abilities covered in this rule.

A healer automatically neutralizes the effects of a natural venom. A healer may automatically neutralize the effects of a synthetic poison created by an alchemist of equal or lesser Rank. His success percentage to neutralize a synthetic poison produced by an alchemist of greater Rank than he is equal to (50 − [5× Difference in Rank])%.

A healer does not cure any bodily damage (e.g., Endurance Point loss, broken bones) previous to his laying on hands on the patient with this particular ability (but see 55.8).

[55.4] A healer may soothe pain and prolong life.

When a healer uses his soothe pain ability, he numbs his patient's nervous system so that it will not transmit pain sensations to his brain. The ability also has a soporific effect upon the patient, so that he will not inadvertently injure himself while unable to distinguish hurtful actions. The GM may, at his discretion, permit the healer to use this ability as if he had fed or injected his patient with a local or general anesthetic, tranquilizer, etc. The effects of the soothe pain ability last for the healer's (Rank squared) hours.

When a healer uses the prolong life ability, add D10× ([Healer's Rank] + [Patient's Endurance]) days to the life of his patient. A patient's life may not be prolonged to over *three* times his natural life. A being with a prolonged life has a reduced chance of resurrection (see 55.7).

A healer must spend (60 − [5× Rank]) seconds to implement the first ability, and a like number of minutes to implement the second.

[55.5] A healer can cure Endurance Points and transfer Fatigue Points.

When a healer uses the cure wounds (i.e., Endurance Points) ability, the patient is cured of D10 + (Rank − 5) Damage Points.

When a healer uses the transfer fatigue (points) ability, his patient gains *one* Fatigue Point for each Fatigue Point the healer expends (above the fatigue cost to use the ability).

A being may never have more Fatigue or Endurance Points than the value of the relevant characteristic. Excess points cured by the healer have no effect upon the patient.

A healer may not use the cure Endurance Points or transfer Fatigue Points abilities while on the Tactical Display (i.e., not while in combat). It requires (11-Rank) minutes each time the healer implements either of these abilities.

[55.6] A healer may repair torn, damaged, or broken muscles, bones, tissues and organs.

At least *one-half* of a muscle, bone, or organ to be repaired must remain in the patient's body if the healer is to use one of these abilities. Tissue may be grown from existing material in or on the patient's body. The healer must spend (50 − [3× Rank]) hours laying hands on the patient and the body part will be whole again.

Generally, these abilities will be used to repair the effects of Grievous Injuries.

A healer can act as a cosmetic surgeon. First, he sedates his patient with the soothe pain ability. He then slices and reshapes the skin, muscles, and bones which are deemed unsightly, and makes them whole with the appropriate repair ability. Unless the healer has gained the regeneration abilities (see 55.8), it is best that he work with a healer partner.

[55.7] A healer can preserve the body of a dead being in the hopes of having him resurrected.

A healer may attempt the resurrection of a being who is no more than (10× Healer's Rank) hours dead. However, a healer can suspend the time limit on resurrection by preserving the dead body of a being. Each time a healer uses the preserve dead ability, the body will not "age" for a number of days equal to the healer's Rank. A healer must lay hands on a dead body for (60 − [5× Rank]) minutes to preserve it.

A healer must have a body part at least the size of a torso to attempt the resurrection of a being. A healer will not succeed if he attempts the resurrection of a living being from a severed body part (there is only one life-force). If a body is completely destroyed (perhaps burned), which prevents the resurrection of the being, that thing may become a revenant.

When a healer attempts to use the resurrect the dead ability, the base success percentage is equal to ([8× Healer's Rank]) + [Patient's Endurance]). The base percentage is modified as follows:

1. Add 5% if the healer is life-aspected;
2. Add 5% if the patient is life-aspected;
3. Subtract 5% if the healer is death-aspected;
4. Subtract 5% if the patient is death-aspected;

5. Subtract 1% for each year (or fraction thereof) the patient's life has been prolonged;
6. Subtract 1% for each day of regeneration (see 55.8) it would normally require to make the patient's body whole;
7. Subtract 10% if the patient's body is whole but suffered Damage Points equal to or greater than *twice* his Endurance when he died (the patient's slayer may carve up the body to bring this provision into effect); and
8. Subtract 10% for each unsuccessful resurrection attempt since patient died.

The minimum success percentage for resurrection is equal to the Rank of the healer, regardless of the total modifiers.

If the roll in D100 is equal to or less than the success percentage, the patient is resurrected with his body whole. His Endurance is decreased by *one,* though all of his other values remain as before he died. If the roll is greater than the success percentage, the patient is not resurrected and his Endurance is decreased by *one.* His body is preserved for *one* full day after an unsuccessful resurrection attempt.

If the roll for resurrection is equal to or greater than (90 + [Healer's Rank]), the healer has summoned a malignant phantasm, rather than his patient's life-force. The phantasm will drain some power from the healer, reducing his Endurance value by D10 – 5 (minimum of 1). The phantasm will then return to the netherworld.

When a being's Endurance Value is reduced to *zero* or less, that being may no longer be resurrected. Presumably, what remains of his life-essence is absorbed by one of the Great Powers.

A dead character may take no action with his body. An Adept may compel his body to speak by spell, and his life-force may be placed in another body, which the player would then control.

If a character's life-force is placed in another's body, he retains any magical abilities, his skill Ranks are halved (rounding down), his combat abilities are those of the previous inhabitant of the body. The temporary union of life-force and body uses the value of the body's first four characteristics, and the value of the life-force's characteristics for the remainder.

[55.8] A healer can regenerate every portion of a being's body.

A being's vital organs are his heart, liver, stomach, small and large intestines, kidneys, genitals, brain, and eyes. A healer must spend (15 – [Rank]) days regenerating each vital organ (i.e., creating a new one). A regenerated vital organ will immediately begin to function if enough of the rest of the being's body is in working order. Otherwise, the vital organ will be dormant until the leader can repair or regenerate the necessary body parts.

If a portion of the body has been severed, or there is a hole in a being's anatomy, the GM measures the body part of the *player* which corresponds to that which is missing from the character's body. The healer will require a number of days to regenerate the character's missing body part equal to the measurement in inches of the player's corresponding part. The character's race does *not* affect the time requirement; the circulatory system regenerates at a constant rate for every race. **Example:** A character's arm has been severed at the shoulder. His player's arm measures 24 inches. The healer can regenerate the character's arm in 24 (not necessarily consecutive) days.

[55.9] A healer can manufacture certain potions in conjunction with an alchemist (see 50).

Potion	*Base Value*
Cure Disease	600
Cure Fever	600
(Graft) Skin Salve	650
Neutralize Poison (specify type)	700
Cure Endurance Points	1500
Prolong Life	2500

56. MECHANICIAN

Quite sophisticated devices can be engineered without the aid of modern power sources and techniques. A mechanician's most complex products will involve pulley-, hydraulic-, or spring-based motor systems, which cause the operation of well-greased moving parts. The mechanician is most often called on to devise locks and traps to foil the best efforts of thieves. His second most popular line includes mechanisms for domestic use (e.g., windmills).

Mechanicians often build complex, sometimes non-functional inventions. This is, in part, due to the prevailing view that mechanical gadgets are less efficient than magic at all but the simplest jobs. Thus, the job of mechanician is regarded more as an art than a skill.

A mechanician must know how to read and write in one language at Rank 6 if he wishes to advance beyond Rank 0.

[56.1] A mechanician's progress in his skill is inhibited by a low Manual Dexterity value, and aided by a high value in that characteristic.

A mechanician character must pay an additional Experience Point increment of **10%** to increase his Rank if his Manual Dexterity value is less than 15. Such a character decreases his Experience Point cost to increase his Rank by an increment of **10%** if his Manual Dexterity value is greater than 22.

[56.2] A mechanician can build increasingly sophisticated traps as his Rank increases.

The difficulty of removing a trap is determined by its Rank. A mechanician may build a trap of up to his current Rank. The mechanician must spend (25 – [2 × Mechanician's Rank]) hours and at least (125 × Trap's Rank) Silver Pennies to build a trap. The cost in Silver Pennies is just for the physical framework of the trap; if the trap is coated with poison, filled with an explosive, etc., the mechanician must pay for that material.

If a being fails to remove a trap, he has triggered it.

1. If it is a *physical* trap, the being suffers D10 + [Trap's Rank] Damage Points. If the trap is poisoned, coated with acid, etc., the being will suffer additional damage.

2. If it is an *explosive* trap, it will release its contents in a (10 + [Trap's Rank]) foot-long cone. The base of the cone will be (Trap's Rank) feet across. The hands of the being who attempts to de-trap it must be in the cone. An explosive usually consists of a gas, or something on the order of Greek Fire.

3. If it is a *magical* trap (see 56.3), the stored spell is cast upon the being who triggered the trap. The spell is successful unless backfire occurs.

Once a trap is triggered, it cannot again be detonated until reset by a mechanician whose Rank is at least equal to that of the trap. A mechanician must spend (12 – [Mechanician's Rank]) hours to reset a trap. The only outlay he must make in Silver Pennies is to replace the contents. It is assumed that any repairs necessary are made when a trap is reset.

A mechanician cannot construct a trap of Rank 0.

[56.3] A mechanician can construct a magical trap, in which an Adept can store a spell.

The mechanician first must construct a Ranked trap. He then silvers and enchants it in conjunction with the mage, at a cost of (100 × Spell Rank) additional Silver Pennies. The Adept must employ Ritual Magic for ([Spell Rank + 10] – [Mechanician's Rank]) hours. The spell is stored in the trap, unless backfire occurs.

When a magical trap is triggered, the GM rolls percentile dice. If the roll is less than the Adept's chance of backfire at the time the trap was enchanted, the being who triggered the trap may only try to Resist (the spell). If the roll is within the backfire range, the silver on the trap transmutes to slag.

[56.4] A mechanician may construct a lock or a safe of up to his Rank.

A mechanician must spend (330 – [30 × Mechanician's Rank]) minutes and (25 × Lock's Rank) Silver Pennies to construct a lock. A mechanician must spend (15 – Mechanician's Rank] days and (100 × Safe's Rank) Silver Pennies to build a safe.

A mechanician may store up to *one-fifth* his Rank (round *up*) traps on or adjacent to a lock. A mechanician may store up to *one-half* his Rank (round *up*) traps on or adjacent to the lock mechanism of a safe. A trap which is on or adjacent to a lock is automatically triggered it not de-trapped before a lock or safe is open.

[56.5] A mechanician may earn (25 + [10 × Rank]) Silver Pennies per day for building or supervising the construction of domestic devices.

Domestic goods will usually be mundane products on the order of children's toys, mechanical scythes, pulley lifts, and so on. The mechanician must either establish himself in a town or promote his products for

a few days if he wishes to be supplied with work.

[56.6] The GM may, at his discretion, allow a mechanician character to construct devices of use on adventures.

Under no circumstances may a mechanician build post-Renaissance weaponry.

[56.7] A mechanician can remove his own trap, open his own lock or safe without disturbing or harming his device in (12-Rank) minutes.

A spy or thief (see 61) is able to do the same to the constructs of others.

[56.8] A mechanician must pay (150 + [150 × Rank]) Silver Pennies per year to supply himself with a tool kit, raw materials, and an area in which to work.

A mechanician who does not spend the above amount operates as if he were *two* Ranks less proficient. If the Rank of a mechanician is reduced to a negative number, the use of the skill is temporarily lost.

57. MERCHANT

Since adventurers are highly talented individuals who often risk their lives, and a person is usually compensated for the value of the work he does, the player characters will fare better than most economically. A merchant character, blessed with the ability to earn even more Silver Pennies, has the best of all worlds. His business acumen enables him to command a stiff price for those goods he vends, and to acquire that which he covets at bargain rates. The merchant is not often fooled in monetary matters, for he can be an expert in evaluating the worth of rare and costly goods.

The economies of most *DragonQuest* worlds do not promote the growth of capitalism. Basically, the nobility has a vested interest in all rural lands, which comprise the vast majority of human-settled areas. An ambitious, dynamic merchant could perhaps own the entirety of a large town, but it is quite likely that a jealous duke or prince would twist the king's justice to break the merchant's power. Therefore, it behooves a merchant to cultivate powerful allies when his holdings burgeon.

A merchant must be able to read and write in a least *three* languages at Rank 6 in order to use his assaying ability.

[57.1] The merchant's ability to buy and sell a particular item is dependent upon its type.

Any item will be classified as one of three types: common, uncommon, and rare or costly. Items listed on the Basic Goods Cost List (see 81.4) are of the common type. Jewelry set with semi-precious stones, spices from another continent, and fine paintings are examples of the uncommon type. Rare and costly items include magic-invested objects, diamonds, roc's eggs, giant slaves, etc. The GM must classify each item with which a merchant wishes to deal.

[57.2] A merchant can purchase items at a cost cheaper than the asking price.

Item Type	*Discount to Merchant*
Common	[5 × Rank]%
Uncommon	[2 × Rank]%
Costly or Rare	[1 × Rank]%

If the GM is actively playing the role of the seller, or another player is the seller, the merchant must do his own haggling. There will also be those items which the vendor cannot afford to sell at the usual discount to the merchant. The GM should use his discretion here.

[57.3] A merchant may mark up the price of an uncommon or rare item.

A merchant can gain (1.5 × Rank)% above the value of an uncommon item he is selling. He can gain (0.5 × Rank)% above the value of a costly or rare item he is selling. Again, the proviso at the end of 57.3 holds true.

[57.4] A merchant can assay an item to detemine its exact worth.

The player characters will generally receive a fair quote on the price of basic goods, but must accept the word of the being with whom they are dealing when conducting a transaction involving uncommon, rare or costly items. The odds of the player characters being bilked increase as they venture forth from their native land(s). However, if a merchant is amongst them, he can assay the value of any item after (11 − Rank) minutes.

The success percentage for assaying a common item is equal to the merchant's ([Perception] + [12 × Rank])%, to assay an uncommon item equal to ([Perception] + 9 × Rank])%, and to assay a rare or costly item equal to ([Perception] + [6 × Rank])%. If the GM's roll is equal to or less than the success percentages, the merchant character is told the exact value of the item in question. If the roll is greater than the success percentage, the GM's quote increasingly diverges from reality as the result approaches 100. If the result is *odd,* the quote is below the actual asking price; if *even,* it is above.

[57.5] A merchant character may use his skill to affect transactions involving up to (250 + [50 × Rank Squared]) Silver Pennies per month, or a single transaction of any amount.

The merchant must buy and sell at the asking price for any transactions over his monthly limit.

[57.6] A merchant can specialize in a specific category of item assayal every time he achieves a positive Rank divisible by *three.*

The merchant chooses his specialty from the following list (and any the GM should add):

1. Ancient Writings
2. Antiques
3. Archeological Finds
4. Art
5. Books
6. Gems
7. Jewelry
8. Land
9. Magic-Invested Items
10. Monster and Animal Products (e.g., furs, eggs)
11. Precious Metals
12. Slaves

When a merchant assays an item of a category in which he specializes, he adds (2 × Rank)% to his success percentages. It is possible for a merchant to attain a **100%** chance of accurately pricing a specialty item (exception to 48.4).

If a merchant wishes to add a new specialty after he attains Rank 10, he must expend 1500 Experience Points per specialty.

[57.7] A merchant must spend (15 + [5 × Rank]) Silver Pennies per week to keep up appearances, and (100 + [175 × Rank]) Silver Pennies per year to purchase assayal reference works.

If the merchant fails to spend the former amount, he operates as if he were *two* Ranks less proficient for a full month. If he does not spend the latter amount, he operates as if he were *four* Ranks less proficient when conducting an assayal (though he retains all specialties). If his Rank is reduced to a negative number, he temporarily loses the merchant ability.

58. MILITARY SCIENTIST

A military scientist can capably lead an increasing number of men as he improves his skill. He can prevent his men from fleeing after he has gained their confidence. The main ability of a military scientist is to anticipate and react to enemy maneuvers quickly because of his knowledge of tactics.

It is difficult for a commander to remain in communication with his sub-commanders during a large battle. Traditionally, when an army exceeded 1500 men, the commander-in-chief would divide his forces into a center, left, and right flank. Once the fray begins in earnest, the din, dust clouds, and general confusion effectively isolates the commander from all but the troops immediately in front of him. Magic, of course, can abate this problem. However, any magic used to facilitate communications will not aid the troops in the field. Usually, the best tactic is to devote magic to the combat proper except when a critical message must be relayed. If this is the case, the outcome of the battle depends largely on the efforts of the individual sub-commanders.

A military scientist must be able to read and write in one language at Rank 6 if he wishes to advance beyond Rank 2.

[58.1] A military scientist can lead (15 + [Rank Squared] + [4 × Willpower] troops effectively in battle.

Any being may attempt to lead an unlimited number of troops in battle. However, any troops beyond a being's effective limit (assuming he is a military scientist) will usual-

ly become disorganized in the midst of battle. Generally, disorganized troops will be left to their own initiative, and the individual solder is unlikely to be able to co-ordinate with his fellows left to his own devices.

A military scientist can form a personal guard. After drilling for (12 – Rank) months, or being in combat for a like number of weeks, the military scientist forms a personal guard of up to (15 + Willpower) troops. These troops will be steadfastly loyal to him, so he gains (2 × Rank)% above and beyond his normal success percentage when commanding only his personal guard. A personal guard will follow all rational commands from its leader (i.e., the military scientist) in all but stress situations.

[58.2] A military scientist can rally beings with whom he has drilled or adventured to prevent them from fleeing battle.

A military scientist must either have shared one adventure with or drilled for (12 – Rank) weeks with any being who he will attempt to rally. The military scientist may not attempt to rally a being who has fled for over 30 + [5 × Military Scientist's Rank] seconds.

The military scientist must declare how many beings he wishes to rally during one round. If he is on the Tactical Display, he must take a Pass action. His success percentage is his ([Willpower] + [10 × Rank] – [Number of Beings])%. If the GM's roll on percentile dice is less than or equal to the success percentage, the beings cease to flee and will advance against the foe beginning next round (unless seriously injured, in which case they will hold a position a safe distance away from the nearest enemy being). If the roll is greater than the success percentage, the beings continue to flee.

The success percentage is decreased by 25% for each time a military scientist fails to rally a being(s) during one battle. If more than one military scientist is attempting to rally the same being, the highest success percentage of all is used, and the Ranks of the remaining military scientist(s) is added to that percentage.

A player must choose before the GM rolls percentile dice whether he wishes his character to be affected by a military scientist rally attempt.

[58.3] A military scientist can sometimes perceive the tactics employed by his enemy before they are put to use.

When a military scientist attempts to use his Perceive Tactics ability, his success percentage is his ([Perception] + [9 × Rank])%. The GM rolls D100; if his roll is equal to or less than the success percentage, he informs the player of the military scientist character of the enemy's plan in general terms. If the roll is greater than the success percentage but less than the success percentage plus (2 × Rank), the military scientist is unsure of the enemy plan. If the roll is greater than or equal to the success percentage plus (2 × Rank), the GM misleads the military scientist, with the information becoming completely false as the roll approaches 100.

The military scientist character must take a Pass action to use his perceive tactics ability in combat.

[58.4] A military scientist may add his Rank to the initiative die roll in combat.

This addition to the initiative die roll occurs only if the character is the Leader, not Stunned or otherwise incapacitated, or engaged in Melee or Close combat.

[58.5] The player of a military scientist character may use more time to plan his character's (and companions') actions when engaged in combat on the Tactical Display.

Normally, the gamesmaster will not allow the players any time to plan their actions between or during rounds. However, the player of a military scientist character can request a break period of (20 + [10 × Rank]) seconds between each and every round.

No more than one military scientist character may use this ability per round.

[58.6] A military scientist can temporarily increase the Willpower value of the beings he leads.

A military scientist may increase the Willpower value of all beings that he leads by *one-half* his Rank (rounded down) as long as he takes a Pass action every second round. If the military scientist character is stunned or wounded during a round, his followers lose the Willpower bonus until he can Pass unmolested again.

[58.7] A military scientist must spend (50 + [50 × Rank]) Silver Pennies per year to supply himself with texts on strategy and tactics.

If the military scientist fails to spend the above sum, he operates as if he were *one* Rank less proficient. If he is at Rank 0, he loses his perceive tactics ability.

59. NAVIGATOR

The art of piloting a sea-going vessel and that of ascertaining one's location are inextricably linked. Humanoids must venture across the waters in awkward ships, and are unable to survive immersion in the sea except for relatively short periods of time. Yet there are many beings who dwell beneath the surface of the ocean, and it is profitable for land-bound peoples to engage in commerce with them. Adventurers, with the assistance of an Adept, will probably choose to try to despoil some of the treasures of the deep.

A navigator can manage ships of increasing size as he becomes more experienced. There is a limit to the size of ships constructed, because of their relative fragility (sea-creatures are wont to destroy those vessels they consider overly large). The navigator's other chief ability allows him to locate directions with instruments and read maps.

[59.1] A navigator can determine all compass directions if he can view the stars.

If the night is cloudy, or during the day, the navigator's chance of correctly locating the compass direction is equal to (25 + [7 × Rank])%. If the roll is less than or equal to the success percentage, the navigator has an exact reading on the compass directions. If the roll is greater than the success percentage, his reading is off by *one* degree for each percentage point by which he exceeds his success percentage (the GM must decide in which direction the error is made).

[59.2] A navigator may always determine the compass direction of a landmark relative to his position.

A landmark is defined as any object which can be seen or to which a being can precisely point (presumably by either instinct or magic). A navigator may also judge the distance between his position and a landmark if he can see it. His success percentage to precisely gauge the distance is equal to his ([Perception] + [10 × Rank])%. If the GM's percentile roll is less than or equal to the success percentage, the navigator character is informed of the correct distance. When the roll exceeds the success percentage, the measurement is off by a percentage equal to the difference between the success percentage and the roll (the GM must decide whether long or short).

[59.3] A navigator can read a map if he can relate his physical surroundings to the symbols on that map.

If a navigator tries to read a map which is of the area in which he is presently located or is of an area with which he is quite familiar, his success percentage is equal to ([2 × Perception] + [8 × Rank])%. If the GM's roll on percentile dice is less than or equal to the success percentage, the navigator is told the orientation of the map (and his position, as near as can be estimated). If the roll is between the success percentage and ([4 × Perception] + [10 × Rank])%, the navigator is baffled by the map. If the roll is greater than or equal to the second percentage, the navigator character is given false information by the GM.

[59.4] A navigator can competently pilot a ship of up to (25 + [25 × Rank]) feet in length.

A competent pilot of ship has a negligible chance of damaging or sinking a ship when faced with normal weather and sea conditions. When a ship is not steered by a competent pilot, it is in very real danger of experiencing an accident in choppy seas or during a storm.

[59.5] A navigator can consistently maintain a ship's speed at (50 + [5 × Rank])% of its optimum speed.

If the ship is undercrewed, the optimum speed is calculated for the ship with its current crew complement.

[59.6] A navigator can predict weather at sea with a ([Perception] + [5 × Rank])% chance of accuracy.

The GM rolls percentile dice; if the roll is equal to or less than the success percentage, a navigator can correctly predict the weather for the following (4 + [2 × Rank]) hours. If the roll is greater than the success percentage, the navigator's version of the upcoming weather becomes more and more inaccurate as the roll approaches 100.

[59.7] A navigator can sometimes recognize non-magical danger at sea before subjecting his ship to it.

A navigator's success percentage to use his perceive danger ability is ([3 × Perception] + [7 × Rank])%. If the GM's roll is equal to or less than *half* the success percentage (rounded down), the GM informs the navigator character of the precise danger his ship is facing. If the roll is between one-half and the full success percentage, the navigator intuitively senses the direction and distance of the danger. If the roll is greater than the success percentage, the navigator is unaware of impending doom.

[59.8] A navigator must spend (250 + [25 × Rank]) Silver Pennies per year to maintain the best directional equipment and nautical charts he can use.

If the navigator fails to spend the above sum, he operates as if he is *two* Ranks less proficient. If his Rank is reduced to a negative number, he temporarily loses the use of the skill.

60. RANGER

A few hardy souls, known as rangers, are trained to survive unequipped in wilderness environments. A ranger develops an instinctive sense of direction. He will become extremely sensitive to signs of instrusion by humanoids, and so will become an expert tracker and recognizer of ambushes. The ranger is knowledgable in herablist lore, which allows him to distinguish the properties of plants. A ranger will become comfortable with one particular environment, and will operate best there.

[60.1] A ranger acquires a "bump" of direction as he increases his Rank.

A ranger instinctively knows the relationship of each of the cardinal directions (of the compass) to each other. He is able to pinpoint true north to within (10 − Rank) degrees. A ranger can also estimate the distance he has traveled overland to within (90 + Rank)% accuracy. The maximum amount of travel which can be estimated by a ranger is (1 + Rank) consecutive weeks' worth (see 83.4). A check must be made to determine the accuracy of the Ranger's estimate each time he reaches his time limit. Both the above rules are exceptions to rule 48.4.

If a ranger is lost or wishes to travel out of a wilderland by a direction other than that by which he came, his success percentage to discover the shortest route out is his ([2 × Perception] + [7 × Rank])%. The GM rolls percentile dice, and if the roll is equal to or less than the success percentage, the ranger character chooses the quickest route. If the roll is between one and two times the success percentage, the ranger is unsure of which direction to go, and may check again in (12 − Rank) hours. If the roll is equal to or greater than twice the success percentage, the ranger has decided upon a random direction as the best.

[60.2] A ranger can sometimes recognize an ambush in a natural setting before he (or a fellow party member) blunders into it.

A ranger has a ([3 × Perception] + [5 × Rank])% chance to detect an ambush or trap before he steps into it. Subtract 5% per Rank of the thief or ranger who set the trap or ambush from the success percentage.

[60.3] A ranger can attempt to track the progress of landbound beings through certain types of terrain.

A ranger may only try to track somebody through terrain which will show traces of passage. For example, a human in armor can be tracked through underbrush, but not across a mountain normally.

A ranger's success percentage to track, assuming that his quarry has attempted to obscure signs of his passage, is ([Perception] + [6 × Rank])%. The percentage is *doubled* if the quarry did *not* attempt to cover his tracks; it is decreased by *four* times the Rank of a ranger who used his craft in covering the tracks. If the GM's roll on percentile dice is equal to or less than the success percentage, the ranger may track his quarry as far as the spoor goes. If the roll is greater than the success percentage, the ranger loses the trail an appreciable distance before he could run his quarry to ground.

If a quarry's tracks can weather the passage of time, a ranger may trace tracks of up to (2 + [Rank Squared]) days ago.

[60.4] A ranger can usually recognize the effect a particular plant or animal product will have upon a humanoid.

A ranger can always recognize a common animal or plant product (e.g., pine cones, deer meat). When a ranger tries to determine the use of a less common animal or plant product, his success percentage is equal to ([Perception] + [10 × Rank])%. If the GM's roll on percentile dice is equal to or less than the success percentage, the ranger discovers the properties of the substance under analysis. If the roll is between one and two times the success percentage, the ranger is unsure of the substance's use. If the roll is equal to or greater than twice the success percentage, the ranger mistakenly identifies the substance as something else which it could appear to be.

[60.5] A ranger can forage for curative plants in a woods habitat.

If a ranger spends a full day (about 12 hours) foraging in a woods area, he may do one of the following:

1. Cure disease
2. Cure fever
3. Salve skin irritations
4. Restore lost Endurance Points

The herbs gathered by the ranger will, when he applies them to his patient for (12 − Rank) minutes, cure as if he were a healer of his ranger Rank (see 55.3 and 55.5).

[60.6] A ranger can specialize in one particular environment.

When a ranger achieves Rank 2, he may choose one of the environments listed in 63.1 as his specialty. When a ranger performs an ability in the environment of his specialty, he gains (2 × Rank)% to his success percentage. A ranger may not specialize in more than one environment.

[60.7] A ranger may increase the chance of a favorable reaction (see 64) when encountering an animal in the environment of his specialty.

The reaction dice roll is increased by two for every Rank the ranger has achieved. The ranger forfeits this bonus if he (or any accompanying party member) takes hostile action towards the beast.

61. SPY AND THIEF

The spy and the thief practice their trades covertly, in order to avail themselves of the well-guarded wealth of the powerful. The spy represents himself as one worthy of his victim's trust to gain access to valuable information. He will continue his impersonation until the victim is sucked dry of everything of value or until the spy is discovered. The thief has a more prosaic task to accomplish: the (hopefully) undisturbed removal of property from a supposedly secure place of storage. A thief usually seeks monetary rewards for his efforts, and will cultivate contacts in the underworld of his area of operations. These contacts will enable him to discover where the choicest items are stored, and aid him in disposing of his ill-gotten gains.

If a spy or thief character wishes to use his skill while not accompanied by the rest of the party, the GM should run a solo adventure (unless the task the spy or thief sets himself is very easy). A thief who is caught in the act of burglary is liable to the stiff penalties of medieval times: a hand is removed for the first (known) offense, a second time merits the removal of the other hand or the eye opposite the missing hand, with a greater degree of dismemberment for each succeeding offense. A spy had best not be captured after discovery: the traditional punishment for an exposed spy was to draw and quarter the prisoner.

The abilities of the thief and spy are similar, but the two are *separate* skills. A thief must be able to read and write in one language at Rank 3 if he wishes to advance beyond Rank 3; a spy must be able to read and write in one language at Rank 4 if he wishes to advance beyond Rank 2.

When a character is both a spy and a thief, his player may use the better of the two percentages to perform a given ability.

[61.1] If a character's Rank as a spy is greater than his Rank as a thief, the character expends *one-half* the necessary Experience Points to acquire or improve the latter skill.

The reverse is also true.

[61.2] A spy or thief can pick locks or open safes with the aid of his tools.

The time a spy must spend to implement his pick lock ability is (240 − [20 × Rank]) seconds, and (30 − [2 × Rank]) minutes to use his open safe ability. A thief requires half the time listed to perform either ability.

If the GM's roll on percentile dice is equal to or less than the success percentage,

the spy or thief has opened the safe or picked the lock. If the roll is greater than the success percentage, the safe or lock resists the spy's or thief's best efforts. If any trap remains in place when a spy or thief attempts to open a safe or pick a lock, it is triggered by that action.

For Spy to Pick Lock
([MD] + [4 × Rank] – [6 × Lock Rank])

For Thief to Pick Lock
([2 × MD] + [6 × Rank] – [6 × Lock Rank])

For Spy to Open Safe
([MD] + [3 × Rank] – [7 × Safe Rank])

For Thief to Open Safe
([2 × MD] + [5 × Rank] – [7 × Safe Rank])

MD = Manual Dexterity

[61.3] A spy or thief may attempt to detect traps and, should the spy or thief succeed, may try to remove them.

A spy or thief may make one attempt to detect traps (which requires 10 seconds) in a particular location per day. A spy must spend (24 – [2 × Rank]) minutes to use his remove trap ability, while a thief requires half that time.

The GM must make one percentile roll for each trap to see if the spy or thief detects it. If the roll is less than or equal to the success percentage, the spy or thief notices the location of the trap. If the roll is above the success percentage, he remains blissfully unaware of the trap's presence.

For Spy to Detect Trap
([2 × Perception] + [7 × Rank])

For Thief to Detect Trap
([Perception] + [11 × Rank])

For Spy to Remove Trap
([MD] + [7 × Rank] – [5 × Trap Rank])

For Thief to Remove Trap
([2 × MD] + [11 × Rank] – [5 × Trap Rank])

MD = Manual Dexterity

When a spy or thief attempts to remove a trap, the GM rolls percentile dice. If the roll is less than or equal to the success percentage, the spy or thief has removed the trap without triggering it. If the spy or thief has a trap container (see 61.9), he may store the removed trap. If the GM's roll is greater than the success percentage, the trap is triggered (see 56.2).

[61.4] A spy or thief can sometimes detect a secret or hidden aperture.

Any character can try to find a secret or hidden aperture if he spends time sounding and searching the appropriate wall, floor, or ceiling. A spy or a thief has a ([2 × Perception] + [5 × Rank])% chance of noticing that a secret or hidden aperture is within (5 + Rank) feet of him.

If the GM's roll on percentile dice is equal to or less than the success percentage, the spy or thief character senses that at least one hidden or secret door is in his detection area (but is not told how many). If the roll is greater than the success percentage, the spy or thief does not notice the aperture(s).

[61.5] A spy or thief can attempt to pick the pocket of another being without being detected.

A spy or thief has a base success percentage equal to ([3 × Manual Dexterity] + [6 × Rank])% to pickpocket a being. The following modifiers are applied to the success percentage:

The victim is unconscious	+ 50%
The victim is sleeping or stunned	+ 25%
The victim cannot see well in current circumstances (e.g., human at night)	+ 10%
The victim is inebriated	+ 5%
The pickpocket attempt is made in an uncrowded area and the victim has at least a slight suspicion of the spy or thief's intentions	– 15%
The object to be pickpocketed is in a sealed pocket, pouch or compartment	– 20%
The object to be pickpocketed is affixed to the victim's person or is something used constantly during the day by the victim	– 30%
The object to be pickpocketed makes noise when moved	– 25%
The victim wears metal armor or garments	– 5%
The victim is an assassin, thief or spy: Subtract (5 × Victim's Rank)%	

It is assumed that the spy or thief attempting to pickpocket is not handicapped by his physical condition; if he is, the GM should modify the success percentage accordingly.

If the GM's roll on percentile dice is equal to or less than the success percentage, the spy or thief filches the object he desires without his victim noticing. If the roll is between one and two times the success percentage, the spy or thief is detected by the victim just after the object has been removed from its storage place. If the roll is equal to or greater than twice the success percentage, the spy or thief is caught with his hand in the victim's pocket.

[61.6] A spy or a thief will develop a photographic memory as he gains experience.

A spy's success percentage to employ his photographic memory ability is ([2 × Perception] + [12 × Rank])%. A thief's success per-

centage is ([Perception] + [10 × Rank])%. A spy or thief may use the ability without error for up to (1 + [1 × Rank]) days. When a spy or thief uses the ability after the error-free time limit is expired, reduce his Rank for success percentage calculation (only) by *one* for each day over that time limit.

If the GM's roll on percentile dice is equal to or less than the success percentage, the spy or thief can recall visual details, such as those of a room or a piece of parchment, etc., if he observed it for the requisite length of time. A spy must have observed the object in question for (120 − [10 × Rank]) seconds to use the ability, and the thief must have spent twice that time. If the roll is greater than the success percentage, the spy's or thief's memory has more and more gaps in it as the roll approaches 100. If the spy or thief is attempting recall past his error-free time limit, the GM introduces erroneous information into the memory gaps as the roll approaches 100.

A spy or thief tests his photographic memory ability whenever he tries to verbally describe an object or place, whenever he calls on his memory to gain a mental image of the object or place, or whenever he records it in writing. If a spy or thief fails to recall an object or place once, he may not use the ability again to try to recall the image of that object or place.

[61.7] A spy increases his chance of performing an action involving stealth (see 83.3) by 2% per Rank he has achieved; a thief increases his chance to perform stealth-related action by 1% per Rank.

[61.8] A spy or thief acquires an ability unique to his skill.

A spy may use his photographic memory ability to recall spoken phrases. Even if a spy does not know the language used, he can reproduce the phrases phonetically. Additionally, when a spy concentrates for (60 − [5 × Rank]) seconds, he can extend his range of vision and hearing to (100 + [5 × Rank])% of what it normally is.

A thief can, as long as he may find a purchase sufficient to bear his weight, climb any structure. His success chance when climbing on a structure not made for that purpose is ([4 × Manual Dexterity] + [10 × Rank] − [Structure Height in Feet/10])%. Round the structure height down. If the GM's roll is greater than the success percentage, the thief has fallen in climbing the structure. To determine the height at which the thief falls, roll D100. Round the number off to the nearest 10% (a roll of 5 is rounded down), and multiply the height the thief sought to attain by that percentage. A thief suffers ([Structure Height in Feet/10] Squared) Endurance Points when he falls.

[61.9] A spy or thief must spend (250 + [150 × Rank]) Silver Pennies per year to maintain a proper set of thieving equipment.

A spy or thief who does not spend the above amount operates as if he were *two* Ranks less proficient when performing any of the abilities described in 61.2, 61.3, and 61.5. If his Rank for these abilities is temporarily reduced to a negative number, he may not perform them until he meets expenses.

The above cost does not include any trap containers (see the Basic Goods Cost List, 84.4) that the spy or thief may wish to purchase.

62. TROUBADOR

In a *DragonQuest* world, a minstrel who wishes to be welcome for his entertainment abilities during his travels is known as a troubador.

A troubador becomes a multi-talented performer as he increases his experience in the field. The troubador is also a student of the people he visits, and is as knowledgable as a scholar in the matter of customs. A troubador, being a skilled actor, can also be a master of disguise. The most useful ability a troubador will gain is his bardic voice, which enables him to influence the actions of all but the deaf.

The abilities subsumed in the troubador rules are usable by such a character in situations not explicitly covered in the next few pages. The GM should improvise and allow a troubador character to use his skill in appropriate instances.

[62.1] A troubador acquires one ability per Rank.

The character begins with one of the following abilities at Rank 0. All acquired abilities can be performed skillfully.

1. Play the instrument of the player's choice. The character *must* acquire this ability anew for each separate instrument he wishes to use.
2. Sing or chant.
3. Recite stories and legends.
4. Compose stories and legends.
5. Perform mime.
6. Mimic speech.
7. Act out skits or parody.
8. Tell and compose jokes.
9. Dance (especially folk dance).
10. Dress appropriately to all situations.
11. Simulate wide range of emotions.
12. Execute acrobatics.
13. Amuse small children.
14. Amuse semi-intelligent creatures.
15. Appear attractive.

A troubador may gain additional abilities after achieving Rank 10 by the expenditure of 500 Experience Points per ability.

[62.2] A troubador's chance of successfully performing minor magic (see 4.2) is increased by 2 per Rank.

[62.3] If a troubador is a mage of the College of Illusion (see 38), he adds 1 to his modified chance to cast a spell for every Rank he achieves.

[62.4] When a troubador uses his Perception value to gain information (see 4.3) about the customs or habits of humanoids, add 2 per Rank he has achieved to his success percentage.

[62.5] A troubador can use disguise to appear of a different humanoid race, gender, or profession.

A troubador cannot disguise himself as a member of a race for which his size is inappropriate (e.g., an elf troubador cannot disguise himself as a halfling) or as practitioner of a profession for which he is physically unsuited (e.g., a frost giant troubador could not imitate a jockey). A troubador's disguise ability is intended to fool someone who does not know the humanoid the troubador is masquerading; if the troubador is attempting to pass himself off as an acquaintance of a particular being, the GM will have to determine the chance of the substitution being noticed.

A troubador's base success percentage to use his disguise ability is (12 × Rank)%. Subtract:

1. *Two* times the Perception of the being to be deceived by the troubador if the troubador is impersonating a member of his own race.
2. *Four* times the Perception of the being to be deceived by the troubador if the troubador is impersonating a member of another race.
3. (11 − [Troubador's Rank]) if he impersonates a person of opposite gender.

If the GM's roll on percentile dice is equal to or less than the troubador's success percentage, the being to whom the troubador is falsely representing himself is taken in. If the roll is greater than the success percentage, the being notices inconsistencies (with the role being assumed) in the troubador's appearance or behavior. The inconsistency becomes more glaring as the roll approaches 100.

If a troubador is using disguise in close proximity to a being, a check against his success percentage must be made every hour.

[62.6] A troubador can use his bardic voice to *charm* several beings at once.

A troubador may use his bardic voice on not more than (2 + [2 × Rank]) beings who can understand the language which he speaks. The troubador may not use the voice ability in combat, but may use it against hostile beings. A Willpower check must be made for every being the troubador hopes to affect. The success percentage for the Willpower check is ([10 × Troubador's Rank] − [2 × Being's Willpower])%. If the roll is less than or equal to the success percentage, the being is charmed, as described in the College of Ensorcelments and Enchantments spell of the same name (see 36). If the roll is greater than the success percentage, the being is not affected.

A troubador must expend (15 − Rank) Fatigue Points every time he uses the bardic voice ability.

[62.7] A troubador must spend (50 + [100 × Rank]) Silver Pennies per year to supply himself with the props necessary for his trade.

A troubador who does not spend the above amount operates as if he were *two* Ranks less proficient. If the rank of a troubador is reduced to a negative number, the use of the skill is temporarily lost.

VIII. Monsters

The player characters represent only an infinitesimal fraction of the inhabitants of the *DragonQuest* world. The GM is responsible for playing the part of those inhabitants that the characters meet during their adventures. These inhabitants will be of roughly two types: non-player characters (NPC's) and monsters.

Non-player characters are those inhabitants who are of races or species from which a player character could also come or which are closely-related to those races. Monsters consist of those inhabitants who come from races or species from which a player character could not come. These two classes are further broken down into other categories depending upon the element in which the Players are most likely to encounter them and whether or not they are common or fantastical. Common monsters are those that dwell throughout the *DragonQuest* world (as interpreted by the GM) while fantastical monsters are those rare species which are highly magical and will tend to be found only in isolated areas (especially areas that are mana-rich).

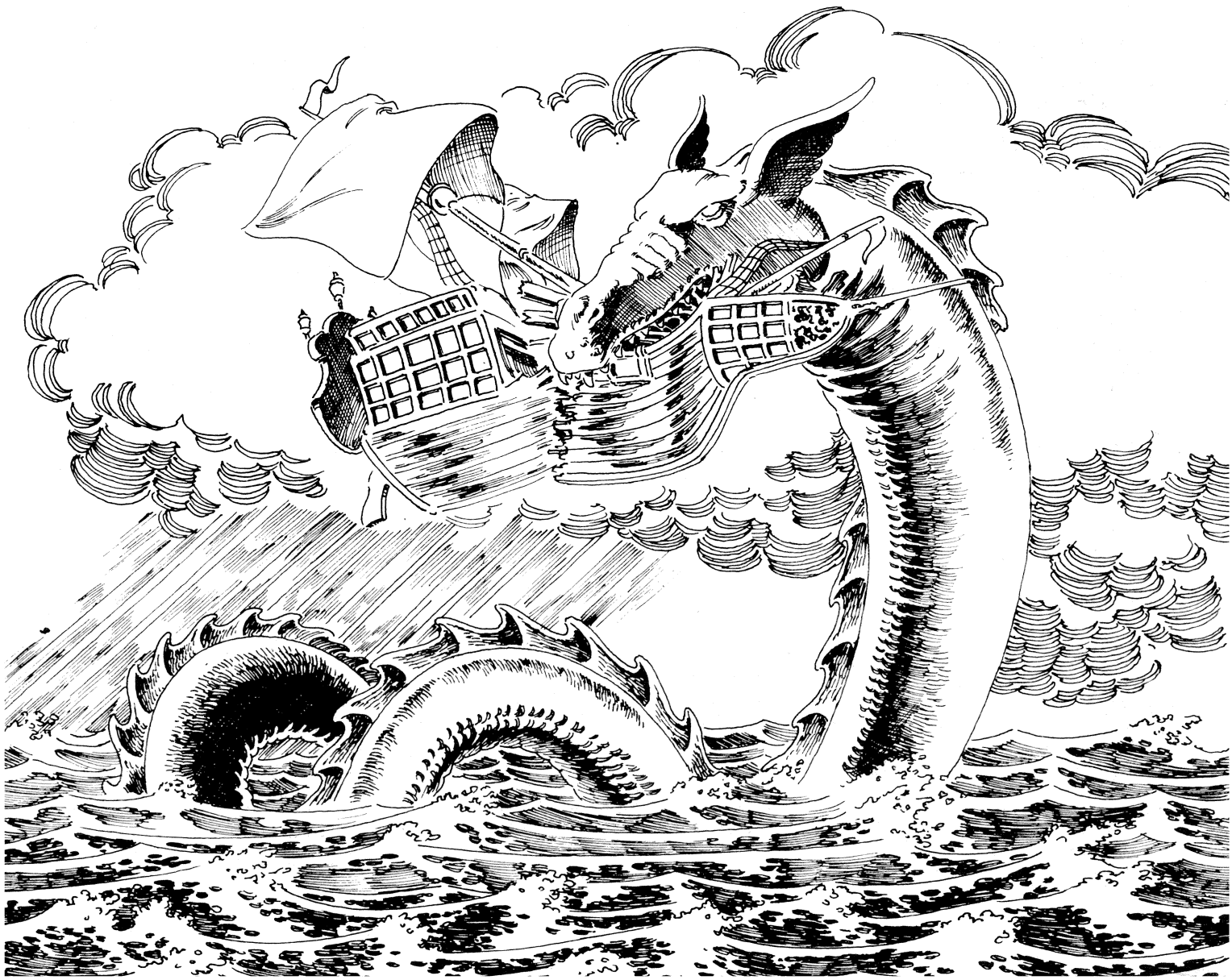
The GM pregenerates some monsters and NPC's prior to play so that they may be brought into play whenever the players' characters arrive at their destination or otherwise stumble on them. He need not keep detailed records on all monsters. Instead, he may write the most important information concerning a monster on a 3″ × 5″ index card, with a master list of all monsters kept on a single sheet. The GM may wish to save time and effort by using the same numbers for all NPC's/monsters of the same race or species found in the same place, possibly varied for one or two characteristics if additional flavor is desired. The GM creates these characters and monsters by choosing (or randomly generating) a number which falls within the parameters given for each type of character or monster under the monster descriptions in this Section.

Alternatively, the GM may wish to keep index cards for various monsters, and pull one at random whenever the characters are due to encounter an NPC/monster. The GM may wish to present his own monsters and NPC's to characters whenever they randomly encounter wandering monsters or NPC's (those not placed in advance) or he may wish to use the mechanic provided in this rule section (see 63).

63. ENCOUNTERING MONSTERS AND NON-PLAYER CHARACTERS

The frequency with which players' characters will encounter monsters and NPC's will be determined by the GM. There are two types of encounters the players' characters may have: encounters with pre-positioned monsters and NPC's (usually in their lair or dwelling) and encounters with wandering monsters and NPC's in a more or less random pattern. The GM may choose to use his own system for determining when and how the latter are encountered or he may choose to use the following system:

The GM secretly chooses the "Danger Level" of the area through which the players are adventuring. This level determines how



frequently the GM must check to see if the characters encounter a random (not previously emplaced) monster or NPC, the Base Chance of encountering anything (dependent in part on the terrain), and the number which is added to the dice roll to determined the type of encounter the characters have. All of these factors are included on the Danger Table (63.1). If an encounter takes place, the GM then consults the Encounter Table (63.2) to ascertain the exact nature of the monster or NPC encountered.

Whenever the Danger Table indicates that an Encounter Check must be made, the GM indexes the Danger Level of the area with the type of terrain that is predominant. The intersection of line and column on the Danger Table results in the Base Chance of there being an Encounter. The GM then rolls D100, and if the result is less than or equal to the Base Chance of an encounter, an encounter occurs. The GM rolls D100 and adds to the resulting number the modifier listed on the Encounter line of the Danger Table for the Danger Level of the area in which the encounter takes place. The result is indexed with the appropriate terrain type on the Encounter Table to find the name of the monster or NPC the players encounter. Beside the name of each monster/NPC is a number which the GM adds to the result of a D10 die roll. The modified die result is the number of monsters or NPC's of the appropriate type which the characters encounter (minimum of 1). If the designation "Human" results, the GM must again roll D100 and add to the result the modifier given on the appropriate Encounter Line of the Danger Table. The resulting number is indexed with the Humans column on the Encounter Table to determine the class of humans the players encounter. Next to the class is a number which is added to the dice roll used to determine the initial reactions of the monsters or NPC's encountered (see 64).
Note: Modified results of greater than 125 are treated as 125. Results less than 1 are treated as 1.

The GM may wish to vary slightly the regularity with which he makes Encounter Checks so as to keep the players from anticipating danger too easily.

[63.1] **Danger Table**
(see page 102)

[63.2] **Encounter Table**
(see page 101)

64. REACTIONS TO ENCOUNTERS

Unless the GM has established a reaction for the NPC/monster the player characters have encountered, he consults the Reaction Table, rolling D100 and adding to or subtracting from the result whatever number he believes appropriate to the situation in addition to those modifiers listed on the Humans column of the Encounter Table, where appropriate. The GM determines the modifier before rolling the dice. It should seldom exceed 30. The GM may add negative numbers to the dice roll. The modified dice roll number indicates the reaction of the monster(s) or NPC(s) to the encounter as follows:

Dice	***Reaction***
01-10	Enraged: Immediately attacks party.
11-20	Belligerent: Immediately attacks unless somehow mollified.
21-30	Wary: Inclined to attack, but does not immediately charge.
31-40	Unfriendly: Willing to communicate on a limited basis, but will not cooperate and may attack if patience is tried too severely.
41-60	Neutral: Willing to communicate or to allow the party to pass by without hinderance. Has no positive or negative feelings about the party.
61-75	Pleasant: Willing to communicate, including in his conversation useful hints about the area, but still intent upon his own business.
76-85	Friendly: Willing to communicate and provide minor assistance (such as providing temporary lodging).
86-95	Charmed: Willing to assist the party in any way which does not imperil the NPC/monster's own interests. He may even be talked into joining the party temporarily.
96-100	Enraptured: Willing to join the party immediately upon being asked. Will totally identify with the party and its interests even to his own peril.

The nature and degree of any modification will depend upon the race or species of the monster or NPC encountered, on the manner in which the characters habitually treat entities they encounter, and on such unpredictable details as whether the monster currently has its young in tow and is thus primarily concerned with their welfare. Once the initial reaction has been determined, the ensuing interaction of the characters with the monster or NPC will depend upon the actual interaction of the players and the GM, as modified by their respective perceptions of the prejudices, perceptions, and characteristics of their characters.

[64.1] The Physical Beauty of a Monster (or lack thereof) may cause characters to react in unpredictable ways.

Whenever characters encounter a monster whose Physical Beauty is less than 6, they must make a Willpower check of (4 × Willpower). If they roll above this result, they must then roll on the Fright Table (see 44.8), and apply any results before they take any other action. If affected they receive another Willpower check every second Pulse until they recover. Until that time, they will act as the result on the Fright Table indicates.
Note: The relative Physical Beauty of monsters will in part determine character interaction with them and will also determine in part the interaction of a party of characters accompanied by such a monster with other randomly-encountered NPC's or monsters.

65. HOW TO READ THE MONSTER DESCRIPTIONS

Sections 66 through 76 list the various types of fauna which may be encountered in the *DragonQuest* world. Each Section describes one type of fauna and provides detailed information on some specific representative examples of that type. These sample creatures are discussed in detail according to the format given above right.

Name: The name of the monster (or NPC type, hereafter called simply "monsters").

Natural Habitat: The environment(s) in which the monster is most likely to be found, including subclasses of the 10 basic terrain types discussed in 63.

Frequency of Appearance: There are 4 designations given under this heading, each representing the relative rarity of the monster as a guide to the GM in placing them in his world. In ascending order of rarity, they are: Common, Uncommon, Rare, Very Rare.

Number: The average number of specimens of the monster which will be found together in one place, usually expressed as a span of numbers. In some cases, this span will be followed by a single number which indicates that this is the number most frequently found together.

Description: A description of the monster as perceived by human senses.

Talents, Skills, and Magic: Includes a ist and description of all the talents possessed by the monster as well as any skills mastered and whether the monster possesses any magical talents or is an Adept of a College of magic.

Movement Rates: A list of the Flying, Swimming, Running, Climbing, Crawling, and Tunneling speeds of the monster. These are given in yards (usually hundreds) per minute. These numbers are used primarily in the Adventure Sequence for purposes of establishing chase speeds. The Movement Rate of humanoids is Running: 250.

PS: Physical Strength. **MD**: Manual Dexterity. **AG**: Agility. **MA**: Magical Aptitude. **EN**: Endurance. **FT**: Fatigue. **WP**: Willpower. **PC**: Perception. **PB**: Physical Beauty. **TMR**: Tactical Movement Rate. TMR's are listed in the same order as they are listed in Movement Rates. A monster's TMR is equal to its Movement Rate divided by 50. These characteristics function in the same manner as the characteristics of player characters except for Physical Beauty, which measures the relative emotional response (in ascending order of approval from 1) of player characters to the physical appearance of the monster (but not NPC). These characteristics are given as a span of number in most cases. The GM may choose to pick a number from the span or he may randomly generate a modifier to the lowest number in the span (which serves as a base).

NA: The monster's Natural Armor, given as the number of Damage Points (DP's) absorbed by the monster's skin, scales, etc., for each Strike.

Weapons: The natural weapons of the monster in the forms of claws, teeth, talons, etc. The damage done by each natural weapon, its Base Chance and, in some cases, its possible Rank, are listed along with each weapon. Monsters always add their Manual Dexterity to their Base Chance with any natural weapon whether Ranked or not. For purposes of Grievous Injury, all teeth, horns, and tusks do type A damage. Talons and claws do type B damage. Hooves and other appendages to butt or kick do type C damage.

Comments: Any special characteristics of the monster, including its preferences in diet, treasure that it may have scavenged, etc., are discussed under this heading.

[63.2] ENCOUNTER TABLE

Environment...

CAVERN	CRYPT	FIELD	MARSH	OCEAN	PLAIN	ROUGH	RUIN	WASTE	WOODS	*Dice Roll*	HUMANS
+3 Rat	+5 Rat	+3 Rat	+3 Rat	+1 Human	+2 Buzzard	+5 Gnome	+3 Rat	+1 Dingo	−8 Weasel	01-05	+10 Resident
+5 Rat	+7 Rat	−4 Human	+1 Mongoose	+3 Human	+5 Buzzard	+8 Gnoll	+8 Bat	+5 Dingo	−4 Weasel	06-10	+8 Resident
+12 Bat	+10 Bat	+1 Halfling	+1 Land Turtle	+5 Human	+3 Dingo	+12 Dwarf	+8 Gnoll	−1 Jackel	−8 Wildcat	11-15	+5 Resident
+5 Gnome	+8 Gnoll	+1 Brownie	−4 Wildcat	+10 Human	+8 Dingo	+6 Hobgoblin	+10 Hobgoblin	+2 Hyena	−6 Wildcat	16-20	+15 Merchant
+9 Gnome	+2 Hobgoblin	+1 Kobold	−8 Boar	+15 Human	−2 Jackal	−5 Human	−1 Ghost	+3 Buzzard	−8 Goshawk	21-25	+5 Merchant
+3 Kobold	+1 Ghost	+3 Kobold	−3 Human	−2 Barracuda	+1 Hyena	−3 Human	−5 Human	+8 Scorpion	−4 Goshawk	26-30	+15 Soldier
+8 Goblin	+3 Ghost	+2 Hobgoblin	−1 Human	+1 Shark	−4 Human	−1 Human	−3 Human	−2 Asp	−7 O. Outang	31-35	−5 Brigand
+12 Hobgoblin	+3 Ghoul	+6 Hobgoblin	+2 Human	+5 Shark	−3 Human	−6 Wildcat	−1 Human	−1 Camel	−4 Owl	36-40	−10 Brigand
−2 Human	+5 Ghoul	+1 Ghoul	+4 Hobgoblin	+25 Human	−2 Human	−6 Leopard	+3 Skeleton	+1 Camel	−6 Bear	41-45	+10 Soldier
−1 Human	+9 Ghoul	+3 Ghoul	+5 Gnoll	+30 Human	−1 Human	+3 Neanderthal	+5 Skeleton	+1 Jackal	−8 Bear	46-50	+5 Resident
+10 Dwarf	−4 Zombie	+5 Ghoul	+5 Crocodile	−6 Eel	+3 Elephant	+6 Neanderthal	+2 Zombie	+4 Jackal	−4 Wolf	51-54	+5 Adventurer
+15 Gnoll	+1 Zombie	+1 Gnoll	+10 Crocodile	−4 Eel	+9 Elephant	−7 Boar	+4 Zombie	+5 Hyena	−4 Human	55-58	+5 Soldier
+15 Orc	+3 Zombie	+3 Gnoll	−8 Python	−4 Octopus	+4 Mustang	−6 Bear	+3 Ghoul	+6 Buzzard	−2 Human	59-62	+5 Pilgrim
−4 Bear	+1 Skeleton	+2 Satyr	−7 Mamba	−3 Octopus	+8 Mustang	−6 Troll	+5 Ghoul	+2 Tarantula	+1 Nymph	63-66	+5 Merchant
−6 Bear	+3 Skeleton	+4 Satyr	−3 Cobra	+3 Manta Ray	+1 Human	+5 Human	−4 Troll	+4 Tarantula	+3 Satyr	67-70	−5 Resident
+1 Wolf	−3 Human	−3 Ghost	+20 Pirahna	+5 Manta Ray	+3 Human	−3 Ogre	−7 Troll	−1 Hobgoblin	−8 Python	71-74	+5 Adventurer
−7 ST. Tiger	−3 Night Gaunt	−1 Ghost	+40 Pirahna	+1 Harpy	−6 Cheetah	+20 Orc	−6 Ogre	+1 Hobgoblin	−6 Mamba	75-78	−10 Brigand
+6 Neanderthal	−1 Night Gaunt	−1 Human	−8 Troll	+3 Harpy	−4 Lion	+1 Hill Giant	−5 Gargoyle	+3 Hobgoblin	−3 Cobra	79-82	−5 Reaver
−4 Minotaur	−3 Gargoyle	+1 Human	−7 Troll	+1 Killer Whale	+3 Dire Wolf	+5 Dire Wolf	−3 Gargoyle	+5 Hobgoblin	−8 Naja	83-86	+5 Merchant
−3 Manticore	−1 Gargoyle	+3 Human	+1 Fossergrim	+3 Killer Whale	+5 Dire Wolf	−3 Sasquatch	−1 Gargoyle	−3 Orc	+5 Leprechaun	87-90	−5 Adventurer
−1 Manticore	−1 Wight	−3 Elf	+3 Fossergrim	−1 Merfolf	+10 Baboon	−6 Manticore	+2 Human	−1 Orc	+10 Pixie	91-93	−10 Brigand
+1 Dire Wolf	+1 Wight	−1 Elf	+5 Nixie	+1 Merfolk	+20 Baboon	−8 Gryphon	+5 Human	−5 Human	−8 Dryad	94-96	−5 Soldier
+1 Ogre	+3 Wight	−1 Dire Wolf	+10 Nixie	+5 Merfolk	+30 Baboon	−7 Hydra	+9 Human	−1 Human	−8 Tiger	97-99	−5 Merchant
−7 Troll	−1 Wraith	−8 Troll	+15 Nixie	+8 Merfolk	+1 Centaur	−2 Stone Giant	+9 Gorilla	+5 Human	−6 Leopard	100-102	−10 Resident
−8 Chimera	+1 Wraith	+3 Orc	+20 Nixie	+10 Merfolk	+5 Centaur	+3 Frost Giant	+10 Orc	+10 Human	−7 Stag	103-105	−5 Pilgrim
+15 Gnome	−8 Doplganger	−8 Were	+1 Suarime	−6 Squid	+9 Centaur	−3 Hippogriff	+20 Orc	+15 Human	−5 Minotaur	106-107	−10 Adventurer
+15 Goblin	−5 Doplganger	−6 Vampire	+3 Suarime	−4 Squid	+15 Orc	−4 Cloud Giant	−4 Naga	+20 Human	−4 Sasquatch	108-109	−10 Reaver
+20 Hobgoblin	−1 Doplganger	−5 Vampire	+5 Suarime	−2 Squid	+5 Human	−4 Eagle	−8 Chimera	+10 Orc	+2 Human	110-111	−10 Soldier
+20 Gnoll	−8 Basilisk	−4 Vampire	+7 Suarime	−8 White Whale	+9 Human	−8 Chimera	−4 Night Gaunt	+20 Orc	+5 Gorilla	112-113	−5 Merchant
+20 Orc	−7 Basilisk	−3 Vampire	+9 Suarime	−8 White Whale	+12 Human	−8 Sylph	−3 Wight	+25 Orc	+10 Gorilla	114-115	−15 Resident
−2 Sasquatch	−1 Vampire	−8 Wight	−8 Wyvern	−8 Kraken	−8 Unicorn	−8 Pegasus	−2 Wraith	−8 Gryphon	+10 Elf	116-117	−30 Brigand
−7 Gorgon	+1 Vampire	−6 Wight	−7 Wyvern	−8 Kraken	−6 Unicorn	−8 Titan	−4 Vampire	−8 Basilisk	+20 Elf	118-119	−30 Reaver
−8 Doplganger	+3 Vampire	−7 Wraith	−6 Wyvern	−8 Kraken	−3 Wooly M.	−8 Roc	−7 Spectre	−8 Salamander	−6 Unicorn	120-121	−20 Resident
−7 Basilisk	−7 Spectre	−5 Wraith	−5 Wyvern	−8 Titan	−1 Wooly M.	−7 Storm Giant	−8 Basilisk	−8 Phoenix	−4 Unicorn	122-123	−25 Resident
−8 Dragon	−5 Spectre	−3 Wraith	−4 Wyvern	−8 Titan	+1 Wooly M.	−8 Dragon	−8 Titan	−8 Sphinx	−8 Titan	124-125	−30 Resident

See next page for Notes.

ENCOUNTER TABLE *(continued)*

KEY: The names in each terrain column are those of the species the characters encounter when the dice roll for that species occurs. The Humans column of the Encounter Table gives the class of the humans (or humanoids) encountered followed by a number which is added to the initial Reaction Check (see 64). Human classes include the following: **Resident:** The indigenous inhabitants of the area, including local tradesmen, farmers, nobles, witches, warlocks, village idiots, constables, etc. Except in extremely dangerous areas, the locals are likely to be friendly (or at least neutral) and to be generally mundane (few heroes or great mages will be found among them). There will be exceptions to this rule, especially when the players stumble on isolated cots in the woods occupied by elderly women who keep cats. Substitute *merchant* for *resident* if at sea. **Merchant:** Those traders who travel long distances between trading centers, making high profits as a result of their willingness to risk venturing through wild areas to ply their wares. Merchants will almost always be accompanied by slaves and armed body guards. They will generally carry [D + 5] × 3,000 Silver Pennies worth of treasure or trade goods. Large parties (10 or more) will usually include an Adept and/or heroic fighter (a fighter with exceptional characteristics and Rank with weapons) hired by the merchant for protection. If encountered at sea, the value of any treasure or trade goods will be tripled and at least two thirds of the party will be armed soldiers with slaves and sailors making up the balance. Sea-going merchants will always have at least one (and possibly two or three) Adepts on board ship. **Soldier:** This class includes everything from individual messengers of the local potentate through medium-sized companies of condottieri. Soldier bands will include one heroic fighter for every 10 soldiers and one Adept and one military scientist in every band of 20 or more. Soldiers will usually be heavily armored (chainmail at the least) and armed and will often possess booty worth [D − 2] × 100 Silver Pennies per man. If at sea, double the value of treasure carried. Soldiers encountered in military vessels at sea will always be accompanied by at least one (and sometimes more) military scientists and Adepts. **Brigands:** This class encompasses thieves, highwaymen, cutpurses, pirates, and other unsavory types indigenous to the area. They will usually be lightly armed and will seldom include in their ranks adepts or military scientists, though heroic fighters will usually be present. Brigands will usually carry [D − 3] × 100 Silver Pennies worth of coins and jewelry in addition to the value of their weapons (which are often bejewelled). Seaborne brigands will have twice the treasure of their land faring brethern. Usually, brigands will be content to steal all of the worldly possessions of their victims and then allow them to depart with their lives. Seagoing brigands may, however, impress one or more of their victims as galley slaves and will sometimes amuse themselves by keelhauling the remainder of the party or otherwise killing them all. **Reavers:** Reavers are much like brigands except that they are not indigenous to the area and tend to enjoy slaughter almost as much as looting. Reavers will always be accompanied by 1 heroic fighter for every 8 men and 1 military scientist per 15 men. Each party will have one (and only one) Adept along (usually one versed in the Elemental Colleges). They will always be mounted if encountered on land. They will possess the same treasure and weapons as brigands, but will be more heavily armored (chainmail or leather in addition to a cloth armor undergarment). Reavers always kill their victims, usually by torture. If they haven't the time to torture their victims on the spot, they will carry them off and torture them later. Seagoing reavers will lock any of their victims they do not make into galley slaves in the hold of the victims' ship which they will then set afire. **Adventurer:** This class includes characters similar to those of the players, themselves. Adventurers will usually be in the company of one or more nonhumans or monsters. They will always be heavily armed and armored, will inevitably include one or more Adepts in their company and will possess [D + 5] × 300 Silver Pennies each on the average. **Pilgrims:** All monks, holy men, wandering hermits and the like are included in this class along with religious pilgrims bound for one or another shrine. They will generally be lightly armed, wear little or no armor and include no heroic fighters or military scientists. They may number an Adept or two (usually of little note) among their company. Except for hermits, they will possess [D + 3] × 100 Silver Pennies each on the average. They will usually mind their own business, attacking only out of fear and may sometimes be robbed without a fight. If a holy man or monk is part of the company, he may secretly lay a curse on the players' characters if they do the pilgrims harm.

[63.1] DANGER TABLE

DANGER LEVEL	Low	Small	Moderate	High	Extreme
Frequency	168	72	24	6	2
Cavern	-	10%	20%	30%	45%
Crypt*	2%	17%	27%	37%	52%
Field	25%	40%	50%	60%	75%
Marsh	5%	15%	30%	40%	55%
Plain	-	10%	20%	30%	40%
Ocean	-	10%	25%	35%	55%
Rough	-	3%	13%	25%	40%
Ruin	-	10%	25%	35%	50%
Waste	-	5%	15%	25%	40%
Woods	-	15%	25%	40%	50%
Encounter	−25	−10	+5	+10	+25

Danger Level: The relative chance of an encounter with potentially hostile NPC's or monsters, given in five increments in ascending order of danger from Low to Extreme. **Frequency:** The frequency (in hours) with which the GM must make an Encounter Check depending upon the Danger Level of the area occupied by the characters. **Cavern, Crypt, etc.:** The 10 major terrain types in which the characters may adventure. The percentage found by indexing the terrain type with the Danger Level is the Base Chance of any encounter (of any type) occurring when the characters are in that type of terrain. *Cavern* includes all caves, tunnels, natural caverns, and other underground areas which are not part of an inhabited dwelling. *Crypt* includes all barrows, crypts, burial mounds, graveyards, and other places of interment for the dead. *Field* includes cultivated fields, vineyards, moors, heaths, etc. (usually near inhabited areas). *Marsh* includes all swamps, meres, ponds, etc. In addition, small streams and rivers are included herein, but 10 is subtracted from the Base Chance if checking for an encounter as a result of a stream or river crossing when other terrain of this type is not present. *Plain* refers to all plains, steppes, and other more or less open and flat or rolling terrain. *Ocean* includes oceans, seas, and large lakes. If the adventurers are on a lake, the Base Chance for this type of terrain in reduced by 10. *Rough* refers to both hills and mountains, but 20 is added to the Base Chance if the characters are in mountains instead of hills. *Ruin* includes all abandoned dwellings (cities, castles, monasteries, villages, etc.). *Waste* includes all deserts, wastelands, salt flats, etc., where life is not likely to be found in profusion. *Woods* refers to all wooded glens, forests, brush land, etc., where large amounts of common wildlife are likely to be found and where few humanoids dwell. If the area is deep forest, add 10 to the Base Chance of an encounter. **Encounter:** The number added to the dice roll on the Encounter Table which is used to determine exactly what type of NPC or monster is encountered. **#%:** The Base Chance of an encounter in the terrain type the adventurers occupy at the current Danger Level. **(-):** No chance of an encounter occurring in this type of terrain at this Danger Level. **Note:** Inhabited dwellings, cities, towns, etc., have not been included on this table, since the GM will almost always prefer to inhabit these areas with monters/NPC's of his own choice.

66. COMMON LAND MAMMALS

[66.1] Apes and Prehumans

Apes and prehumans include baboons, gorillas, and orang-outangs in addition to two classes of prehumans: neanderthals and sasquatchs. All of these tend to be shy of humans and will usually dwell in high mountains or deep jungle. They have three times the stealth of an average human (30) and are often adept at tracking and have other talents sometimes associated with the Ranger Skill.

BABOON

Natural Habitat: Plains

Frequency: Common **Number:** 1-100 (20)

Description: Baboons are medium-sized apes, usually no more than 4 feet tall, and 120 pounds in weight. They are characterized by their large heads and long sharp fangs. Baboons generally have light brown fur, but may have brightly-colored (orange, blue, purple or red) faces and/or rumps (especially females).

Talents, Skills, and Magic: Baboons possess no special talents or skills. They are neither magic nor tool users and are only semi-intelligent.

Movement Rates: Running: 350

PS: 12-18	**MD:** 16-20	**AG:** 18-22	**MA:** None
EN: 6-10	**FT:** 10-15	**WP:** 7-9	**PC:** 17-21
PB: 6-9	**TMR:** 7	**NA:** Fur absorbs 2 DP	

Weapons: Baboons cannot attack except in Close Combat. They will swarm over their victim, using their bite (Base Chance of 65%, Damage of +4) to kill by increasing blood loss.

Comments: Baboons tend to be vicious and unpredictable, attacking without warning. They are tribal in nature and do not fear men when in company with the rest of the tribe. They can sometimes (30% chance) be assuaged by food (usually meat).

GORILLA (Mountain Gorilla/Great Ape)

Natural Habitat: Woods, Forest and Mountains

Frequency: Rare **Number:** 1-40 (20)

Description: Gorillas reach 650 pounds and 6+ feet in height. They usually have arm spans when full grown of over 10 feet. Gorillas tend to have black fur, but older males will often have gray or silver fur. Some species are entirely white. Both males and females have prominant canines and are vicious fighters. Due to their great weight, gorillas cannot move between trees in the manner of other apes.

Talents, Skills, and Magic: Gorillas have no special talents or skills. They are not tool or magic users.

Movement Rates: Running: 350

PS: 30-40	**MD:** 20-23	**AG:** 14-17	**MA:** None
EN: 28-33	**FT:** 33-38	**WP:** 6-8	**PC:** 12-18
PB: 3-7	**TMR:** 7	**NA:** Fur absorbs 3 DP	

Weapons: Gorillas may only attack via Close Combat. However, they may enter Close Combat with an entity whose combined modified Agility and Physical Strength is half or less their own by grabbing the victim and pulling him into their hex. This maneuver requires a Charge Action and is implemented in the same manner (except that the victim is pulled out of his hex into the gorilla's. Gorillas may bite (Base Chance of 30,−2 Damage) or rend (Base Chance of 50%, +6 Damage) in Close Combat, but not in the same pulse.

Comments: Gorillas will usually flee humanoids, but will occasionally attack if led by a large, powerful male.

NEANDERTHAL

Natural Habitat: Woods, Rough, Caverns

Frequency: Rare **Number:** 1-30 (8)

Description: Neanderthals are a species of pre-human characterized by sloping foreheads, hairy bodies, limited intelligence, and a semi-erect posture.

Talents, Skills, and Magic: Neanderthals may have limited Beast Master skills and will possess most Ranger skills at Ranks 1-6 (some at higher Rank). They will have no talents and will not be magic users. Neanderthals will have only a limited tool-using capacity and will generally not use weapons more complicated than stones and clubs.

Movement Rates: Running: 300

PS: 18-25	**MD:** 13-15	**AG:** 12-14	**MA:** None
EN: 14-16	**FT:** 20-24	**WP:** 8-10	**PC:** 13-18
PB: 8-10	**TMR:** 6	**NA:** Skin absorbs 1 DP	

Weapons: Neanderthals will use rocks and sticks and sometimes simple clubs and axes. They will rarely (15%) pick up and use a dropped weapon of a more complex nature. They will be at a total loss to figure out the workings of such complex weapons as bows. They have prominent canines and will always attempt to enter Close Combat where they will bite (Base Chance of 30%, −3 Damage) in addition to striking.

Comments: Neanderthals fear other humanoids and will flee them if possible. Some, however, are cannibals and will stalk other humanoids as prey.

ORANG-OUTANG (Man-Apes)

Natural Habitat: Woods, perferably deep Forest

Frequency: Uncommon **Number:** 1-3 (1)

Description: Orang-outangs are 4-5 feet tall and may weigh up to 200 pounds. They are characterized by long, rust-colored fur over their entire body except for the chest and belly. They stand semi-erect and have long fore-limbs that reach almost to the ground. They use these limbs to assist them in running and in climbing.

Talents, Skills, and Magic: Orang-outangs possess no skills or talents and are neither magic nor tool users.

Movement Rates: Running: 300; Climbing: 100

PS: 15-15	**MD:** 16-22	**AG:** 18-23	**MA:** None
EN: 10-12	**FT:** 15-17	**WP:** 8-12	**PC:** 17-21
PB: 7-9	**TMR:** 6/2	**NA:** Fur absorbs 2 DP	

Weapons: Orang-outangs attack in Melee Combat in the same manner as humans (striking with bare hands). In Close Combat, they receive 1 attack per Pulse at a Base Chance of 40% for −1 Damage and with a possible Rank of 1-3.

Comments: Orang-outangs are not social in nature. They have a strong sense of territory and will waylay tresspassers. They are vegetarians.

SASQUATCH (Yeti/Abominable Snow Man)

Natural Habitat: Woods, Rough (Lair in clearings or caverns)

Frequency: Very Rare **Number:** 1-6 (1)

Description: The sasquatch is a large humanoid being, very shy. it is covered in long brown fur which allows it to survive in even the coldest climes. The sasquatch tends to be shy of humans and will run or hide rather than attack except when its lair is threatened.

Talents, Skills, and Magic: The sasquatch is a natural tracker and forester and will possess the Ranger skill at Ranks 1-8. The sasquatch will not, however, possess any magic abilities and will not employ any skill involving tools or weapons.

Movement Rates: Running: 300

PS: 24-30	**MD:** 15-25	**AG:** 14-18	**MA:** 1-6
EN: 25-35	**FT:** 30-40	**WP:** 10-15	**PC:** 22-26
PB: 5-8	**TMR:** 6	**NA:** Fur absorbs 3 DP	

Weapons: Bare hands as per the Unarmed Combat rules, but with +1 damage. Hands may not be Ranked.

Comments: The sasquatch is a fairly docile creature, but the Yeti (the mountain-dwelling version of the species) tends to be much larger and meaner and will attack instead of running when its privacy is invaded.

[66.2] Felines

The following felines are covered in this section: cheetahs, house cats, leopards, lions, sabertooth tigers, tigers and wildcats. Pumas, panthers, cougars, jaguars and mountain lions are all similar to leopards in their size and characteristics, though not in coloration. Lynx, bobcats and ocelots all have the same size and characteristics as the wildcat, though their appearance may differ somewhat. Siamese and Burmese Temple cats have the same general characteristics as house cats, but have a Base Chance of 25% of doing −5 damage.

With the exception of house cats, all felines attack in the same way. They have the option of either taking one bite or two claw attacks per Pulse in Melee Combat and can take one bite and four claw attacks in Close Combat. All cats will attempt to enter Close Combat when forced into battle. Individual modifiers and Base Chances are given for each feline. All felines will possess four times the stealth of the average human (40).

CHEETAH

Natural Habitat: Plains and (sometimes) Woods

Frequency: Rare **Number:** 1-4 (1)

Description: The cheetah is spotted, but without the characteristic pattern of the leopard. It is possessed of retractable claws and is leggy and slender. Its head is dog-like in appearance. The cheetah is usually a nocturnal hunter and will often advertise its presence by a hunting scream as it leaps upon its victim.

Talents, Skills, and Magic: Cheetahs have no talents or skills and are neither magic nor tool users.

Movement Rates: Running: 1200

PS: 20-23	**MD:** 22-25	**AG:** 30-34	**MA:** None
EN: 14-18	**FT:** 20-25	**WP:** 5-7	**PC:** 18-23
PB: 6-9	**TMR:** 24	**NA:** Fur absorbs 2 DP	

Weapons: Bite does −2 Damage in Close Combat (Base Chance of 25%). Claws do −3 Damage (Base Chance of 30%, possible Rank of 1-5) in either Close or Melee Combat.

Comments: Cheetahs are extremely fast over short distances, but tire rapidly. Their Movement should be quartered after their first few minutes at a dead run. If captured young, cheetahs are especially trainable. Cubs will generally sell for 300-400 Silver Pennies each.

HOUSE CAT

Natural Habitat: Fields (around people)

Frequency: Common **Number:** 1-20 (2)

Description: House cats will tend to be 10-24 inches long and weigh 12-35 pounds. The larger breeds of Siamese and Burmese cats are often bred for fighting ability and will appear more muscular and be much larger than the average house cat.

Talents, Skills, and Magic: House cats have no talents, skills, or magic. They are not tool users.

Movement Rates: Running: 450

PS: 3-4	**MD:** 19-21	**AG:** 22-24	**MA:** None
EN: 4-5	**FT:** 8-10	**WP:** 9-11	**PC:** 18-20
PB: 12-18	**TMR:** 9	**NA:** Fur absorbs 1 DP*	

Weapons: House cats cannot Melee. They get one combined attack (teeth and claws) in Close Combat with a Base Chance of 20% and Damage of −7.

Comments: *Applies only to Burmese and Siamese breeds. Familiars will frequently appear in the more or less permanent shape of house cats.

LEOPARD

Natural Habitat: Woods, Rough, Plains

Frequency: Rare **Number:** 1-4 (1)

Description: Leopards usually appear as butter-colored cats with 5 black spots. Some leopards, however, have shiny black coats and are called black panthers. In either case, they usually weigh 130-180 pounds. They hunt during both day and night, though they will usually be encountered at night.

Talents, Skills, and Magic: Leopards have no special skills or talents and are neither tool nor magic users. They do have the ability to climb trees and move between branches with ease and will follow prey into the upper branches of trees if necessary.

Movement Rates: Running: 400; Climbing: 200

PS: 22-26	**MD:** 24-30	**AG:** 28-32	**MA:** None
EN: 15-18	**FT:** 20-25	**WP:** 6-8	**PC:** 18-23
PB: 7-10	**TMR:** 8/4	**NA:** Fur absorbs 2 DP	

Weapons: Bite has a Base Chance of 30% and Damage of −2. Claws have a Base Chance of 30% and Damage of −3. Claws may be Ranks 1-3.

Comments: Leopards haunt game trails near rivers and streams (they sometimes eat fish). They are stealthier than most other felines and will seldom be seen except when they attack. The fur of adult leopards is worth 200-300 Silver Pennies.

LION

Natural Habitat: Plains

Frequency: Uncommon **Number:** 1-8 (2)

Description: Lions are large, tan cats. The males usually have great black (sometimes red) manes and will usually scare game in the direction of the females who are the better fighters and hunters.

Talents, Skills, and Magic: Lions possess no skills or talents and are neither tool nor magic users.

Movement Rates: Running: 450

PS: 25-30 **MD:** 20-25 **AG:** 25-30 **MA:** None
EN: 20-25 **FT:** 25-30 **WP:** 12-16 **PC:** 18-23
PB: 5-10 **TMR:** 9 **NA:** Fur absorbs 3 DP

Weapons: Bite does +1 Damage and has a Base Chance of 35%. Claws do −1 Damage and have a Base Chance of 45%. Males may have 1-3 Rank with claws. Females will have twice that Rank.

SABRETOOTH TIGER

Natural Habitat: Plains, Caverns
Frequency: Rare **Number:** 1-8 (1)

Description: Sabretooth tigers are huge, dark yellow or dun colored hunting cats with disproportionate fangs.

Talents, Skills, and Magic: Sabretooth Tigers have no special talents or abilities and use neither tools nor magic.

Movement Rates: Running: 600

PS: 30-32 **MD:** 18-20 **AG:** 23-25 **MA:** None
EN: 20-22 **FT:** 33-36 **WP:** 8-10 **PC:** 21-25
PB: 7-10 **TMR:** 12 **NA:** Hide absorbs 5 DP

Weapons: Bite has a Base Chance of 50% of doing +4 Damage. Claws do +3 Damage and have a Base Chance of 60% with possible Rank of 1-5.

Comments: These cats have no fear of humanoids. If hungry, they will readily attack a party of adventurers. They are valuable as curiosities, and live cubs fetch 400-500 Silver Pennies each, while mature cats fetch 3 times that amount.

TIGER (including Bengal Tiger and White Tiger)

Natural Habitat: Plains, Rough, Fields and Woods
Frequency: Uncommon **Number:** 1-4 (1)

Description: Tigers are usually orange with black stripes, though some types have thick, pale fur. All weretigers will have the latter coloring when in their tiger form. Though varying greatly in size, most tigers will be between 4 and 7 feet in length and weigh several hundred pounds.

Talents, Skills, and Magic: Tigers have no special talents or skills. They are not tool or magic users.

Movement Rates: Running: 450

PS: 24-28 **MD:** 22-26 **AG:** 25-30 **MA:** None
EN: 20-24 **FT:** 25-29 **WP:** 8-10 **PC:** 18-23
PB: 5-9 **TMR:** 9 **NA:** Fur absorbs 3 DP

Weapons: Bite has a Base Chance of 45% of doing +2 Damage. Claws have a Base Chance of 30% of doing −1 Damage and may be Ranked 1-2.

Comments: Tigers are solitary, nocturnal hunters. They will attack humanoids with little provocation, and some have been known to develop a positive craving for human flesh. They enjoy swimming and will be undeterred by a water barrier between them and their prey.

WILD CAT (Bobcat/Marsh Cat)

Natural Habitat: Plains, Woods, Marsh, Rough
Frequency: Uncommon **Number:** 1-6 (1)

Description: There is some form of wild cat in most climes. They will vary from 2 to 4 feet in length and from 25 to 90 pounds in weight. Most wild cats have blunt tails with black tips. They often have tufted ears and are sometimes spotted.

Talents, Skills, and Magic: Wild cats have no special talents or skills. They are not tool or magic users.

Movement Rates: Running: 300-400

PS: 12-17 **MD:** 14-20 **AG:** 18-24 **MA:** None
EN: 10-13 **FT:** 15-18 **WP:** 8-10 **PC:** 16-21
PB: 8-11 **TMR:** 6-8 **NA:** Fur absorbs 2 DP

Weapons: Bite has a Base Chance of 20% of doing −5 Damage. Claws have a Base Chance of 25% of doing −6 Damage and may be Ranks 1-4.

Comments: Wild cats will usually not stray far from their lair. They may be captured and sold as exotic pets in some areas, but will usually not fetch more than 100-150 Silver Pennies. There is a 70% chance that there will be D-1 young in their lair.

[66.3] Great Land Mammals

This section describes large mammals which adventurers are likely to encounter during land adventures. They include bears, boars, camels, elephants, oxen, stags, and wooly mammoths.

BEAR

Natural Habitat: Woods, Rough, Caverns
Frequency: Uncommon **Number:** 1-4

Description: Bears exist in any climate and have even been known to live in desert habitats. Arctic and mountain bears will be white. Other bears may vary in color from brown to black, and some will have creamy or rust tinged fur. They will generally weigh between 500 and 1500 pounds. They tend to walk on all four feet, but may stand on their hind legs to fight.

Talents, Skills, and Magic: Bears possess no special skills or talents. They are not magic or tool users. However, Shape Changers may use tools (and weapons) in their bear form.

Movement Rates: Running: 300

PS: 35-40 **MD:** 10-15 **AG:** 10-15 **MA:** None
EN: 30-35 **FT:** 35-40 **WP:** 8-10 **PC:** 18-22
PB: 6-10 **TMR:** 6 **NA:** Fur absorbs 4 DP

Weapons: Bears may make two claw attacks in Melee with a Base Chance of 35% of doing +2 Damage and may achieve Ranks 1-4 with claws. They may bite in Close Combat with a Base Chance of 20% of doing +4 Damage. Bears may bite and claw during the same Pulse while in Close Combat or they can attempt to "hug" their victim with a Base Chance of 60% of doing +8 Damage.

Comments: Bears are omniverous. They are also curious. They will, consequently, investigate and possibly attack a party of less than 6 humanoids. Larger parties will less likely be bothered. In spring, they will have 1-2 cubs in their lair. Each cub will fetch 400-800 Silver Pennies in an untrained state.

BOAR (Wild Pig)

Natural Habitat: Woods, Marsh, Rough
Frequency: Uncommon **Number:** 1-3 (1)

Description: Boars grow to 550 pounds, are covered in long, dark bristles and have long tusks. They tend to be both stupid and vicious.

Talents, Skills, and Magic: Boars have no special skills or talents and use neither tools nor magic.

Movement Rates: Running: 350

PS: 22-27 **MD:** 14-18 **AG:** 20-25 **MA:** None
EN: 20-25 **FT:** 25-30 **WP:** 4-10 **PC:** 12-16
PB: 6-10 **TMR:** 7 **NA:** Bristles absorb 4 DP

Weapons: Boars always attempt to charge their victims and either impale them on their tusks or knock them to the ground and trample them. Tusks do −1 Damage with a Base Chance of 50% and Rank of 1-2. Feet do −3 Damage with a Base Chance of 20%. A boar may only attack in Close Combat. He may not trample and tusk in the same Pulse.

Comments: Boars tend to be nocturnal and will seldom be encountered in daylight. They are omniverous and will devour anything they find laying about or will kill humanoids for food.

CAMEL

Natural Habitat: Waste, Plains

Frequency: Common **Number:** 1-6 (3)

Description: A camel is a tawny, thin-legged creature often used as a riding beast. Camels will have either one large hump on their back or two. If the latter is in the case, the camel is called a dromedary.

Talents, Skills, and Magic: Camels' metabolisms allow them to retain large quantities of fat and water, so they are able to survive for long periods without eating or drinking. On average, a camel can live for a week to ten days without water without suffering substantial ill effects. While valued for this trait, they are difficult to train and so will bring little money in an untrained state. Trained camels will bring 700-900 Silver Pennies.

Movement Rates: Running: 600

PS: 25-30	**MD:** 12-15	**AG:** 11-14	**MA:** None
EN: 27-30	**FT:** 20-25	**WP:** 10-12	**PC:** 14-18
PB: 7-9	**TMR:** 12	**NA:** Hide absorbs 3 DP	

Weapons: Bite has a Base Chance of 30% of doing −1 Damage in Melee or Close Combat. Camels may kick instead of biting in Melee with a Base Chance of 25% of doing +4 damage. Camels may only kick into their rear hexes.

ELEPHANT

Natural Habitat: Plains

Frequency: Common **Number:** 1-50 (20)

Description: Elephants are 10 to 14 feet high at the shoulder and weigh between 4 and 8 tons (with "Indian" Elephants being much smaller on the average than "African" Elephants). They tend to be gray in color, but may appear brown, yellow or red, depending upon what type of mud they have been wallowing in. Elephants are four-hex monsters.

Talents, Skills, and Magic: Elephants have no talents or skills and are not magic or tool users. They are dextrous with their trunks and can often use them to lift large burdens, shake trees, crush or throw objects (like people) without much accuracy. They have a highly developed sense of smell and poor eyesight.

Movement Rates: Running: 450

PS: 60-75	**MD:** 15-18	**AG:** 10-12	**MA:** None
EN: 40-50	**FT:** 45-55	**WP:** 10-14	**PC:** 10-12
PB: 6-8	**TMR:** 9	**NA:** Hide absorbs 5 DP	

Weapons: The elephant's main weapons are his tusks, which can be used in Melee or Close Combat with a Base Chance of 15% of doing +2 Damage. If the elephant is charging while making a tusk attack, the Base Chance is 60% and Damage is +8. The elephant can also attack with his trunk during the same Pulse in which he Melee Attacks with tusks and has a Base Chance of 80% of doing −2 Damage. If an elephant runs over an entity in Close Combat, he has a Base Chance of 50% of doing +6 Damage (resolve one attack per foot, total of 4).

Comments: Elephants will usually shy away from humanoids unless provoked (70% chance that provocation short of attack will be ignored). If one elephant is attacked, all nearby elephants will come to his assistance, especially if the elephant is a cow or calf. Elephant tusks are valuable (D+3 Silver Pennies per pound of ivory with each tusk weighing 100 pounds). Calves will sell for 1000 Silver Pennies and adult bulls will sell for three times that if unharmed. Adult females may fetch 1500 Silver Pennies if still in their breeding years

OX

Natural Habitat: Plains, Fields (but only near man)

Frequency: Common **Number:** 1-20 (2)

Description: Oxen are literally castrated cattle. This heading subsumes all such forms of domesticated beasts (water buffalo, carabao, etc.) used for pulling wagons, carts, plows, etc., or for carrying burdens. Oxen generally have horns, but will seldom use them unless directly attacked.

Talents, Skills, and Magic: Oxen have no special talent or skill and are neither tool nor magic users. They will almost always be trained to pull a plow or wagon.

Movement Rates: Running: 250

PS: 50-60	**MD:** 7-9	**AG:** 8-10	**MA:** None
EN: 25-30	**FT:** 32-40	**WP:** 7-9	**PC:** 12-15
PB: 6-8	**TMR:** 5	**NA:** Hide absorbs 3 DP	

Weapons: Oxen may attack in Melee with their horns for +3 Damage (Base Chance of 20%). They may trample in Close Combat with a 40% Base Chance of doing +5 Damage (4 attacks per Pulse possible).

STAG

Natural Habitat: Woods (especially deep woods or forest)

Frequency: Uncommon **Number:** 1-5 (1)

Description: Stags are great male deer, boasting large racks of antlers. They will sometimes be accompanied by female deer and fawns (1-2 per couple). They generally have a tawny coat, but rare specimens are black.

Talents, Skills, and Magic: Stags have no special talents or skills and use neither tools nor magic.

Movement Rates: Running: 750

PS: 20-26	**MD:** 19-24	**AG:** 22-26	**MA:** None
EN: 15-20	**FT:** 20-25	**WP:** 10-11	**PC:** 20-25
PB: 12-13	**TMR:** 13	**NA:** Hide absorbs 3 DP	

Weapons: Stags can attempt to horn with a Base Chance of 30% of doing +5 Damage in Close or Melee Combat (possible Rank of 1-4). They can kick at a character occupying the hex opposite that they are facing in Melee Combat with a Base Chance of 50% of doing +3 damage.

Comments: Stags will be wary of humanoids, but will not flee them. Their racks are extremely valuable (worth D10+1 per point hundreds of Silver Pennies). In addition, their hide will fetch 300 Silver Pennies (5 times that if the stag is black).

WOOLY MAMMOTH (Mastodon)

Natural Habitat: Plains (and sometimes Woods)

Frequency: Uncommon **Number:** 1-10 (4)

Description: Mammoths are huge, hairy, evil-tempered elephantine animals growing to twice the size of elephants. Mastodons are generally longer and lower to the ground, but otherwise similar to the mammoth. Both mammoths and mastodons are four-hex monsters.

Talents, Skills, and Magic: Mammoths possess no talents, skills or magic. They are not tool users.

Movement Rates: Running: 500

PS: 65-80	**MD:** 15-18	**AG:** 10-12	**MA:** None
EN: 50-60	**FT:** 55-65	**WP:** 10-14	**PC:** 10-12
PB: 5-7	**TMR:** 10	**NA:** Hide absorbs 6 DP	

Weapons: Mammoths attack in exactly the same manner as elephants, but do 1 additional point of damage per attack.

Comments: Mammoths tend to be more irritable than elephants and will be quicker to attack, but are otherwise similar. Their tusks are valued the same as elephant tusks, but weigh only 50-80 pounds each.

[66.4] Small Land Mammals

This section describes those common small land mammals which adventurers are likely to encounter and includes the following: dingoes, hyenas, jackals, mongooses, rats, wolves, and weasels.

DINGO

Natural Habitat: Plains, Waste, Woods

Frequency: Common **Number:** 1-12 (6)

Description: Dingoes are wild dogs, usually between 2 and 3 feet in length and sometimes marked in the same manner as jackals. The characteristics of dingoes are the same for all types of dogs, though, unlike dingoes, other types may be trained and sold without restriction (since they do not have the savage nature of wild dogs).

Talents, Skills, and Magic: Dingoes have no special talents or skills and do not use magic or tools.

Movement Rates: Running: 350

PS: 6-10	**MD:** 15-20	**AG:** 16-20	**MA:** None
EN: 5-10	**FT:** 10-15	**WP:** 6-10	**PC:** 18-22
PB: 10-14	**TMR:** 7	**NA:** Fur absorbs 2 DP	

Weapons: Dingoes may bite in Close Combat with a Base Chance of 65% of doing −4 Damage. They may not otherwise attack.

Comments: Dingoes hunt in packs. They will usually refrain from attacking humanoids unless they catch an individual alone and are hungry. They can be trapped and the pups are trainable, but they cannot be sold to an individual who was not present at their training.

HYENA

Natural Habitat: Plains

Frequency: Common **Number:** 1-10 (6)

Description: Hyenas are light brown, snub-snouted animals about 4 feet in length. Their hides are specked with large dark brown rings. They have short tails and rounded ears. The fore-legs of a hyena are longer than the rear legs, so when the animal stands, it seems to slope downward from its shoulders to its tail. At night, hyenas can be recognized by their barking howl.

Talents, Skills, and Magic: Hyena have no special talents or skills. They do not use tools or magic.

Movement Rates: Running: 350

PS: 6-8	**MD:** 19-21	**AG:** 22-24	**MA:** None
EN: 7-9	**FT:** 11-13	**WP:** 8-10	**PC:** 19-23
PB: 6-8	**TMR:** 7	**NA:** Hide absorbs 3 DP	

Weapons: Hyenas can only attack in Close Combat and then they bite with a Base Chance of 60% of doing −1 damage.

Comments: Hyenas are mainly scavengers, preying on the remains of carcases left by the great cats and other hunters.

JACKAL

Natural Habitat: Plains

Frequency: Common **Number:** 1-8 (2)

Description: A jackal looks like a cross between a fox and a wolf, has a speckled grey and brown coat, and is about 3 feet long.

Talents, Skills, and Magic: A jackal has no special talents or skills and does not use tools or magic.

Movement Rates: Running: 300

PS: 5-7	**MD:** 18-20	**AG:** 22-24	**MA:** None
EN: 6-8	**FT:** 9-12	**WP:** 7-9	**PC:** 20-23
PB: 7-9	**TMR:** 6	**NA:** Fur absorbs 2 DP	

Weapons: Jackals can only attack in Close Combat. Their bite has a Base Chance of 60% of doing −2 damage.

Comments: Jackals, like hyenas, are scavengers, and are none too courageous. They are curious, and will occasionally raid a human camp searching for food, but they will run at the first sign of danger.

MONGOOSE

Natural Habitat: Woods, Rough, Marsh

Frequency: Common **Number:** 1-20 (6)

Description: Mongooses have light gray fur and grow to a length of about two feet. They are very common rodents in some parts of the world, and are valued as snake-killers.

Talents, Skills, and Magic: Mongooses have no special skills or talents. They are not tool or magic users.

Movement Rates: Running: 400

PS: 2-3	**MD:** 26-32	**AG:** 26-32	**MA:** None
EN: 4-6	**FT:** 6-8	**WP:** 18-20	**PC:** 20-24
PB: 10-12	**TMR:** 8	**NA:** None	

Weapons: Mongooses get one bite in Close Combat at a Base Chance of 80% of doing −6 Damage.

Comments: Mongooses are especially valued as house pets and a mongoose which is trained to remain in the vicinity of a dwelling (and protect against snakes, especially cobras) will fetch 300-400 Silver Pennies. They are relatively easy to train for this task.

RAT

Natural Habitat: Caverns, Ruins, Crypts

Frequency: Common **Number:** 1-100 (12)

Description: Usually about eight inches long, these animals can be any combination of shades of black, white, or brown. Some larger strains of rats can grow to 18 inches (with corresponding increase in the damage they can do and their Base Chance of biting during Close Combat — see below).

Talents, Skills, and Magic: Rats have no special talents, skills, or magical abilities.

Movement Rates: Running: 100

PS: 4-6	**MD:** 15-20	**AG:** 15-20	**MA:** None
EN: 1-2	**FT:** 2-3	**WP:** 8-16	**PC:** 17-20
PB: 4-8	**TMR:** 2	**NA:** None	

Weapons: Rats have a Base Chance of 75% of doing −7 damage in Close Combat. They cannot attack in Melee Combat.

Comments: Rats are not tool-users, but they can dig holes and gnaw through substances as hard as sandstone and lead, given enough time. When in combat they tend to head for the eyes and other unprotected areas, so the armor protection Rating of characters defending against rats should be reduced by three or four points. A character has a 10% chance of contracting a disease if he is in contact with rats for any period of time. If a character is bitten by a rat, increase chance of infection by 20.

WEASEL

Natural Habitat: Woods

Frequency: Uncommon **Number:** 1-2 (1)

Description: Weasels have a brown coat during the summer, which turns white as winter approaches. They are slim, and utterly vicious. The pelts of weasels taken during winter are worth 40-70 Silver Pennies each.

Talents, Skills, and Magic: Weasels are the only animals which can stand the gaze and breath of the basilisk, and thus they are often trained to kill them. They are, however, difficult to train and a trained Basilisk killer is worth 4,000–6,000 Silver Pennies. Other than this special ability, weasels have no talents or skills. They use neither tools nor magic.

Movement Rates: Running: 250

PS: 1-2	**MD:** 19-23	**AG:** 25-29	**MA:** None
EN: 1-2	**FT:** 3-4	**WP:** 18-23	**PC:** 17-23
PB: 10-13	**TMR:** 5	**NA:** Fur absorbs 1 DP	

Weapons: Weasels may only attack in Close Combat by biting. Bite has a Base Chance of 75% of doing +4 damage.

Comments: Weasels are very curious, and they are thus fairly easy to trap. If a pair of weasels is found in spring, there is a

80% chance they will be accompanied by 4-8 young. Weasels are bloodthirsty, and will gladly take on much larger creatures.

WOLF

Natural Habitat: Woods

Frequency: Uncommon **Number:** 2-24 (6)

Description: The color of wolves' fur varies greatly with environment, but they will usually be colored so as to blend in with their surroundings. The thickness of the fur depends on the season.

Talents, Skills, and Magic: Wolves have no skills, talents or magical abilities and are not tool users. Wolves have incredible stamina, however, and can run for literally days at a time.

Movement Rates: All-out Run: 400; Steady Run: 250

PS: 10-12	**MD:** 18-20	**AG:** 18-20	**MA:** None
EN: 15-20	**FT:** 30-35	**WP:** 18-22	**PC:** 20-24
PB: 6-9	**TMR:** 8	**NA:** Fur absorbs 3 DP	

Weapons: Wolves Melee Attack with their bite. (Base Chance of 60% + 1 Damage). In Close Combat, damage from biting goes up to + 3.

Comments: Wolves travel in packs, although lone wolves can occasionally be found. During the spring, a wolf's lair will be occupied by from 3-12 cubs per female in the pack.

67. AVIANS

Avians include only those species listed in this rule Section, though other Species have a flying capacity and the rules governing flying in this section apply to all species using that option.

Whenever an avian (or any other entity that is a flyer) is airborne, the character's height above the ground and/or any obstacle may have to be noted (especially in the case of combat situations). When calculating the range between two characters when one or both are airborne, the following formula is used: $A^2 + B^2 = C^2$. A = the distance between the two characters in feet. B = the difference between the height of the two characters from the ground. C = the range between the characters. A character may not attack another character in Melee Combat when one or both are airborne unless the Range between them is 5 feet or less. A character may not attack a character in Close Combat when one or both are airborne unless they occupy the same hex and the height difference is 3 feet or less. A character may not attack another character in Ranged Combat when one or both are airborne unless the range to the target as calculated in this Section is within the maximum range of the weapon or spell the attacker is using.

The Base Chance of hitting an airborne character is always reduced by 20. The Base Chance of an airborne character hitting a target on the ground is reduced by 15 and the Base Chance of an airborne character hitting another airborne character is reduced by 10. These reductions apply to all physical combat, but not to magic.

Whenever an airborne character occupies the same hex as another conscious, unstunned character and the height differential is 3 feet or less, they are automatically in Close Combat. An airborne character will be pulled from the air and made to adopt a Prone Position in Close Combat if the combined Physical Strength and Agility of the airborne character are less than the combined Physical Strength and Agility of the character on the ground. If both characters are flying or if the combined Physical Strength and Agility of the airborne character is equal to or greater than that of the non-airborne character, the Close Combat will be conducted with the airborne character remaining airborne and, possibly, with both characters airborne (GM's discretion as to how much weight a flying character can carry into the air in such circumstances).

An airborne character can enter the same hex as a stunned or unconscious character or as a character who is 5 feet or more above or below him without having to enter Close Combat. An airborne character can make a Charge Attack by "diving" on the target.

The larger avians can be used as steeds or will carry characters or objects in their talons or claws. Generally, except for eagles, only Fantastical Avians will carry characters or objects.

[67.1] Common Avians

Common Avians include buzzards, eagles, goshawks, owls.

BUZZARD

Natural Habitat: Plains, Waste

Frequency: Common **Number:** 1-60 (10)

Description: These birds have dark brown plummage and thin, unfeathered necks of a tannish color. Their beaks are black and snub-tipped. They prey on the dead and near-dead (espcially if unconscious).

Talents, Skills, and Magic: Buzzards can see each other miles away, and thus when one buzzard descends for a meal, others soon follow. Except for their keen eyesight, buzzards possess no special talents, skills or magic. They are not tool users.

Movement Rates: Flying: 600

PS: 3-5	**MD:** 15-17	**AG:** 14-16	**MA:** None
EN: 6-7	**FT:** 9-11	**WP:** 8-10	**PC:** 17-20
PB: 8-10	**TMR:** 12	**NA:** Feathers absorb 1 DP	

Weapons: A buzzard attacks in Close Combat with its claws and beak. The claws' Base Chance is 45%, for − 5 Damage, while the bite's Base Chance is 40%, for − 6 Damage. A buzzard cannot attack in Melee Combat.

EAGLE

Natural Habitat: Rough (usually mountainous)

Frequency: Uncommon **Number:** 1-20 (1)

Description: Great Eagles are the largest of the birds of prey. They have a wingspan of 7 feet when full grown. Their feathers are gray except around neck and head (which is white).

Talents, Skills, and Magic: Eagles have no special talents or skills. They are not magic users and do not use tools. They do have keen eyesight.

Movement Rates: Flying: 1200

PS: 12-16	**MD:** 22-24	**AG:** 19-23	**MA:** None
EN: 9-12	**FT:** 17-20	**WP:** 11-13	**PC:** 20-24
PB: 10-12	**TMR:** 24	**NA:** Feathers absorb 2 DP	

Weapons: Eagles can attack only in Close Combat with either beak (Base Chance of 50% of doing − 1 Damage) or 2 talons (Base Chance of 70% of doing + 1 Damage) without penalty in the same Pulse. An eagle may achieve Ranks 1-3 with beak and 1-2 with talons.

Comments: Eagles avoid humans except to occasionally steal goats or other small animals from human flocks. They will sometimes attack a party which ventures too near their nest.

GOSHAWK

Natural Habitat: Woods

Frequency: Rare **Number:** 1-2 (1)

Description: Goshawks are the largest of the hawks. They are almost 2½ feet in length. The feathers of a goshawk are primarily brown, although the belly is pure white and some of the tail feathers are black. The sharp beak and claws are black.

Talents, Skills, and Magic: Other than their excellent eyesight, goshawks have no special talents, skills, or magical abilities and are not tool users.

Movement Rates: Flying: 1100

PS: 4-6	**MD:** 18-20	**AG:** 20-22	**MA:** None
EN: 6-7	**FT:** 9-11	**WP:** 8-10	**PC:** 20-21
PB: 10-12	**TMR:** 22	**NA:** Feathers absorb 1 DP	

Weapons: In Close Combat, a Goshawk can attack with two claws and its beak in the same Pulse without penalty. The claw attacks have a Base Chance of 80% and do − 3 Damage, while

the beak attack has a Base Chance of 65% and does −4 Damage. The goshawk cannot attack in Melee Combat.

Comments: Like the other birds of prey, the goshawk can be trained to serve man in captivity. It will bring 700-1200 Silver Pennies as a trained hunter. Other types of hunting birds (including boshawks and gyrfalcons) will have characteristics 1-2 less than the goshawk, will fly at speeds of 100–200 yards per minute less, and will have a value of 200-300 fewer Silver Pennies. They will otherwise be similar.

OWL

Natural Habitat: Woods

Frequency: Uncommon **Number:** 1-6 (1)

Description: Owls can be of several types, but in general they are between one and two feet in length. Coloring varies, but brown feathers speckled with grey is a common coloration. Owls' eyes are both on the front of the head, unlike most birds, and they tend to have large, dark rings around the eyes.

Talents, Skills, and Magic: Owls see well in the dark and have excellent hearing. They have no magical abilities, skills or talents and are not tool users.

Movement Rates: Flying: 600

PS: 3-4	**MD:** 18-20	**AG:** 22-24	**MA:** None
EN: 3-4	**FT:** 5-7	**WP:** 7-9	**PC:** 20-22
PB: 9-11	**TMR:** 12	**NA:** Feathers absorb 1 DP	

Weapons: In Close Combat, Owls can attack with one bite (Base Chance of 55% and Damage −6) and two claws (Base Chance of 50% and −7 Damage) in the same Pulse without penalty. Owls cannot attack in Melee Combat.

Comments: Owls are primarily nocturnal predators, hunting small mammals as well as birds. They are said to understand human speech and to be friendly to man, often providing travellers with valuable information.

[67.2] Fantastical Avians

Fantastical Avians include gargoyles, harpies, hippogriffs, pegasai, phoenixes, rocs, and gryphons.

GARGOYLE

Natural Habitat: Ruins, Caverns, Crypts

Frequency: Rare **Number:** 1-10 (2)

Description: Gargoyles are humanoid in form, but they have leathery wings, sharp claws, a horn, a tail, and spiked elbows and knees. Their skin is stony in appearance, and upon contact it feels very rough. Gargoyles have deep-set eyes, and sharp, small teeth.

Talents, Skills, and Magic: Gargoyles possess no special skills or talents. They have only limited magical abilities in general but may use tools and even weapons.

Movement Rates: Flying:400; Running: 200

PS: 14-20	**MD:** 13-18	**AG:** 12-16	**MA:** 10-12
EN: 7-10	**FT:** 18-20	**WP:** 9-13	**PC:** 12-16
PB: 2-5	**TMR:** 8/4	**NA:** Hide absorbs 8 DP	

Weapons: A gargoyle can use his horn, his claws, and his bite in Melee and Close Combat. In any one Pulse, he may make up to two strike attempts with any combinations of these weapons. Base Chance for the bite is 45%, +2 Damage; Base Chance for the horn is 35%, +1 Damage; Base Chance for the claws is 50%, −3 Damage. Gargoyles sometimes (but not often) will use weapons (instead of claws).

Comments: Gargoyles are hopelessly evil, and will attack immediately any party that they think they have a fair chance of handling. They can sometimes be found in the service of a highly evil character, in which case they will usually show more restraint.

GRYPHON

Natural Habitat: Rough (especially mountainous)

Frequency: Very Rare **Number:** 1-7 (1)

Description: The gryphon is a large beast with the body of a lion, the head and wings of an eagle and back covered with feathers. The gryphon's claws are so large that they can be made into serviceable drinking horns. The gryphon is about 5 feet long and stands man-high when full grown. Gryphon eggs (2-5 possible per nest) are solid agate and quite valuable (4000-6000 Silver Pennies apiece).

Talents, Skills, and Magic: Gryphons have no special skills or magical abilities, but their special talent is locating buried treasure and their nest will quite often be built near such treasure which they will actively guard. A "domesticated" gryphon has a Base Chance of 60% of locating any buried treasure within a radius of 250 feet of it. Gryphons make valuable steeds, once tamed.

Movement Rates: Running: 200; Flying: 500

PS: 30-36	**MD:** 15-20	**AG:** 15-20	**MA:** 6-9
EN: 25-30	**FT:** 30-35	**WP:** 12-16	**PC:** 16-22
PB: 0-5	**TMR:** 4/10	**NA:** Hide absorbs 6 DP	

Weapons: The gryphon is not a tool user, but has natural weapons in the form of beak (useable in Melee and Close Combat with a Base Chance of 65%, +5 Damage, possible Rank of 1-3) and claws (useable in Melee and Close Combat with a Base Chance of 60%, Damage of +5, possible Rank of 1-4). The gryphon may attack twice with claws and once with beak in the same Pulse.

Comments: Gryphons prefer solitude and will fly away when approached if possible, but will always chase and attack horses (whose flesh they prize). They are extremely valuable for use as mounts and cost accordingly (16,000-20,000 Silver Pennies). They nest in cliffsides and build their nests of spun-gold (value 8,000-10,000 Silver Pennies).

HARPY

Natural Habitat: Rough (lair in caverns or cliffs near water)

Frequency: Rare **Number:** 1-20 (6)

Description: Harpies are buzzard-like birds with the upper bodies of women. They have long claws, and pale, thin faces.

They make a tremendous amount of noise flying, and have a horrible smell.

Talents, Skills, and Magic: Harpies can speak, but have limited magical abilities and no special skills or talents. They are occasionally prophetic, although they will only speak a prophecy if it is evil and they wish to torment the listener.

Movement Rates: Flying: 500; Running: 50

PS: 14-20 **MD:** 22-26 **AG:** 26-30 **MA:** 13-17
EN: 8-10 **FT:** 14-19 **WP:** 17-20 **PC:** 10-16
PB: 2-6 **TMR:** 10/1 **NA:** Feathers absorb 7 DP

Weapons: Unless cornered, harpies do not fight man. If they do fight, they have their long talons (Base Chance of 70% +5 Damage) to strike with, both of which can strike twice in Melee or Close Combat in the same Pulse at no penalty to the harpy.

HIPPOGRIFF

Natural Habitat: Rough (especially mountains)

Frequency: Very Rare **Number:** 1-12 (2)

Description: Hippogriffs are similar to Pegasi in that they are basically winged horses, but their head is that of some great bird of prey, with a fearsome beak. The head differs from that of an eagle in that it has large, feathered ears, almost like wings, at the back of the head. The front legs of the hippogriff also resemble those of a bird of prey, with huge talons and feathers.

Talents, Skills, and Magic: Hippogriffs have no magical or other extra-ordinary abilities, talents or skills, and are not tool users.

Movement Rates: Running: 200; Flying: 400

PS: 18-20 **MD:** 19-22 **AG:** 16-19 **MA:** None
EN: 15-18 **FT:** 25-30 **WP:** 12-17 **PC:** 17-20
PB: 8-11 **TMR:** 4/8 **NA:** Hide absorbs 4 DP

Weapons: In Melee Combat, the hippogriff can attack with two claws and one bite in the same Pulse with no penalty. The bite has a Base Chance of 65% and is +4 on Damage, while the claws have a Base Chance of 55% and do +2 Damage. In Close Combat, the hippogriff can still attack with its claws normally, but the Base Chance on its bite is reduced to 35%.

Comments: Hippogriff do not like people, and generally shun any area that is habitated. They are trainable with difficulty. Their value is 3,000-4,000 Silver Pennies untrained and 3 times that price trained. Hippogriff eggs are valuable (c. 800 Silver Pennies each) and very young hippogriffs are even more so (1400-2000 Silver Pennies).

PEGASUS

Natural Habitat: Rough (primarily mountaintops)

Frequency: Very Rare **Number:** 1-6 (1)

Description: Pegasi are winged horses with pure white coats tinged with silver around mane and flowing tail. They are intelligent for equines and can sometimes speak the common tongue.

Talents, Skills, and Magic: Pegasi have no special talents or skills except for their flying ability. They are not magic or tool users.

Movement Rates: Running: 300; Flying: 500

PS: 55-60 **MD:** 15-17 **AG:** 15-18 **MA:** None
EN: 25-30 **FT:** 50-60 **WP:** 19-23 **PC:** 16-20
PB: 16-20 **TMR:** 6/10 **NA:** Hide absorbs 3 DP

Weapons: In battle, a pegasus attacks as a heavy warhorse.

Comments: Wild pegasi are tameable with difficulty. They will only allow themselves to be bridled with gold, however. They can carry up to 300 pounds flying. They are worth, 4,000 to 5,000 Silver Pennies untamed and 5 times that amount tamed.

PHOENIX

Natural Habitat: Woods, Rough, Plains

Frequency: Very Rare **Number:** 1

Description: The Phoenix appears to be much like an eagle in profile but is 3 times the size of an eagle. The bird's plummage is partly red and partly gold, and is dazzlingly beautiful. The Phoenix is a four-hex monster.

Talents, Skills, and Magic: The Phoenix is highly intelligent, although it cannot speak. It does not have any magical abilities. The distinguishing ability of the Phoenix is its ability to reproduce itself (see 'Comments'). Other than that it has no special talents or skills.

Movement Rates: Flying: 2000

PS: 17-20 **MD:** 20-24 **AG:** 17-20 **MA:** None
EN: 18-24 **FT:** 30-35 **WP:** 20-23 **PC:** 16-20
PB: 20-24 **TMR:** 40 **NA:** Feathers absorb 6 DP

Weapons: Phoenix cannot attack except in Close Combat when they can make three attacks in one Pulse without penalty: one with beak (Base Chance of 60% +8 Damage) and two with talons (Base Chance of 65% +6 Damage).

Comments: Phoenix are famed for their longevity and their method of reproduction. When an old bird is nearing the end of its days (500 years) it builds a nest at the top of an oak or palm tree, and makes a pile of cinnamon and spikenard in the nest upon which it lays itself down to die. A worm springs out of the body of the dead phoenix, and after the worm has matured, it becomes a phoenix itself. It then bears the parent bird to the Altar of the Sun, where it is consumed in flames.

ROC

Natural Habitat: Mountain peaks

Frequency: Rare **Number:** 1-2 (1)

Description: Rocs are huge birds with wingspans of up to 250 feet. Except for their size, they much resemble eagles. Their body size is as a four-hex monster.

Talents, Skills, and Magic: Rocs have no special talents, skills or magic, and are not tool users.

Movement Rates: Flying: 2000

PS: 200-300	**MD:** 20-25	**AG:** 16-20	**MA:** None
EN: 150-200	**FT:** 250-300	**WP:** 16-20	**PC:** 17-21
PB: 3-7	**TMR:** 40	**NA:** Feathers absorb 8 DP	

Weapons: Rocs are fearsome creatures in battle. They can engage in Melee Combat from a range of 3 hexes, and they can take three attacks in one Pulse without penalty. They attack once with a bite (Base Chance of 75%, +20 Damage) and twice with claws (Base Chance 70% +25 Damage).

Comments: Rocs often swoop down from their nests to pick up elephants, etc. to take back to their lair and eat. A roc will sometimes attempt to steal a party's cart animals or riding animals, but will rarely carry off the characters themselves.

68. AQUATICS

Acquatics include only species described in this Section, though other species may have the ability to swim or breathe water. All aquatics except Dolphins and Whales can breathe water indefinitely. Dolphins and Whales can remain submerged for 5 to 20 minutes only before having to rise to the surface for air. Fish must move at least once per minute or take D-3 damage to Fatigue due to suffocation. All aquatics move within the water the same way that avians move through the air and the rules for range and combat applying to avians (see 67.) also apply to combat involving aquatics or others in an acquatic environment.

[68.1] Fish

Fish include barracuda, manta rays, pike, piranha and sharks. All fish except piranha are found in an oceanic environment. Piranha tend to be found in streams, rivers, marshes and lakes. Fish must keep a steady flow of water over their gills in order to breathe. They are non-intelligent, but very hostile.

BARRACUDA

Natural Habitat: Ocean

Frequency: Uncommon **Number:** 1-6 (1)

Description: Barracuda are predatory fish about 6 feet long.

Talents, Skills, and Magic: Barracuda possess no magical abilities or other special skills or talents.

Movement Rates: Swimming: 350

PS: 12-14	**MD:** None	**AG:** 17-20	**MA:** None
EN: 6-8	**FT:** 11-14	**WP:** 8-10	**PC:** 14-16
PB: 4-7	**TMR:** 7	**NA:** Skin absorbs 4 DP	

Weapons: Barracuda attack with their bite (Base Chance of 50% +1 Damage).

Comments: Barracuda will not generally attack man unless threatened or particularly hungry. They might, however, mistake a person carrying jewelry or making quick movements for another fish and attack for that reason.

MANTA RAY

Natural Habitat: Ocean

Frequency: Uncommon **Number:** 1-100 (15)

Description: Manta rays are large, flat ocean creatures. Their bellies are white, while the top is dark blue. They are triangular in shape, and reach sizes more than 20 feet across, weighing up to 3000 pounds. The eyes are set forward in front of the body on two foot long protruberances, between which rests the mouth. They have a long, very thin tail.

Talents, Skills, and Magic: Manta Rays possess no special talents, skills or magic.

Movement Rates: Swimming: 200

PS: 35-40	**MD:** None	**AG:** 13-15	**MA:** None
EN: 16-19	**FT:** 24-28	**WP:** 10-12	**PC:** 12-14
PB: 5-8	**TMR:** 4	**NA:** Skin abosrbs 4 DP	

Weapons: Manta Rays can deliver killing blows with their massive fins in Melee Combat, crushing the ribcages of swimmers, and breaking in the sides of boats. Base Chance for the Manta: 65%, +14 Damage.

PIKE

Natural Habitat: Ponds, Lakes, Rivers, Streams, Marsh

Frequency: Common **Number:** 1-30 (1)

Description: Pike are 2 to 4 foot long fish which specialize in the solitary hunting of other fish. They have needle-like teeth and spiky fins and are covered with tough scales. Though usually not a danger to humans, they can be called in large numbers by nixies and will attack at the nixies' command.

Talents, Skills, and Magic: Pike have no skills, magic, or talents.

Movement Rates: Swimming: 300

PS: 8-11	**MD:** None	**AG:** 20-25	**MA:** None
EN: 5-10	**FT:** 10-15	**WP:** 6-8	**PC:** 14-16
PB: 5-6	**TMR:** 6	**NA:** Scales absorb 1 DP	

Weapons: Pike attack in Close Combat with a Base Chance of 30% of doing −4 Damage. In schools, each group of 5 attacks with a Base Chance of 70% of doing +2 Damage.

PIRANHA

Natural Habitat: River

Frequency: Rare **Number:** 1-200 (50)

Description: Piranha are small fish with very sharp teeth and a vicious temper.

Talents, Skills, and Magic: Piranha have no magic abilities, talents or skills.

Movement Rates: Swimming: 300

PS: 1-2	**MD:** None	**AG:** 20-23	**MA:** None
EN: 1	**FT:** 1-2	**WP:** 4-5	**PC:** 14-16
PB: 5-6	**TMR:** 6	**NA:** None	

Weapons: Piranha attack in schools. Every group of ten gets one attack (Base Chance of 80%, +4 Damage). They can only attack in Close Combat.

Comments: Piranha are voracious. They can devour an elephant in minutes, and will immediately attack anything edible (primarily meat-bearing) which falls into the water with them.

SHARK

Natural Habitat: Ocean

Frequency: Uncommon **Number:** 1-50 (5)

Description: Sharks are long fish with very sharp teeth and tough skin. A shark's color varies from light blue to white to orange, depending on the waters that they are swimming in. Sharks reach sizes in excess of 40 feet, at which point they are threats to boats as well as to swimmers. Sharks are normally two-hex monsters.

Talents, Skills, and Magic: Sharks can detect the presence of blood in the water from extremely long distances, and they will gather around the blood, working themselves up into a killing frenzy. They can also sense motion in water, especially in the form of the types of disturbances caused by swimmers.

Movement Rates: Swimming: 350

PS: 35-45	**MD:** None	**AG:** 12-16	**MA:** None
EN: 25-30	**FT:** 40-50	**WP:** 8-10	**PC:** 9-12
PB: 6-8	**TMR:** 7	**NA:** Skin absorbs 7 DP	

Weapons: Sharks attack via their bite (Base Chance of 40%, +8 Damage).

Comments: As soon as blood is drawn in waters containing sharks (most waters do) there is a 60% chance that 10-60 sharks will be attracted. Sharks teeth are fairly valuable (a set might go for 100 Silver Pennies) as charms.

[68.2] Aquatic Mammals

Aquatic mammals include dolphins, great white whales, killer whales, and merfolk. They are generally moderately intelligent and neutral or, even, friendly to adventurers. Except for merfolk, they cannot remain submerged indefinitely. Merfolk must keep a steady flow of water over their gills in the same manner as fish.

DOLPHIN

Natural Habitat: Ocean

Frequency: Common **Number:** 1-20 (4)

Description: Dolphins are mammals of the sea. They grow to 12 feet in length and are basically fish-like in form (although their bodies are more cylindrical than most fish). They have long, thin snouts, and are generally greyish in color. Dolphins are two-hex monsters.

Talents, Skills and Magic: Dolphins have no talents, skills or magic.

Movement Rates: Swimming: 400

PS: 25-30	**MD:** None	**AG:** 24-26	**MA:** None
EN: 12-15	**FT:** 20-25	**WP:** 15-17	**PC:** 14-17
PB: 12-15	**TMR:** 8	**NA:** Skin absorbs 4 DP	

Weapons: Dolphins attack in Melee Combat by ramming with their snouts with a Base Chance of 40% and −1 Damage.

Comments: Dolphins will sometimes aid humans in need, and will remember with a vengeance those humans who have harmed them in the past. They will never attack humans unless provoked.

GREAT WHITE WHALE

Natural Habitat: Ocean

Frequency: Very Rare **Number:** 1

Description: These creatures are the largest mammals found on sea or on land. They reach lengths of 200-300 feet, and are a truly spectacular sight when they rise three-quarters of the way out of the water, sending spray hundreds of yards in all directions. These whales are pure white in color.

Talents, Skills, and Magic: Great white whales cannot use magic and have no special talents or skills.

Movement Rates: Swimming: 700

PS: 700-1000	**MD:** None	**AG:** 8-9	**MA:** None
EN: 300-400	**FT:** 500-600	**WP:** 8-10	**PC:** 12-15
PB: 4-6	**TMR:** 14	**NA:** Hide absorbs 8 DP	

Weapons: Rather than doing actual damage to most creatures, the great white whale simply swallows them alive (Base Chance 50%). If a creature is swallowed alive, it is presumed dead unless it is somehow magically saved. If a creature is large enough so that it cannot be swallowed by the creature's 30 foot wide gullet, then the whale does D+10 Damage. The great white whale can only attack in Melee Combat.

KILLER WHALE

Natural Habitat: Ocean (generally arctic waters)

Frequency: Rare **Number:** 1-25 (20)

Description: Killer whales are black on top and white on their bellies. They have fins on either side of their body, as well as one fin which sticks up from their back much like the fin of a shark. Large males reach 30 feet in length. Killer whales are 14-hex monsters.

Talents, Skills, and Magic: Killer whales have no special talents, skills, or magic.

Movement Rates: Swimming: 400

PS: 40-45	**MD:** None	**AG:** 13-15	**MA:** None
EN: 35-40	**FT:** 60-70	**WP:** 12-13	**PC:** 15-17
PB: 10-12	**TMR:** 8	**NA:** Hide absorbs 3 DP	

Weapons: Killer whales can attack either in Melee or Close Combat with their bite (Base Chance of 50%, +10 Damage).

MERFOLK (Sea People)

Natural Habitat: Ocean

Frequency: Rare **Number:** 1-100 (1)

Description: Merfolk are half human, half fish, the top half being the human half. Merfolk lose 3 points of Fatigue (and Endurance when Fatigue is exhausted) for each hour they remain out of water.

Talents, Skills, and Magic: Merfolk get along very well with the indiginous life of the sea, and they can summon fish of various types, although they will only rarely summon the larger predators. Some merfolk will have powerful magic, while others will be ignorant of magic. All breathe both air and water.

Movement Rates: Swimming: 350

PS: 10-25	**MD:** 14-25	**AG:** 16-21	**MA:** 13-23
EN: 12-14	**FT:** 20-24	**WP:** 13-18	**PC:** 14-20
PB: 18-30	**TMR:** 7	**NA:** Skin absorbs 2 DP	

Weapons: The merfolk ride seahorses and can use weapons underwater. They prefer pole-type weapons (especially tridents) and stabbing knives and swords. They will wear fish-skin armor (similar to leather armor) or laminated seashell armor (similar to lamillar armor) when going to war.

Comments: Merfolk will often sit on a beach, waiting to ensnare a human of the opposite sex, whom they will then bring down into the deeps with them as lovers. They give the human a cap woven of gold which has magical properties which allow the human to live and breath under water. Down under the sea, the merfolk will have cities and societies much like those on the surface, with wars, diplomacy, trade, etc. Great treasure will often be found in the sea-peoples' underwater lairs, often including gold from sunken wrecks. The merfolk are not usually hostile to man, but they will occasionally force a boat to turn back if it is tresspassing on water they consider sacred or otherwise not appropriate for man.

[68.3] Others

This section includes eels, kraken, octopi, and squids. These creatures are often intelligent and usually hostile to adventurers.

EEL

Natural Habitat: Ocean

Frequency: Uncommon **Number:** 1-4 (1)

Description: Eels are long, thin, grayish fish up to 7 feet in length.

Talents, Skills, and Magic: Eels have no special talents, skills, or magic.

Movement Rates: Swimming: 300

PS: 18-20	**MD:** None	**AG:** 14-17	**MA:** None
EN: 8-10	**FT:** 14-16	**WP:** 10-11	**PC:** 17-20
PB: 6-8	**TMR:** 6	**NA:** Skin absorbs 3 DP	

Weapons: An eel attacks with its bite (Base Chance of 50%, +2 Damage), which it can only use in Close Combat.

KRAKEN

Natural Habitat: Ocean

Frequency: Very Rare **Number:** 1-2 (1)

Description: Kraken are huge, black, fierce octupoids. They have a pointed beak and large, red eyes. A kraken's body is 30-40 feet long, and its 8 tentacles are about as long as its body. Their hide is thick and horny and they are 14-hex monsters.

Talents, Skills, and Magic: The kraken's most fearsome attribute is its ability to rip ships apart with its hideously strong tentacles. It can usually handle ships up to 40 feet in length, shredding and then entirely consuming them and their contents within (D+2) minutes after it emerged from the depths. In addition, a kraken can use the maelstrom spell from the College of Water Magics at rank 8-10.

Movement Rates: Swimming: 600

PS: 100-200	**MD:** 15-20	**AG:** 12-14	**MA:** 12-15
EN: 60-80	**FT:** 80-100	**WP:** 25-30	**PC:** 17-20
PB: 1-3	**TMR:** 12	**NA:** Hide absorbs 6 DP	

Weapons: In any given Pulse a kraken can attack with up to 5 of its 8 tentacles. It has two options as to what it can do with these tentacles: it can either try to damage a character with the tentacles themselves at a Base Chance of 70%, and Damage of +4, or it can attempt to draw the adversary towards its beak at a Base Chance of 30%, and +15 Damage. Either option can be taken with any of the tentacles.

Comments: Krakens typically live by the shores of large, salt-water bodies, pulling swimmers and small vessels down to their demise. If a kraken's lair is found, it will frequently (80%) have a large treasure (25,000-35,000 Silver Pennies in value) stock-piled. Krakens tend to be unintelligent, but grow larger and more intelligent in cold water.

OCTOPUS

Natural Habitat: Ocean

Frequency: Uncommon **Number:** 1-6 (1)

Description: Octupi are small bags of flesh with eight long thin tentacles attached. They rarely grow to larger than 6 feet, from tentacle-tip to tentacle-tip. Their color shifts with their surroundings to provide the maximum camouflage. The body is highly maleable, and can usually fit into small cracks in coral beds. Rare species of giant octupi may grow to 3 times normal size.

Talents, Skills, and Magic: When frightened, octupi can squirt a jet of dark substance into the water, obscuring vision while they make their escape.

Movement Rates: Swimming: 150; Climbing on Rocks: 75

PS: 8-12	**MD:** 15-17	**AG:** 14-16	**MA:** None
EN: 5-6	**FT:** 10-11	**WP:** 6-8	**PC:** 17-19
PB: 5-7	**TMR:** 3/1	**NA:** Skin absorbs 2 DP	

Weapons: In Close Combat, an octupus can attack once using its tentacles (Base Chance of 80%, −2 Damage).

SQUID

Natural Habitat: Ocean

Frequency: Rare **Number:** 1-10 (1)

Description: These creatures are bullet-shaped, with 10 tentacles streaming from the base of the bullet. They grow to 50 feet in length, and their color changes according to the waters that they inhabit. The Squid also has a beak and large, round eyes. Squids are 14-hex monsters.

Talents, Skills, and Magic: The squid has no magic or special skills or talents.

Movement Rates: Swimming: 600

PS: 60-70	**MD:** 25-30	**AG:** 10-13	**MA:** None
EN: 50-60	**FT:** 65-70	**WP:** 10-12	**PC:** 10-12
PB: 6-8	**TMR:** 12	**NA:** Hide absorbs 5 DP	

Weapons: Squids attack with their tentacles, drawing their prey in toward their beak. A squid can make up to 5 attacks each Pulse using its tentacles, but the first time that it hits something, it must cease attacks for that Pulse as it can only bite one thing at a time. The Base Chance for each attack is 25%, with +12 Damage. The squid can also choose not to attempt to bite and merely squeeze with its tentacles, in which case the Base Chance is 50%, and Damage −1. It can score up to 5 hits in this way.

Comments: Large squid generally prefer very deep water, and will rarely be found at the shallower depths. Squid are carnivorous, and will eat almost any meat (including man) that they can find.

69. LIZARDS, SNAKES AND INSECTS

[69.1] Lizards and Kindred

The following are included in this section: basilisks, crocodiles, giant land turtles, gila monsters, hydras, land iguanas, salamanders, suarime, and wyverns. Except for wyverns and suarime, these species will be unintelligent.

BASILISK (Cockatrice)

Natural Habitat: All habitats except Plains and Oceans

Frequency: Uncommon **Number:** 1-2 (1)

Description: The Basilisk is a fat reptilian creature about 5 feet long and 2 feet in height. These are slow, heavily-armored lizards with limited intelligence. They have strong jaws with two-inch fangs. They are maneaters, but infinitely prefer fish when they can get it. Basilisks are usually brownish in color with lighter underbellies.

Talents, Skills, and Magic: A basilisk has no skills or magical abilities to speak of, but does possess the special talent of turning a target to stone with a glance. Anyone who is within 50 feet of the basilisk may be attacked in this manner. The basilisk expends a Fire Action and the figure against whom the action is directed undergoes an attack as if from a Thrown Weapon (BC of 60%). A basilisk breathes a cone of poison gas 5 feet by 3 feet wide as its base.

Movement Rates: Running: 125

PS: 6-12	**MD:** None	**AG:** 7-11	**MA:** None
EN: 12-14	**FT:** 15-20	**WP:** 12-16	**PC:** 15-20
PB: 5-7	**TMR:** 2	**NA:** Skin absorbs 6 DP	

Weapons: The basilisk does not use weapons, but may bite (Base Chance of 40%, Damage +3) during Close Combat and may use its gaze in Ranged, Melee and Close Combat and breath in Melee or Close Combat. Any hit scored with its breath does D+10 Damage due to poisoning (this Damage is not absorbed by armor). If a basilisk's gaze is reflected back at itself, it is killed.

Comments: Basilisks are solitary creatures, but they are willing to serve others in exchange for lavish supplies of food (12 pounds or more per day).

CROCODILE

Natural Habitat: Marsh, Lakes, Rivers

Frequency: Common **Number:** 1-50 (20)

Description: Crocodiles are heavily scaled lizards with small sharp teeth. They attain lengths of 8 feet, and weights of up to 180 pounds. Their scales are a very dark greenish-brown that blends in well with the muddy water that they love to inhabit.

Talents, Skills, and Magic: Crocodiles have no special talents, skills or magic.

Movement Rates: Running: 50; Swimming: 150

PS: 17-19	**MD:** 5-8	**AG:** 7-9	**MA:** None
EN: 7-9	**FT:** 15-18	**WP:** 7-9	**PC:** 8-10
PB: 7-9	**TMR:** 1/3	**NA:** Scales absorb 6 DP	

Weapons: Crocodiles cannot attack except in Close Combat and they attack with two claws (Base Chance of 50%, −6 Damage) and their bite (Base Chance of 10%, +1 Damage).

Comments: Crocodiles often lurk just below the surface of murky waters, waiting for a tidbit to enter the water. On land, however, crocodiles are rather timid, and they will slip off into the water if they sense something approaching. If a crocodile's jaws are grasped while they are still closed, it only takes a PS of 12 to hold them closed, rendering the Crocodile's bite useless. The crocodile's skin is used to make primitive armor (equal to leather) and the teeth (about 60) are valuable (100 Silver Pennies each) as charms.

GIANT LAND TURTLE

Natural Habitat: Marsh (or beach)

Frequency: Rare **Number:** 1-30 (6)

Description: Giant Land Turtles have the form of an ordinary turtle, with a thick green shell and claws instead of webbed digits. They are about 5 feet long, and weigh about 700 pounds.

Talents, Skills, and Magic: Giant Land Turtles can withdraw their head, tail, and limbs inside their shell in times of danger. They have no magical or other special abilities. If the Turtle is not withdrawn into its shell, there is a 80% chance that any blow will strike the shell anyway. If the turtle is inside its shell, all strikes will be softened by the shell.

Movement Rates: Running or Swimming: 100

PS: 20-25	**MD:** None	**AG:** 5-7	**MA:** None
EN: 15-17	**FT:** 22-24	**WP:** 10-11	**PC:** 13-15
PB: 7-9	**TMR:** 2	**NA:** Shell absorbs 8 DP	

Weapons: The Land Turtle can only attack by biting in Close Combat. Its Base Chance is 50% and its Damage is −2.

Comments: Despite their name, Land Turtles spend much of their time in the water, where they will frequently be found. A land turtle is capable of carrying a large burden (up to 400 lbs.) if one is willing to keep a pace that the turtle can follow.

GILA MONSTER

Natural Habitat: Waste

Frequency: Rare **Number:** 1-8 (1)

Description: Gila Monsters are black and yellow lizards with short, thin limbs and a striped stubby tail.

Talents, Skills, and Magic: The gila monster has no special talents, skills, or magic.

Movement Rates: Running: 100

PS: 3-4	**MD:** 8-10	**AG:** 7-8	**MA:** None
EN: 4-5	**FT:** 8-10	**WP:** 7-9	**PC:** 15-17
PB: 7-9	**TMR:** 2	**NA:** Hide absorbs 2 DP	

Weapons: Gila monsters can bite in Close Combat, but they cannot attack in Ranged or Melee Combat. The Base Chance for their bite is 50%, and it does −3 Damage. If the bite penetrates any armor that might be worn to do actual damage to Fatigue or Endurance, the target takes 2 DP per Pulse (not absorbed by armor) for the next D10 Pulses, or until an antidote to the Gila monster's poison is administered.

HYDRA

Natural Habitat: Marsh, Caverns

Frequency: Very Rare **Number:** 1-3 (1)

Description: A Hydra is a nine-headed snake. They are 12 to 15 feet long, and have thick green scales. Hydras also have a foul smell and venomous breath. Hydras are four-hex creatures.

Talents, Skills, and Magic: If a hydra is hit in combat for four or more points of damage (after subtracting for the defensive benefits of the hydra's scales) there is a 70% chance that one of the hydra's heads has been destroyed. Two Pulses after a head is destroyed, two more grow back, and on the beginning of the next Pulse after that they can attack in combat. One of the hydra's original nine heads will be immortal. This head cannot be killed, and does not regenerate as do the others. Instead, if a hydra has no Endurance remaining, the head is assumed to have been cut off. If the head is cut off, it can no longer move or attack except in Close Combat. The only way to kill one of the hydra's mortal heads is to burn it while it is regenerating (a successful Strike with a torch will do this). Each time a head regenerates, the Hydra gains three points of Endurance. (Note that this will occasionally mean that a hydra will have more Endurance points at the end of a battle than before). In any event, if a hydra's Endurance is ever reduced to zero or below, all of the heads die except the immortal one mentioned above.

Movement Rates: Crawling: 200

PS: 18-22	**MD:** 19-24	**AG:** 14-16	**MA:** None
EN: 30-35	**FT:** 40-45	**WP:** 18-23	**PC:** 14-17
PB: 4-6	**TMR:** 4	**NA:** Scales absorb 7 DP	

Weapons: A hydra can attack once with each of its heads. Up to six heads can attack without penalty in either Close or Melee Combat. The Base Chance for one of a hydra's heads is 55%, and each bite does +2 Damage. In addition, if a bite penetrates a target's armor to do damage to Fatigue or Endurance, the target takes five DP per Pulse for the next D10 pulses due to the hydra's poison, which is deadly. Only antidotes specifically designed for hydra poison will be effective against their venom.

Comments: Hydras are vicious, but they are not overly intelligent. They will attack anything that approaches their lair. A hydra's poison lasts even after the creature dies, and can be absorbed through the skin without a puncture.

LAND IGUANA

Natural Habitat: Woods and Waste

Frequency: Uncommon **Number:** 1-4 (2)

Description: Iguanas are large lizards, sometimes reaching more than 3 feet in length. They are sandy to brown in color, and have ridges along their back. They have a short, thick tail, and wrinkled skin around their neck. Giant iguanas may be up to 3 times normal size and have double or triple PS, EN, and FT.

Talents, Skills, and Magic: Iguanas have no magical abilities or special talents.

Movement Rates: Crawling: 250

PS: 9-11	**MD:** None	**AG:** 14-16	**MA:** None
EN: 4-6	**FT:** 8-10	**WP:** 6-8	**PC:** 10-12
PB: 6-8	**TMR:** 5	**NA:** Hide absorbs 3 DP	

Weapons: Iguanas can only attack in Close Combat. They get one attack with their bite, which has a Base Chance of 50%, and does +4 Damage.

SALAMANDER

Natural Habitat: Waste (particularly deserts)

Frequency: Rare **Number:** 1-2 (1)

Description: A salamander is a three foot long lizard, reddish brown in color, with fiery red eyes.

Talents, Skills, and Magic: Salamanders have the ability to set things on fire by concentrating their gaze. The action is deliberate, in that something will not be burnt unless the salamander wishes to burn it. Only flammable items can be ignited. If a salamander concentrates its gaze on a living creature, the creature takes D + 12 Damage. The gaze can be resisted, and only one creature can be stared at at any one time. Treat the gaze as a Fire action on the Tactical Display.

Movement Rates: Running: 350

PS: 14-17	**MD:** 8-10	**AG:** 17-20	**MA:** None
EN: 12-14	**FT:** 15-20	**WP:** 21-24	**PC:** 18-21
PB: 5-7	**TMR:** 7	**NA:** Scales absorb 4 DP	

Weapons: A salamander can use its gaze in Close, Ranged, and Melee Combat (range: 200 feet). In addition, a salamander can make a bite attack in Close Combat with a Base Chance of 40%, doing +2 Damage.

Comments: Salamanders love to set things on fire in a seemingly random fashion.

SUARIME (Lizard Man)

Natural Habitat: Marsh, Caverns (near water)

Frequency: Rare **Number:** 1-50 (8)

Description: Suarime are basically humanoid, but they are reptilian in outward appearance. They have heavy scales along the entire body, and have a long, heavy tail that they can use as a weapon to knock down their victims. They also have claws and a long forked tongue. They are about 7 feet tall, and are greenish-yellow in color.

Talents, Skills, and Magic: Suarime can fight normally under water, but they must come up for air eventually, although they can hold their breath for periods of more than 5 minutes. They have their own language, but will rarely (5%) speak anything comprehensible to men. They do not normally use magic, although intelligence varies widely.

Movement Rates: Swimming: 300; Running: 100

PS: 23-26	**MD:** 8-11	**AG:** 8-12	**MA:** 10-15
EN: 14-16	**FT:** 20-24	**WP:** 14-18	**PC:** 10-14
PB: 8-11	**TMR:** 6/2	**NA:** Scales absorb 6 DP	

Weapons: Lizard men generally use simple weapons like spears or clubs. The larger the weapon, the more the suarime prefer it as they greatly enjoy using their strength to the utmost. Suarime will use shields if they find them or capture them. Their claws have a Base Chance of 35% of doing +1 Damage.

Comments: Suarime will eat anything and they feed on marsh birds and underwater creatures, but they have a fondness for human flesh.

WYVERN (Mere Dragon)

Natural Habitat: Rough (hills mostly), Woods, Marsh

Frequency: Uncommon **Number:** 1-5 (2)

Description: Wyverns are distant cousins of dragons, but are smaller and not blessed with the intelligence of dragons. Usually, 6 to 10 feet tall, the wyvern is portrayed as a one-hex character with its tail extending into its Rear hex a short distance (just enough so that it can knock a character standing in that hex off his feet). Wyverns are slate gray in color and have tough armored hides.

Talents, Skills, and Magic: Wyverns, unlike their larger cousins, are non-magical. Their shriveled front limbs are not suitable for grasping much except already subdued prey. The wyvern's tail contains a scorpion-like sting which may be used to infect a target in the hex the wyvern is facing with poison (the sting is used in an over-the-head-attack). It may not be used to attack characters behind it.

Movement Rates: Running: 75; Flying: 150

PS: 20-30	**MD:** 10-12	**AG:** 12-16	**MA:** 8-10
EN: 25-35	**FT:** 30-40	**WP:** 10-16	**PC:** 18-25
PB: 3-5	**TMR:** 1/3	**NA:** Hide absorbs 8 DP	

Weapons: In addition to its tail which may be used in Melee (Base Chance of 45%, quick-acting poison instead of Damage, no Rank) the wyvern may bite in Melee and Close Combat (Base Chance of 40% Damage of +4, no Rank). A wyvern may not sting and bite in the same Pulse. A wyvern can attempt to knock down a character in his Rear hex using his tail. This type of attack is executed like a Shield Attack.

Comments: Wyverns do not know magic, but crave magical items and will often be found to be hoarding or wearing same. Dragons despise wyverns and wyverns fear dragons and the two will never be found in each other's company. Wyverns are, by nature, somewhat cowardly.

[69.2] Snakes

All snakes included in this section are non-intelligent and extremely hostile. Most are poisonous. They include: asps, king cobras, mambas, pythons, and spitting najas. Snakes tend to lie in wait for prey and will usually strike only from ambush or if startled.

ASP

Natural Habitat: Rough, Plains

Frequency: Rare **Number:** 1-7 (1)

Description: The asp measures up to 2½ feet in length. It has a triangular head, flattened towards the rear, and a short, thin tail.

Talents, Skills, and Magic: Asps have no talents, skills or magic.

Movement Rates: Crawling: 150

PS: 2-3	**MD:** None	**AG:** 16-19	**MA:** None
EN: 1-2	**FT:** 3-4	**WP:** 14-18	**PC:** 14-17
PB: 8-10	**TMR:** 3	**NA:** None	

Weapons: The asp can only attack in Close Combat (Base Chance of 65%, −3 Damage). If they do any effective damage, the damage is not scored against their victim but rather he suffers 2 DP/Pulse until he takes an antidote to the venom.

Comments: These snakes hibernate together during the winter, and thus very large groups may be found during hibernation.

KING COBRA

Natural Habitat: Plains, Woods, Marsh, Rough

Frequency: Rare **Number:** 1-8 (1)

Description: Growing to 20 feet, the king cobra is the largest of all poisonous snakes. It is usually dark brown in color, with a collapsible hood behind its head with a sort of horseshoe marking on its back. The king cobra is the mortal enemy of the mongoose.

Talents, Skills, and Magic: Cobras possess no talents, skills or magic.

Movement Rates: Crawling: 200

PS: 20-25	**MD:** None	**AG:** 15-18	**MA:** None
EN: 12-14	**FT:** 15-20	**WP:** 14-18	**PC:** 12-17
PB: 7-9	**TMR:** 4	**NA:** None	

Weapons: Despite its size, the king cobra cannot attack unless it is in Close Combat. In Close Combat it attacks via its bite (Base Chance of 75%, +4 Damage). Damage done does not count, but if any actual damage would have been inflicted, the victim is poisoned, and suffers 2 DP per Pulse, as per nerve venom.

MAMBA

Natural Habitat: Woods, Marsh

Frequency: Rare **Number:** 1-4 (1)

Description: These snakes are not very large (less than 3 feet), but their poison fangs grow to great size. They come in either green or black, with the former a forest species, and the latter a marsh snake.

Talents, Skills, and Magic: Mambas possess no talents, skills or magic.

Movement Rates: Crawling: 100

PS: 2-3	**MD:** None	**AG:** 12-15	**MA:** None
EN: 4-5	**FT:** 6-8	**WP:** 14-18	**PC:** 12-16
PB: 8-11	**TMR:** 2	**NA:** None	

Weapons: The mamba cannot attack in Melee Combat. In Close Combat it can bite (Base Chance 50%, −2 Damage). Damage is only used to determine if the snake did in fact penetrate armor with its fangs for the purpose of injecting its poison. Mamba poison is among the most deadly found in nature: a victim takes 4 DP per Pulse until an antidote is taken.

PYTHON

Natural Habitat: Woods, Marsh

Frequency: Rare **Number:** 1-2 (1)

Description: The python is green and black, and sometimes reaches a length of 33 feet.

Talents, Skills, and Magic: The Python can climb trees (large ones) although slowly. It has no magical abilities, skills or talents.

Movement Rates: Crawling: 150

PS: 45+50	**MD:** None	**AG:** 8-12	**MA:** None
EN: 25-30	**FT:** 30-35	**WP:** 12-16	**PC:** 14-18
PB: 6-9	**TMR:** 3	**NA:** Scales absorb 3 DP	

Weapons: Pythons may only attack in Close Combat. Pythons attack by biting (Base Chance of 65%, + 6 Damage). If the bite penetrates armor, it hangs on, and at the next opportunity wraps it self around its adversary, crushing the life out of it. Wrap: Base Chance of 80%, +8 Damage per Pulse the snake squeezes, no roll needed to hit once initial squeeze has been made. Once the snake is squeezing, it can no longer bite until it has squeezed its prey to death.

SPITTING NAJA

Natural Habitat: Rough, Woods

Frequency: Rare **Number:** 1-2 (1)

Description: The spitting naja is a form of Cobra, without the hood, but with the ability to spit their venom. Their scales are usually dark brown in color.

Talents, Skills, and Magic: The spitting naja possesses no talents, skills or magic.

Movement Rates: Crawling: 150

PS: 10-12	**MD:** None	**AG:** 16-18	**MA:** None
EN: 8-10	**FT:** 12-17	**WP:** 12-16	**PC:** 11-16
PB: 8-11	**TMR:** 3	**NA:** Scales absorb 1 DP	

Weapons: In Melee Combat, spitting najas can only spit (Base Chance of 40%). If they hit, (aiming at the eye) the person hit is blinded until the eye is thoroughly washed. Unless the eye is washed promptly, the blindness becomes permanent. In Close Combat, the naja gets a bite (Base Chance of 65%, −2 Damage for purposes of armor penetration). The bite's damage is not actually sustained, but is rather used to determine if the snake has penetrated armor so as to allow its venom to work. The venom does 1 DP per Pulse (in addition to blinding the victim) until an antidote is administered.

[69.3] Insects and Spiders

The species included in this section tend to be non-lethal to human-sized beings individually, but most will be found, if at all, in large numbers. They include the Black Widow Spider, the Fire Ant, the Killer Bee, scorpions and tarantulas.

BLACK WIDOW SPIDER

Natural Habitat: Waste, Rough

Frequency: Very Rare **Number:** 1-4 (1)

Description: Black widows are small, black spiders with thin hairless legs and a red hourglass marking on their backs. They are 2-3 inches long.

Talents, Skills, and Magic: Black widows have no special talents, skills or magical abilities. They are not tool users, but they do spin webs.

Movement Rates: Running: 75

PS: 1	**MD:** None	**AG:** 18-20	**MA:** None
EN: 1	**FT:** None	**WP:** 4-6	**PC:** 10-12
PB: 3-5	**TMR:** 1	**NA:** None	

Weapons: A Black Widow spider can only attack in Close Combat, using its bite with a Base Chance of 30%. If a hit is indicated, do not check for damage, but instead follow this procedure: Roll D10; if the die roll is greater than the bitten creature's Armor Protection Rating, then the creature has been bitten and suffers the effects of the spider's poison: otherwise there is no effect. A black widow's poison does 3 DP/Pulse for D10 Pulses until an antidote is applied.

FIRE ANT

Natural Habitat: Plains

Frequency: Uncommon **Number:** 500-5000 (500)

Description: A Fire Ant is a bright red ant about 2 inches long.

Talents, Skills, and Magic: Fire Ants have no magic,skills, talents or other special abilities. They are not tool users, but they will use twigs and leaves to cross bodies of water.

Movement Rates: Running: 150

PS: 1	**MD:** None	**AG:** 11-13	**MA:** None
EN: 1	**FT:** None	**WP:** 5-7	**PC:** 10-12
PB: 2-4	**TMR:** 3	**NA:** None	

Weapons: A Fire Ant can only attack in Close Combat. It bites with a Base Chance of 25%. If the bite hits, roll D10. If the number rolled is more than the bitten character's Armor Protection Rating, the character takes 2 DP. Otherwise there is no effect.

Comments: Fire Ants tend to form into columns that eat through anything in their way. These insects dislike the smell of oil, and if it is put in the ants' path, they will go around it if possible.

KILLER BEE

Natural Habitat: Woods, Plains

Frequency: Uncommon **Number:** 1-300 (200)

Description: A killer bee looks like a normal bee except that it is about an inch and a half long.

Talents, Skills, and Magic: Killer bees have no magic abilities or special talents or skills. They are not tool users, but do build hives.

Movement Rates: Flying: 500

PS: 1	**MD:** None	**AG:** 20-22	**MA:** None
EN: 1	**FT:** None	**WP:** 7-9	**PC:** 15-17
PB: 6-8	**TMR:** 10	**NA:** None	

Weapons: Killer bees can only attack in Close Combat in which they can sting with a Base Chance of 50%. If a bee succeeds in stinging roll D10. If the roll is more than the armor protection rating of the stung character, the character takes D-6 Damage (not absorbed by armor). As soon as a bee hits a character (not necessarily penetrating armor via the die roll above) it dies.

SCORPION

Natural Habitat: Waste, Rough

Frequency: Rare **Number:** 1-20 (1)

Description: A scorpion is a black-colored insect about 4 inches long. The most prominent feature of a scorpion is its tail, which stretches over its back.

Talents, Skills, and Magic: Scorpions have no special talents, skills or magic.

Movement Rates: Crawling: 150

PS: 1	**MD:** None	**AG:** 18-20	**MA:** None
EN: 1	**FT:** 1	**WP:** 8-10	**PC:** 11-13
PB: 4-5	**TMR:** 3	**NA:** None	

Weapons: A Scorpion can only attack in Close Combat, in which it uses its tail with a Base Chance of 65%. If the tail hits, roll D10. If the die roll is more than the Armor Protection Rating of the character stung, the character takes 4 DP/Pulse for D5 Pulses, or until an antidote is applied.

Comments: An alchemist can use a Scorpion's tail to distill poison, and so a scorpion can be sold for about 50 Silver Pennies in a major town.

TARANTULA

Natural Habitat: Waste

Frequency: Rare **Number:** 1-6 (1)

Description: Tarantulas are large, very hairy spiders about 4 inches across.

Talents, Skills, and Magic: Tarantulas have no special talents, skills, or magic abilities. They do not tool users and do not build webs.

Movement Rates: Running: 75

PS: 1	**MD:** None	**AG:** 16-18	**MA:** None
EN: 1	**FT:** None	**WP:** 4-6	**PC:** 9-11
PB: 2-4	**TMR:** 1	**NA:** None	

Weapons: Tarantulas only attack in Close Combat, biting with a Base Chance of 25%. If a creature is bitten, roll D10, and if the roll is greater than or equal to the bitten creature's Armor Protection Rating, the creature suffers D-4 Damage due to the tarantula's poison.

70. GIANTS, FAIRIES AND EARTH DWELLERS

[70.1] Giant Humanoids

This Section includes all larger than average size humanoid species. Included are 6 flavors of Giants (Cloud, Fire, Frost, Hill, Stone and Storm). All types of Giants except storm Giants and hill Giants can be played by players. In general, the characteristics of Giants are the same as those included under Character Generation (IV). Other giant humanoids include Ogres, Trolls and Titans.

CLOUD GIANT

Natural Habitat: Rough

Frequency: Very Rare **Number:** 1-4 (1)

Description: Cloud giants are huge humanoids between 15 and 20 feet tall. Cloud Giants will often build sky-castles on mountain tops. These will seem to float on pillars of cloud and can only be reached by a stone stairwell inside the pillars on which it floats. The pillars and the clouds on which the castle rests will be substantial (capable of bearing weight), though they will appear to be clouds. Cloud Giants are 3-hex figures.

Talents, Skills, and Magic: See 6.6

Movement Rates: Running: 600-700

PS: 24-42	**MD:** 4-22	**AG:** 3-21	**MA:** 4-22
EN: 30-48	**FT:** 18-24	**WP:** 4-22	**PC:** 5-23
PB: 5-23	**TMR:** 12-14	**NA:** None	

Weapons: Cloud Giants favor the club and the sword, and will have Rank 2-4 with these weapons. They will sometimes wear armor, although it is rare to see a Giant clothed in anything heavier than leather.

FIRE GIANT

Natural Habitat: Rough, Caverns

Frequency: Rare **Number:** 1-4 (1)

Description: Fire giants are large humanoids about 12 feet tall.

Talents, Skills, and Magic: See 6.6

Movement Rates: Running: 400-500

PS: 15-33	**MD:** 4-22	**AG:** 3-21	**MA:** 4-22
EN: 20-38	**FT:** 18-24	**WP:** 4-22	**PC:** 5-23
PB: 5-23	**TMR:** 8-10	**NA:** None	

Weapons: Fire giants prefer the club and sword, and will have Rank 1-3 with these weapons. Armor heavier than leather is rare, although it does occur.

HILL GIANT

Natural Habitat: Rough

Frequency: Rare **Number:** 1-10 (5)

Description: Hill Giants are humanoids about nine feet tall. Their features will usually be uncommonly gnarled.

Talents, Skills, and Magic: See 6.6. But note that a hill giant is not affiliated with any element in particular, and thus has expanded options as to his choice of College. His mastery of a College will usually be minimal (about Rank 3) if he does belong to a College (25% chance).

Movement Rates: Running: 350-400

PS: 12-30	**MD:** 4-22	**AG:** 3-21	**MA:** 4-22
EN: 13-31	**FT:** 18-24	**WP:** 4-22	**PC:** 5-23
PB: 5-23	**TMR:** 7-8	**NA:** Thick hide absorbs 1 DP	

Weapons: Hill giants will use all weapons, although they generally prefer simple crushing weapons like the club or mace. They will have rank 1-5 with these weapons. Hill giants rarely wear armor, although they will occasionally (20%) wear chain-mail or leather.

FROST GIANT

Natural Habitat: Rough (especially mountains)

Frequency: Rare **Number:** 1-25 (6)

Description: Frost giants are large humanoids between 15 and 20 feet in height. Frost Giants are 3-hex figures.

Talents, Skills, and Magic: See 6.6.

Movement Rates: Running: 600-700

PS: 24-42	**MD:** 4-22	**AG:** 3-21	**MA:** 4-22
EN: 25-43	**FT:** 18-24	**WP:** 4-22	**PC:** 5-23
PB: 5-23	**TMR:** 12-14	**NA:** None	

Weapons: Frost giants generally use swords and axes, and will frequently achieve rank 4 or higher with these weapons. Frost giants will wear any type of armor, with metallic armor being common.

STONE GIANT

Natural Habitat: Rough, Caverns

Frequency: Rare **Number:** 1-6 (3)

Description: Stone giants are humanoids about 10 feet tall.

Talents, Skills, and Magic: See 6.6

Movement Rates: Running: 400-500

PS: 13-31	**MD:** 4-22	**AG:** 3-21	**MA:** 4-22
EN: 15-25	**FT:** 18-24	**WP:** 4-22	**PC:** 5-23
PB: 5-23	**TMR:** 8-10	**NA:** None	

Weapons: Stone Giants prefer heavy weapons like hammers and clubs. They will have rank 3-5 with these weapons. Stone giants frequently wear leather armor and carry shields.

STORM GIANT

Natural Habitat: Rough (especially mountaintops)

Frequency: Very Rare **Number:** 1-3 (1)

Description: Storm giants are huge humanoids about 20 feet tall. Storm Giants are 3-hex figures.

Talents, Skills, and Magic: Storm giants have all the talents, skills, magic, and other abilities noted in 6.6. In addition, they can control the weather, bringing rain, wind, thunderstorms, and even a fair sky. Depending on the difference between the weather they are trying to create and the weather state at the time that they are doing so, it will be from one to three hours until the effects of their control become evident. Note that storm giants are not particularly affiliated with any of the Elementals. There is a 50% chance that a storm giant will be a member of a College. If he is a member of a College, a storm giant will have rank 3-7 with General Knowledge spells, and Rank 2-5 with those Special Knowledge spells that he knows (GM's option).

Movement Rates: Running: 700-750

PS: 27-45	**MD:** 4-22	**AG:** 3-21	**MA:** 4-22
EN: 30-48	**FT:** 18-24	**WP:** 4-22	**PC:** 5-23
PB: 5-23	**TMR:** 14-15	**NA:** None	

Weapons: Storm giants prefer edged weapons, with axes being the weapons they most commonly use. They will have Rank four or better with the type of weapon that they use most frequently. Storm giants can be found in any sort of armor, although chainmail is the norm.

Comments: True to their name, Storm Giants enjoy turbulent weather, and there will frequently be a thunderstorm about their mountainous home. Those traits mentioned in 6.6 are also applicable to storm giants.

OGRE

Natural Habitat: Rough, Woods

Frequency: Rare **Number:** 1-20 (4)

Description: Ogres are large, ugly humanoids. They are 8 feet tall, have flattened noses and large, sharp teeth. They will usually be wearing rags.

Talents, Skills, and Magic: Ogres generally shun magic, although there is a 5% chance that an ogre will belong to the College of Earth Magics if he has an MA of 15. The highest rank that an ogre will ever attain with any spell is 5, and this only rarely.

Movement Rates: Running: 450

PS: 25-30	**MD:** 11-13	**AG:** 8-10	**MA:** 10-15
EN: 20-23	**FT:** 28-30	**WP:** 18-20	**PC:** 11-14
PB: 6-9	**TMR:** 9	**NA:** Thick skin absorbs 4 DP	

Weapons: Ogres prefer to use large clubs over other weapons. Ranged weapons are rare, but possible. Ogres will also use shields and wear armor 80% of the time. If they do wear armor, it will usually be chainmail or lighter. In Close Combat or in the absence of a weapon ogres can also bite (Base Chance of 65%, +4 Damage).

Comments: Ogres eat those travellers that they waylay and take their treasure. They are intelligent enough so that they will not attack a party if they are hopelessly outclassed, but they are stupid enough so that they can also be easily outwitted. Ogres will usually have treasure in the form of gold and gems.

TITAN

Natural Habitat: See below

Frequency: Very Rare **Number:** 1-2 (1)

Description: Titans are basically human, but they are between 20 feet and 24 feet tall. They are also unusually muscular, and appear strikingly handsome or beautiful. They can be of either sex. Titans are 3-hex figures.

Talents, Skills, and Magic: Titans are highly magical. They can turn invisible, disappear from this plane, and move through the air by willing it. They can also use spells, talents, and rituals of any one College. They are protected from physical attack by a magical aura which surrounds them. This aura also adds 40 to their Magic Resistance. They will know General and Special Knowledge of their College at Rank 10 and above.

Movement Rates: Running: 600; Flying: 300

PS: 60-70	**MD:** 12-16	**AG:** 13-17	**MA:** 19-26
EN: 30-40	**FT:** 50-60	**WP:** 17-20	**PC:** 16-18
PB: 19-21	**TMR:** 12/6	**NA:** Aura absorbs 12 DP	

Weapons: Titans use human-type weapons of 4-times normal size (improve Base Chance by 20%, multiply damage by 4 after modification). They will sometimes wear armor (which functions in addition to their aura) if they are doing something which is pre-meditated, and they know will be very dangerous.

Comments: Titans are basically good in nature, and they will help people on occasion. They are often very touchy, however, and if they think a human is being insolent they will not hesitate to kill him, although sometimes (30%) they will just vanish. If a titan is inhabiting this plane for some reason, it will have a large castle, very substantial treasure, and numerous storm giant guards.

TROLL

Natural Habitat: Rough, Caverns, Ruins, Fields, Marshes

Frequency: Uncommon **Number:** 1-3 (1)

Description: Trolls are large green, vaguely humanoid beings with greenish black heads and extremeties. They are well-muscled and long-limbed with thick, leathery skin. Their large teeth and claws are ideally suited to rending the "manflesh" they so highly prize. A full-grown troll may stand almost 15 feet high. Trolls are 3-hex monsters.

Talents, Skills, and Magic: Trolls possess no skills to speak of and are not magic-users. They may use simple weapons, but may never achieve any Rank with a weapon. Trolls possess the ability to regenerate themselves at the rate of 1 Damage Point healed each Pulse. Any damage inflicted by fire is, however, permanent and may not be healed by regeneration. Trolls are not afraid of fire.

Movement Rates: Running: 300

PS: 30-50	**MD:** 10-14	**AG:** 12-16	**MA:** 5-8
EN: 30-40	**FT:** 40-50	**WP:** 18-25	**PC:** 20-25
PB: Always 0	**TMR:** 6	**NA:** Skin absorbs 5 DP.	

Weapons: A Troll may use its hands (Base Chance of 55%, Damage of +6, no Rank) to Melee Attack or may use hands and teeth (Base Chance of 35%, Damage of +4, no Rank) in Close Combat. It may Strike twice with hands and once with teeth each Pulse.

Comments: Trolls become enraged by the presence of fire and will kill anyone who uses it if possible. A severed portion of a troll's body will produce a new troll in 20 Pulses. The only way to prevent this or to keep a Troll from regenerating after death is to burn the Troll's corpse (or any stray pieces). A Troll is

unlikely to possess or guard treasure, but may have a few "pretties" in his possession (gold or jewelry and such). The net worth of such items will usually be no more than 500 silver pennies, but could equal 1,000 in rare instances.

[70.2] Fairy Folk

Fairy folk include brownies, dryads, elves, fossergrims, leprechauns, nixies, nymphs, pixies, satyrs, and sylphs. They are all roughly related, though their natures have diverged since the time when they could claim a common ancestor. Brownies, Leprechauns, Nixies, Pixies and Sylphs all take D-2 damage from physical contact with cold iron in addition to any other damage that may be inflicted by a weapon made of that substance. This damage is due to burning. Other fairy folk do not suffer this effect, but prefer to use substances other than cold iron for tools and artifacts. Only the Elves have overcome their fear of the substance to the extent of habitually forging and using fine iron and steel weapons.

BROWNIE (House Spirit)

Natural Habitat: Fields (usually around man or his dwellings)

Frequency: Uncommon **Number:** 1-30 (6)

Description: Brownies are "little people" similar to Leprechauns, but more sociable. They tend to be benevolent toward those who are not of Faerie (unlike their wilder kindred who despise humans).

Talents, Skills, and Magic: Brownies specialize in using minor magics to assist in keeping order, repairing minor damage, and doing light work around human dwellings. They can bless or curse crops in the same manner as a black magician. Their small help can also be turned to mischief if they are affronted in any way. This might take the form of falling roof tiles, collapsing floorboards, or other small disasters.

Movement Rates: Running: 150

PS: 7-8	**MD:** 20-25	**AG:** 20-25	**MA:** 17-19
EN: 4-5	**FT:** 10-11	**WP:** 17-19	**PC:** 16-19
PB: 12-16	**TMR:** 3	**NA:** None	

Weapons: Brownies have no natural weapons. They carry small swords (treat as daggers), but do not use armor. They may also carry bows which will have the same characteristics as the Small Bow (see Weapons Table).

Comments: Brownies will aid the human inhabitants of an area in exchange for food (a dish of milk left out each night). If disaffected, they will seek out and give information to the hosuehold's enemies.

DRYAD

Natural Habitat: Woods

Frequency: Common **Number:** 1-30 (10)

Description: Dryads are insubstantial spirits living within the wood of a specific tree. They can leave their tree and wander about, but may never stray more than a mile from the tree. They usually appear in small colonies.

Talents, Skills, and Magic: Dryads tend to be Adepts of the College of Earth Magics, though some may be members of the Colleges of Illusion or the Sorceries of the Mind. They will not usually be very powerful in Colleges other than Earth, however. They have the special ability of being able to take refuge deep within their tree if threatened.

Movement Rates: Running: 200

PS: None	**MD:** None	**AG:** None	**MA:** 8-20
EN: None	**FT:** None	**WP:** 12-16	**PC:** 12-15
PB: 16-24	**TMR:** 4	**NA:** None. But see below	

Weapons: Dryads use no weapons of any kind.

Comments: Dryads can only be harmed if their tree is killed by chopping or burning it down. They are not usually inimical to man, though "Black Dryads" do exist who practice Druidic rites (including blood sacrifice). They will usually aid travellers, but are mainly concerned with the well being of their trees.

ELF

Natural Habitat: Woods

Frequency: Uncommon **Number:** 1-200 (20)

Description: An elf is a lithe humanoid, slightly smaller than man-sized. They are unusually fair in appearance.

Talents, Skills, and Magic: See 6.5

Movement Rates: Running: 275

PS: 4-22	**MD:** 5-23	**AG:** 6-24	**MA:** 4-22
EN: 4-22	**FT:** 19-25	**WP:** 6-24	**PC:** 6-24
PB: 8-26	**TMR:** 6	**NA:** None	

Weapons: Elves prefer bow weapons, and will have rank 4-6 with them. Spears are also commonly used. Elves will not generally wear metallic armor, although they may do so in unusual cases. The listed characteristic ranges are for NPC elves only.

FOSSERGRIM

Natural Habitat: Streams, Rivers (especially near white water)

Frequency: Very Rare **Number:** 6-12 (8)

Description: Fossergrims look much like Gnomes and are about the same size. However, they are water dwellers and have a water-breathing capacity in addition to their air-breathing capacity. They will always be found in or near their lairs which will be located at the foot of waterfalls or rapids wherever possible.

Talents, Skills, and Magic: Fossergrims have the ability to cast very weak and limited illusions over water so as to make shoals and rapids appear to be safe channels. They also have the ability to cast a charm over an individual, causing him to swim into their lair (which will be in an underwater cave) and be drowned. This works like a talent. Victims must roll 2 × Willpower or less or succumb to the charm.

Movement Rates: Running: 150; Swimming: 100

PS: 8-12	**MD:** 18-20	**AG:** 15-17	**MA:** 12-14
EN: 8-10	**FT:** 16-20	**WP:** 16-18	**PC:** 15-17
PB: 8-10	**TMR:** 3/2	**NA:** None	

Weapons: Fossergrims attack with their teeth in Close Combat and have a Base Chance of 40% of doing −2 Damage. They may also use small simple non-missile weapons (knives, short swords, and the like).

Comments: Fossergrims are carnivores and especially delight in feasting on "the bigs" as they call humans, elves, and their kindred. Except for their special magical abilities which they use to lure the unwary into their halls, they possess little magic and few skills or talents. What other magic they possess will be Water Magic.

LEPRECHAUN

Natural Habitat: Plains, Woods, Fields

Frequency: Very Rare **Number:** 1-30 (8)

Description: Leprechauns are similar in almost all ways to Brownies, but wilder and shyer of man. They tend to dress in muted shades of brown and green and to seek out the deep woods where they are most at home. They have 3 to 4 times the stealth of an average human and will, as a result, seldom be seen unless they wish to speak with a party.

Talents, Skills, and Magic: Leprechauns possess the same Talent Magic as Brownies. In addition, they will usually be masters of either the College of Illusions or the College of Earth Magics. They have the ability to teleport themselves limited

distances (no more than a few yards) by blinking. Leprechauns also have special skill with the Spell of Sleeping (regardless of their College) and add 10 to the Base Chance for the spell.

Movement Rates: Running: 200

PS: 7-8	**MD:** 19-22	**AG:** 25-28	**MA:** 19-21
EN: 5-6	**FT:** 10-12	**WP:** 15-18	**PC:** 14-17
PB: 9-14	**TMR:** 4	**NA:** None	

Weapons: Leprechauns have no natural weapons. They will usually have Short Swords (similar to Daggers) and will use Small Bows.

Comments: If a Leprechaun is captured and cannot escape, he will buy his freedom either by revealing the location of his treasure (300-400 Gold Pieces) or by granting the warder three wishes which the leprechaun will attempt to grant in such a way that they turn to the disadvantage of the recepient (usually in some really grisly way).

NIXIE

Natural Habitat: Marsh

Frequency: Rare **Number:** 1-40 (20)

Description: Nixies are water-dwellers with pale skin (through which can often be seen green veins), golden hair, webbed fingers and toes, and gills. They have a limited air breathing capacity similar to Merfolk. They are recognizable by their sharp teeth which are covered in green slime.

Talents, Skills, and Magic: Nixies will almost always have limited abilities as Adepts of the College of Water Magics. They will have no skills to speak of, but will have the talent of being able to automatically summon [D + 1] × Rank with their talent (1, if unranked) large Pike to their aid. Since these "water wolves", as they are called, have a special fondness for Nixies, there will always be Pike in the area.

Movement Rates: Swimming: 350

PS: 13-23	**MD:** 10-20	**AG:** 14-21	**MA:** 10-18
EN: 10-18	**FT:** 12-24	**WP:** 14-20	**PC:** 14-22
PB: 8-18	**TMR:** 7	**NA:** None	

Weapons: Nixies do −2 Damage (Base Chance of 35%) in Close Combat with their bite. In addition, they will often carry fishbone weapons and shields and (rarely) wear fishskin armor (equal to leather armor).

Comments: Nixies are fond of human flesh, though they will sometimes refrain from eating a particularly beautiful humanoid member of the opposite sex in order to enjoy their company longer. They are capricious and cowardly and prefer to destroy their prey by guile whenever possible. An invitation to a Nixie feast is usually a prelude to treachery.

NYMPH

Natural Habitat: Woods, Fields (usually found with Satyrs)

Frequency: Rare **Number:** 1-30 (6)

Description: Nymphs are beautiful humanoids with goat-like lower limbs covered in soft curly hair. They generally prefer to go about naked, but will wear light robes in cold weather.

Talents, Skills, and Magic: Nymphs will have some abilities of either the College of Illusions or of the College of Earth Magics. They will have twice the stealth of humans. In addition, any male character who looks at a naked Nymph must roll 4 times his Willpower or less or he will be charmed and will desire only to spend his days frolicking with the Nymph (or her sisters).

Movement Rates: Running: 250

PS: 10-12	**MD:** 14-18	**AG:** 14-22	**MA:** 18-22
EN: 8-12	**FT:** 16-24	**WP:** 18-24	**PC:** 18-24
PB: 25-33	**TMR:** 5	**NA:** None	

Weapons: Nymphs do not use weapons or fight in any way. They rely exclusively on their beauty and magic for protection.

Comments: Nymphs dislike the intrusion of humans, but will attempt to charm and seduce a particularly handsome man with their beauty (40% chance) if they do not first flee (50% chance). If they flee, they will attempt to punish those who frightened them. Nymphs can move from place to place by entering the trunks of trees and then teleporting from one trunk to another. It takes them 30 seconds to enter the trunk of a tree and 1 second to teleport to any other trunk within 100 feet of the tree they currently occupy.

Nymphs have little sense of normal human anatomy or capabilities and will kill a human lover with their demands by permanently reducing his Fatigue or Endurance at the rate of 1 point from either (GM's choice) per week until the lover dies or escapes. The lover may make a check against 2 times his Willpower at the end of each week to see if he runs away from his sweet captors (leaving behind most of his weapons, armor, and other possessions in his state of befuddlement).

PIXIE

Natural Habitat: Woods

Frequency: Very Rare **Number:** 1-100 (10)

Description: Pixies are small people about 2 feet in height, with transparent wings, pointed ears, and almond-shaped eyes.

Talents, Skills, and Magic: Pixies are naturally invisible, but can become visible at will. They can create full-fledged visible and audible illusions, and can appear to change their form. They are also able to use most counter spells, read peoples' minds, and cause disorientation and the inability to think clearly in the victims of their pranks.

Movement Rates: Runing: 150; Flying: 250

PS: 3-4	**MD:** 18-21	**AG:** 17-20	**MA:** 10-15
EN: 3-4	**FT:** 8-10	**WP:** 12-16	**PC:** 10-14
PB: 10-17	**TMR:** 3/5	**NA:** None	

Weapons: Pixies use daggers and bows of short range (50 feet) but with great effect. They have three types of arrow: one which does [D10]-6 damage, one that puts their victims to sleep unless they roll 4 × Willpower or less, and one that removes all memory from the victim for [D10]-4 days unless he rolls 4 × Willpower or less. The bow has a Base Chance of 60%. They may wear leather armor.

Comments: Pixies are very hard to hit in combat (−30 from Base Chance in addition to Defense). They are highly mischievous, and they will often play pranks to annoy the foolish traveler who enters a forest where pixies are said to dwell.

SATYR (Faun)

Natural Habitat: Woods, Plains

Frequency: Uncommon **Number:** 1-10 (6)

Description: Satyrs have the upper halves of a man and the legs of a goat or horse. They have bristly hair, and short, black horns. Their skin is a deep mahogany in color.

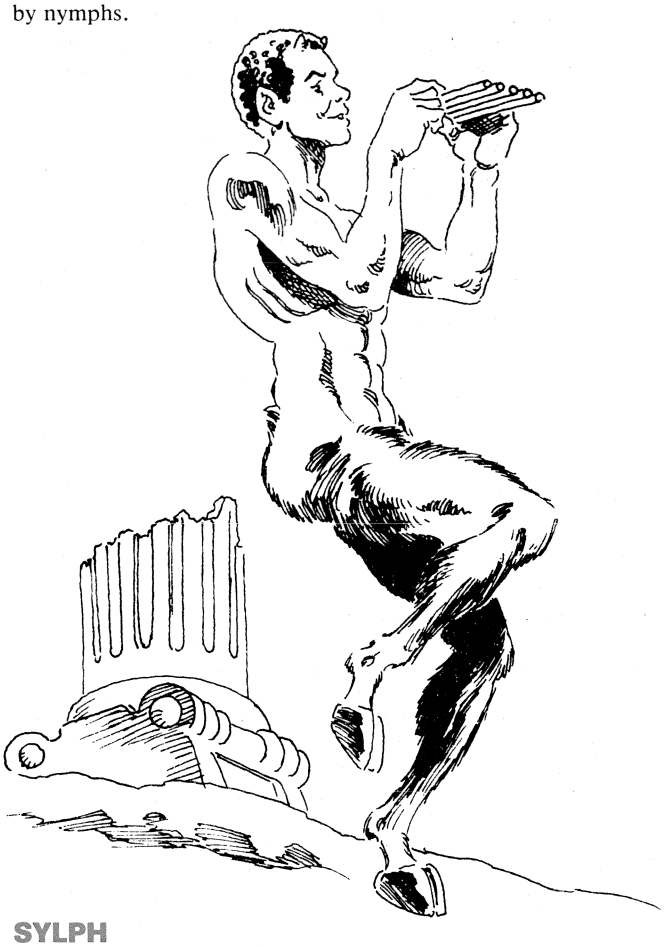
Talents, Skills, and Magic: Satyrs are somewhat magical. Their magical abilities are usually focused through a pipe which they play to charm, delight, or otherwise influence those around them. They are also 3 times as stealthy as humans, and can blend in with surrounding trees (90% chance they will be undetected if they remain still). Satyrs have the same power over women that nymphs have over men.

Movement Rates: Running: 400

PS: 12-22	**MD:** 19-22	**AG:** 18-20	**MA:** 15-18
EN: 10-18	**FT:** 18-28	**WP:** 15-18	**PC:** 18-20
PB: 9-12	**TMR:** 8	**NA:** Skin absorbs 2 DP.	

Weapons: Satyrs use simple weapons like spears. Usually they will have Rank 1-5 with the weapons they use.

Comments: Satyrs are much like centaurs in mentality: they enjoy drinking, dancing, and generally making merry. In general they dislike men, although they will occasionally attempt to seduce human females. They will usually be accompanied by nymphs.



SYLPH

Natural Habitat: Rough (especially mountain tops).

Frequency: Very Rare **Number:** 1-2 (1)

Description: Sylphs appear as human females, but have large, almost transparent wings. They are usually very beautiful.

Talents, Skills, and Magic: Sylphs can turn themselves invisible, and they are usually able to sense a party's intentions towards them, and so avoid harm. Sylphs are also able magicians, specializing in the powers of the College of Air Magics.

Movement Rates: Flying: 700; Running: 250

PS: 10-13	**MD:** 18-22	**AG:** 20-24	**MA:** 18-20
EN: 9-12	**FT:** 18-20	**WP:** 14-18	**PC:** 18-20
PB: 21-25	**TMR:** 14/5	**NA:** None	

Weapons: Sylphs do not use weapons or attack. They use only their magic to defend themselves.

Comments: Sylphs will aid a humanoid in need or befriend one to whom they take a fancy. If somehow coerced they will have a large treasure with which they may buy their freedom but it will usually be hidden on a mountain top. It will be worth [D + 5] × 300 silver pennies.

[70.3] Earth Dwellers

This section deals with those species who prefer dwelling in caverns or earthern barrows, but who are distantly related to the Fairy Folk. They include: Dwarves, Gnolls, Gnomes, Goblins, Halflings, Hobgoblins, Kobolds, and Orcs. These beings all tend to prefer cool shadows to bright sunlight, and all except Dwarves and Halflings positively dislike sunlight and will not willingly venture into it.

DWARF

Natural Habitat: Rough, Caverns

Frequency: Uncommon **Number:** 1-500 (10)

Description: Dwarves are short, stout humanoids. They usually have long beards.

Talents, Skills, and Magic: See 6.4.

Movement Rates: Running: 225

PS: 6-24	**MD:** 5-23	**AG:** 4-22	**MA:** 3-21
EN: 6-24	**FT:** 17-23	**WP:** 7-25	**PC:** 6-24
PB: 4-22	**TMR:** 4	**NA:** None	

Weapons: Dwarves delight in axes and hammers and they will have Rank 2-4 with these weapons. They also commonly wear heavy armor, with chainmail being the type most frequently worn, although plate is also occasionally used. The listed characteristic ranges are for NPC dwarves only.

GNOLL

Natural Habitat: All but Waste and Ocean (Usually Caverns)

Frequency: Uncommon **Number:** 1-300 (40)

Description: Gnolls are dog-faced humanoids about 7 feet tall. They are very strong, and usually wear armor. Their skin is fuzzy, and yellowish-brown in color.

Talents, Skills, and Magic: Gnolls are good diggers if forced to do so, but they will rarely attempt mining on their own, even though they like caves. They have no magical abilities, although they will sometimes have magical items which they will rarely know how to use.

Movement Rates: Running: 250

PS: 20-23	**MD:** 13-15	**AG:** 12-14	**MA:** None
EN: 12-14	**FT:** 20-24	**WP:** 10-12	**PC:** 12-16
PB: 6-9	**TMR:** 5	**NA:** Hide absorbes 2 DP	

Weapons: Gnolls tend toward the larger weapons, usually axes. They will use ranged weapons, however, and any large contingent will have a fair number of archers. They usually wear light armor (leather or cloth) but strong members of a group will sometimes have better armor.

Comments: Gnolls are very disorganized and travel in loose bands. They like to raid towns and travellers to gain plunder as they disdain to work themselves. Large bands will often have (value: [D + 5] × 100 Silver Pennies per Gnoll) treasure that has been previously looted.

GNOME

Natural Habitat: Rough, Caverns.

Frequency: Rare **Number:** 1-200 (50)

Description: Gnomes are short, stocky humanoids, much like Dwarves, but even shorter (3 feet). Typically they will be dressed in chainmail or leather armor, with a heavy skullcap, although powerful gnomes occasionally wear heavier armor as they "make light of burden." Gnomes are usually brownish in color with hair between grey and white.

Talents, Skills, and Magic: Gnomes are excellent stoneworkers, and as such they can detect many things that have to do with the construction of a building or the quality of a builder's job.

Movement Rates: Running: 150

PS: 10-14	**MD:** 10-13	**AG:** 14-16	**MA:** 13-17
EN: 8-10	**FT:** 16-20	**WP:** 19-22	**PC:** 14-18
PB: 10-13	**TMR:** 3	**NA:** None	

Weapons: Gnomes will use daggers, short swords, clubs, and any other weapons that they can carry easily.

Comments: Gnomes have a strong dislike for goblins, and will always attempt to attack them. Gnomes are organized into bands, each of which is competitive with the others, although not actually hostile. They are usually friendly to man, and they are very friendly with the Dwarves, their cousins, although they

have a mild dislike of Elves. Large bands of Gnomes will often (80%) have a fair amount (value: [D + 3] × 100 Silver Pennies per gnome) of treasure. Gnomes found in their lair will have more treasure (value [D + 3] × 300 silver pennies per gnome) as Gnomes are fond of hoarding.

GOBLIN

Natural Habitat: Caverns

Frequency: Uncommon **Number:** 4-1000 (20)

Description: Goblins are humanoid in form, but have large fangs, pointed ears, and skin ranging from brown to pallid grey. They are usually very ugly, have foul breath, and an unpleasant odor. They wear garments made out of dirty cloth, and usually wear leather armor, carrying shields. More powerful goblins will sometimes carry better armor. They are about 4 feet tall.

Talents, Skills, and Magic: Goblins are good at working with stone if forced into it, and so they are good at detecting facts having to do with stone (40% chance of detecting anything unusual or dangerous). They can see in the dark. They are excellent at torture, which they delight in. A goblin will in rare instances be an Adept of one of the Entities.

Movement Rates: Running: 150

PS: 9-13	**MD:** 8-12	**AG:** 7-12	**MA:** 10-18
EN: 6-8	**FT:** 10-13	**WP:** 8-11	**PC:** 7-12
PB: 8-10	**TMR:** 3	**NA:** Skin absorbs 1 DP	

Weapons: Goblins will use any sort of weapon that their strength allows, although they generally prefer simple swords or clubs. They will also often use crossbows and slings. They may have Rank 1-3 with these weapons.

Comments: Goblins are highly evil, and will often waylay a party, killing and looting. They love to cause discord, and will be deceitful where violence will not work. Their lair (and treasure) will be well guarded. Goblins dislike sunlight, and fight at a reduction in the Base Chance of 10 when under a bright sun. They hate Dwarves and Gnomes, and will attack them whenever possible. Goblins will usually be in league with dire wolves if there are any in the neighborhood.

HALFLING

Natural Habitat: Caverns (Burrows), Fields.

Frequency: Uncommon **Number:** 1-50 (6)

Description: Halflings are small humanoids, usually less than three feet in height. They are inclined to be fat.

Talents, Skills, and Magic: See 6.7

Movement Rates: Running: 200

PS: 3-21	**MD:** 7-25	**AG:** 6-24	**MA:** 4-22
EN: 3-21	**FT:** 17-23	**WP:** 6-24	**PC:** 5-23
PB: 5-23	**TMR:** 4	**NA:** None	

Weapons: Halflings prefer small weapons, maces and slings being the most common, although short swords and daggers will also sometimes be used. There is a 50% chance that a halfling will have Rank with at least one of the weapons that he is carrying. Rank with a weapon will never be higher than Rank 4. The listed characteristic ranges are for NPC halflings.

HOBGOBLIN

Natural Habitat: Anywhere

Frequency: Rare **Number:** 1-500 (30)

Description: Hobgoblins are particularly large and vicious creatures of basically the same strain as Goblins. They have the same fangs and pointed ears as Goblins, but they grow to larger than man sized, almost 7 feet. They are also usually equipped with better armor (chainmail being the mean) as they are very strong and can more easily carry its weight. Their skin is more hairy than goblins', although it is the same brown to greyish color.

Talents, Skills, and Magic: Hobgoblins have Goblins' stoneworking ability and their ability to see in the dark, but they do not dislike sunlight, and often go out in the day on raiding parties. They have the same magical abilities as Goblins.

Movement Rates: Running: 250

PS: 17-21	**MD:** 14-16	**AG:** 13-15	**MA:** 12-20
EN: 14-16	**FT:** 20-23	**WP:** 10-12	**PC:** 14-16
PB: 6-9	**TMR:** 5	**NA:** Hide absorbs 2 DP	

Weapons: Hobgoblins use all weapons, and will usually use the largest weapon their strength allows. They like whips and spears with long, barbed points that break off in the wound. Hobgoblins rarely use bows, although they will use slings and javelins. Hobgoblins will have Ranks 1-3 with their favored weapons.

Comments: Hobgoblins are organized into Clans which are highly competitive with each other and with their relatives, the Goblins and Orcs. The Clans are headed by the strongest member of the group, and fights for leader of the Clan are common. Hobgoblins are often hired to lead bands of Goblins and Orcs, as their strength and size ensures that discipline will be maintained.

KOBOLD

Natural Habitat: Fields, Caverns.

Frequency: Rare **Number:** 1-10 (5)

Description: Kobolds are small, elderly-appearing Dwarvish types who wear hoods of bright colors. They are about 2½ feet tall, and have highly gnarled faces.

Talents, Skills, and Magic: Kobolds are very useful around the house or farm, for they will perform many tasks relating to maintenance of property or animals. They have no special magical powers, and they are not as good at working with stone and at detecting unusual constructions as the Dwarves. They can see in the dark.

Movement Rates: Running: 100

PS: 7-9	**MD:** 14-17	**AG:** 15-18	**MA:** None
EN: 6-8	**FT:** 12-14	**WP:** 14-17	**PC:** 12-16
PB: 8-11	**TMR:** 2	**NA:** None	

Weapons: Kobolds carry Daggers and Hammers (Base Chance of 10%-2 damage). They do not wear armor.

Comments: A Kobold in the house is a blessing, for they will perform all sorts of menial or semi-skilled tasks with great willingness and ability, where such is possible. They will work for only shelter and food. While travelling, they will most likely run away if they see a party at a distance, but there is a 25% chance that they will be willing to trade information and befriend a character. In general, Kobolds get along with men better even than the Dwarves. Kobolds will almost never have treasure, although if they do it will usually be something of value only to them.

ORC

Natural Habitat: Caverns, Rough

Frequency: Common **Number:** 1-1000 (25)

Description: An Orc is an ugly, stoop shouldered humanoid, much like a goblin or hobgoblin (to whom they are related).

Talents, Skills, and Magic: See 6.8.

Movement Rates: 250

PS: 6-24	**MD:** 5-23	**AG:** 5-23	**MA:** 3-21
EN: 6-24	**FT:** 17-23	**WP:** 3-21	**PC:** 5-23
PB: 2-20	**TMR:** 5	**NA:** None	

Weapons: The scimitar is the favorite weapon of the orcs (Rank 1-4 with the weapon is typical) although other weapons will occasionally be used. Short bows are the most common form of missile weapon. Orcs will wear armor, with leather being the prevalent type. Orcs will also commonly carry shields.

71. FANTASTICAL MONSTERS

Fantastical Mosters include a number of beings of legend, not often seen by humans and related species. They tend to make their homes in inaccessable areas where few men go. These species include: centaurs, chimaerae, giant amoebas, gorgons, manticores, minotaurs, nagas, sphinxes, and unicorns. Due to their rarity, live specimens are usually of great value in the marketplace.

CENTAUR

Natural Habitat: Woods, Marsh, Rough, Caverns, Plains

Frequency: Uncommon **Number:** 2-20 (4)

Description: Centaurs are half-man, half-horse. They are human down to the hips, but they join the body of a horse where the neck would normally be. Their lower half has hide, just as a horse's, while their top half is that of a normal man.

Talents, Skills, and Magic: Centaurs can have all the abilities and skills of a human. Centaurs in general are good with bows and at hunting, and have an affinity for healing and the art of prophecy.

Movement Rates: Running: 600

PS: 10-30	**MD:** 5-20	**AG:** 10-23	**MA:** 5-23
EN: 12-20	**FT:** 20-30	**WP:** 7-26	**PC:** 10-30
PB: 12-17	**TMR:** 12	**NA:** Hide absorbs 3 DP	

Weapons: Centaurs use weapons as do men. They can hold up to two Readiness Points worth of weapons, and they will usually have Rank in one or more of their weapons.

Comments: Centaurs cannot resist alcohol and become violent when drunk. Centaurs will only rarely let a human ride them, and only then at pressing need. They eat raw flesh (including human flesh), and will often abduct young maidens for food and other purposes.

CHIMAERA

Natural Habitat: Woods, Rough, Caverns, Ruins

Frequency: Very Rare **Number:** 1-3 (1)

Description: The chimaera has the head of a goat, the foreparts of a lion, and the rear section of a dragon. Chimaerae are large (up to 12 feet long) and breath fire. They are 3-hex monsters.

Talents, Skills, and Magic: The chimaera can breath a cone of fire. Other than that, it has no special skills or magical ability.

Movement Rates: Running: 500

PS: 28-32	**MD:** 25-28	**AG:** 15-20	**MA:** None
EN: 20-22	**FT:** 30-34	**WP:** 14-19	**PC:** 13-20
PB: 3-7	**TMR:** 10	**NA:** Hide absorbs 8 DP	

Weapons: The chimaera has a fire breath that it can use in Ranged and Melee combat. The range of the cone of breath is 50 feet and at the base the cone is 20 feet in diameter. All within the cone suffer D+15 damage. A chimera must execute a Fire action to breath in this fashion. In Melee Combat and Close Combat, the chimera has a bite like that of a huge lion (Base Chance of 75% + 8 damage).

Comments: Chimaera thrive on ruin, and the area surrounding one of their lairs will be a burned wasteland. In the area surrounding the lair, or occasionally in the lair itself, there may be victims with some treasure (25%, 1-6 bodies with 100-600 Silver Pennies, 25% each has something else of value), but otherwise chimaera do not hoard wealth as do dragons.

GIANT AMOEBA

Natural Habitat: Caverns, Ruins.

Frequency: Uncommon **Number:** 1-6 (1)

Description: A giant amoeba is a shapeless, flowing creature between 6 inches and 6 feet in diameter.

Talents, Skills, and Magic: A giant amoeba can sense any organic material within 25 feet, and will move toward the closest such material that it can sense. Giant amoeba are able to eat anything they come in contact with. They can slip under doors and through very small cracks.

Movement Rates: Crawling: 50

PS: None	**MD:** None	**AG:** 3-4	**MA:** None
EN: 10-12	**FT:** 20-24	**WP:** 6-8	**PC:** 6-8
PB: 3-5	**TMR:** 1	**NA:** None	

Weapons: A giant amoeba does not attack, per se, but rather attempts to consume anything in its way. If a giant amoeba is ever in the same hex on the tactical display as any living creature, that creature takes 2 DP per Pulse until it leaves the hex occupied by the amoeba. Note that if a creature is fully consumed, any weapons and other non-organic materials will be left behind, although all bones will be consumed.

Comments: If a giant amoeba is reduced to 0 endurance as a result of the attacks of normal (non-magical) weapons, the amoeba merely splits into two amoebas, each with half the size, endurance, and fatigue of the original amoeba. Magical weapons and magical attacks affect the amoeba normally.

GORGON (Medusa)

Natural Habitat: Woods and Wilderness (lairs in caverns)

Frequency: Very rare **Number:** 1-3 (1)

Description: Gorgons are physically humanoid, but boast a headful of writhing green snakes of a venomous nature. They also have hypnotic, burning red eyes. Gorgons like to appear as comely maidens and often wear the attire of human females. They have large brazen claws and hog-like teeth. They specialize in enticing males who they then turn to stone.

Talents, Skills, and Magic: Gorgons possess no special skills or magic as a rule, but may learn human skills and magic. They have the special talent of turning those that look directly into their eyes to stone(Any character facing a gorgon must roll four times his Willpower or less each Pulse that he faces the beast or he succumbs to her blandishments, looks into her eyes and is turned to stone.

Movement Rates: Running: 250

PS: 10-13	**MD:** 12-15	**AG:** 10-14	**MA:** 15-18
EN: 10-14	**FT:** 15-19	**WP:** 16-20	**PC:** 16-18
PB: Always 0	**TMR:** 5	**NA:** None	

Weapons: In addition to her eyes, the Gorgon may Melee Attack with claws (Base Chance of 50%, +4 damage, Rank of 1-5) or Close Combat using claws, teeth and hair (Base Chance of 30%, 0 damage modification, but possible poisoning as from an asp bite and no Rank). Gorgons may attack using hair, teeth and claws in the same Pulse. The gorgon may attempt to turn a character to stone any time.

Comments: The gorgon's eyes only become visible at a range of 100 feet and she cannot turn a character to stone beyond that range. The attempt to turn a character to stone is automatic whenever a character faces the gorgon's front and requires no action.

MANTICORE

Natural Habitat: Rough, Caverns

Frequency: Rare **Number:** 1-6 (1)

Description: Manticores have the body of a lion, bat-like wings, and the head of a human, although larger to fit their bodies. At the tip of their tail they have up to 12 spikes, which they can launch as weapons.

Talents, Skills, and Magic: Manticores have no magical properties, and no special abilities other than the ability to launch their tail spikes.

Movement Rates: Flying: 500; Running: 350

PS: 28-32	**MD:** 20-25	**AG:** 26-30	**MA:** None
EN: 12-14	**FT:** 20-25	**WP:** 12-18	**PC:** 12-18
PB: 3-6	**TMR:** 10/7	**NA:** Fur absorbs 8 DP	

Weapons: Manticores can use their tail spikes in Ranged Combat as if they were heavy crossbows. They are able to launch up to 6 of the spikes at any one time as long as the spikes are all aimed at spots within 6 feet of each other. In Melee Combat, the manticore can attack with its two claws (Base Chance of 60%, +5 damage). Once their tail spikes are exhausted (they regenerate in about a day) manticores try to enter Close Combat as soon as possible, where they can use their claws.

Comments: Manticores like to hunt, and their favorite prey is man. They will lie in wait for a party, and then send their spikes whirling into it. If the manticore's lair is found, there is a chance (30%) that it will have dragged bodies with treasure on them into its cave.

MINOTAUR

Natural Habitat: Caverns, Woods, Rough.

Frequency: Very Rare **Number:** 1-6 (1)

Description: Minotaurs are humanoid, with the head of a bull and a very hairy hide. They have a tail, just like that of a bull.

Talents, Skills, and Magic: The minotaur has no special magical abilities or talents. They are tool users and will sometimes use simple weapons.

Movement Rates: Running: 300

PS: 22-26	**MD:** 18-20	**AG:** 14-17	**MA:** None
EN: 14-16	**FT:** 22-25	**WP:** 14-16	**PC:** 18-20
PB: 4-7	**TMR:** 6	**NA:** Hide absorbs 6 DP	

Weapons: A minotaur can attack by butting with his horns, biting, or attacking with a weapon. Butt: Base Chance of 40%, +3 damage. Bite: Base Chance of 30%, −1 damage. A minotaur will hold Rank 1-5 with whatever weapon it uses. The minotaur can use any combination of two of these attacks in any one pulse without penalty. in Close Combat the minotaur can use only his bite, but the Base Chance goes up to 50%.

Comments: Minotaurs are particularly vicious, and will attack virtually anything that their dim intelligence tells them they have even a mediocre chance of beating. These beasts generally like the dark, and will only rarely be found in the open after sunup.

NAGA

Natural Habitat: Crypts, Marsh

Frequency: Very Rare **Number:** 1-6 (1)

Description: Nagas are humanoid above the waist, and have the body of a serpent below. Male nagas have the upper half of a man, while nagians (female nagas) have the upper half of a woman. Both types will usually be 10-12 feet long.

Talents, Skills, and Magic: Nagas are frequently (85%) members of one of the Colleges of Thaumaturgies. If a naga is a magic-user, it will have Rank 2-8 with each of the General Knowledge spells, talents, and rituals, and will have Rank 1-5 with those Special Knowledge spells and rituals that they know (Usually 5-10 will be known). Nagas can also read the minds of any that they can see, understanding both the thoughts and intentions of the subject. This talent cannot be resisted.

Movement Rates: Swimming: 400; Crawling: 300

PS: 20-25	**MD:** 17-21	**AG:** 12-16	**MA:** 16-20
EN: 25-32	**FT:** 20-25	**WP:** 20-24	**PC:** 19-23
PB: 13-17	**TMR:** 8/6	**NA:** Scales absorb 5 DP	

Weapons: Naga will use ordinary edged weapons 50% of the time, and if they do use a weapon, they will have Rank 4-6 with it. If they do not use a weapon, they can attack with a bite or a constriction attack. The bite has a Base Chance of 55% and does +4 damage, while the constriction has a Base Chance of 40% and does +8 damage. The bite can be used in either Close or Melee Combat, while the constriction can only be used in Close Combat. If a naga's bite penetrates an enemy's armor (i.e. does damage to the character's Fatigue or Endurance), then the victim takes 2 additional DP per Pulse for D10 Pulses because of the naga's poison. Only an antidote specifically designed for naga venom will neutralize this poison. A naga can also spit this poison up to a range of 40 feet. The spittle has a Base Chance of 30% (modified for range as an ordinary hurled weapon) and does D+4 damage.

Comments: Nagas are often the guardians and keepers of knowledge. They seek to preserve powerful knowledge from the use of those who would not use it properly, and at the same time they try to deliver it to those who could best use it for the cause of good. This knowledge might be magical in nature, or of some other type. Nagas will use force to defend the knowledge that they guard (which will usually be in the form of a written tome) but will warn intruders beforehand, and allow them a chance to get away.

SPHINX

Natural Habitat: Rough, Woods

Frequency: Very Rare **Number:** 1

Description: A sphinx has the body of a winged lion, with the head and breasts of a woman. A sphinx is usually about 12 feet long. A sphinx has large, sharp teeth, and is a two-hex monster.

Talents, Skills, and Magic: Most sphinxes are accomplished members of a College of Magic, usually one of the Thaumaturgies. They will know all General Knowledge spells at Rank 6-9, and will know all Special Knowledge spells at Rank 3-6. In addition, a sphinx will know D10 counterspells from other Colleges. Sphinxes also have excellent senses of smell. They will be able track as if they had Rank 8 in the Ranger ability, and they will be able to detect the presence of hidden or invisible characters 75% of the time.

Movement Rates: Running: 500; Flying: 600

PS: 30-35	**MD:** 22-24	**AG:** 17-19	**MA:** 12-22
EN: 40-50	**FT:** 60-75	**WP:** 20-23	**PC:** 17-19
PB: 4-6	**TMR:** 10/12	**NA:** Hide absorbs 6 DP	

Weapons: A sphinx can attack three times (once with a bite, and twice with its claws) in the same Pulse without penalty. The bite has a Base Chance of 75% and does +8 damage. The claws have a Base Chance of 60% and do +4 damage.

Comments: Sphinxes are proverbial riddle-lovers. They love to learn new riddles, and will sometimes let a passerby live in exchange for a good one. They also like to ask riddles, however. When a sphinx asks a riddle, it will state what will happen to a character who does not answer the riddle successfully, and what reward (usually just free passage) will be given to those who do. A sphinx will always try to keep its word as to what it will do if the riddle is answered, although there is a 2% chance that it will simply kill itself if the riddle is answered correctly.

UNICORN

Natural Habitat: Woods, Plains

Frequency: Rare **Number:** 1-8 (2)

Description: Unicorns are white equines with a single, long horn coming out of their forehead. They have a single black, 2 foot long horn set in a deer's head, very thick feet, and the tail of a boar.

Talents, Skills, and Magic: Unicorns are immune to poison, and a character who possesses one of their horns is also immune. They are also almost impossible to trap as they are very intelligent and wary. They have 5 times the strength of an average human. They are unable to cast spells in the usual sense.

Movement Rates: Running: 600

PS: 55-60	**MD:** None	**AG:** 16-19	**MA:** None
EN: 25-30	**FT:** 50-60	**WP:** 20-25	**PC:** 25-30
PB: 18-20	**TMR:** 12	**NA:** Hide absorbs 4 DP	

Weapons: In Melee Combat, a unicorn uses its horn (Base Chance of 60%, +7 damage). In Close Combat, it can attack with its hooves as a Warhorse.

Comments: Unicorns are virtually untameable by ordinary men, but a unicorn can occasionally be tamed by a virgin (40%) as unicorns love purity and innocence.

72. CREATURES OF NIGHT AND SHADOW

The species protrayed herein include those primarily connected with night and shadow and the Powers of Darkness. They include Weres, Dopplegangers, Bats, and Dire Wolves. Other species which may be nocturnal hunters or may be at their most powerful at night are not included in this heading and are not affected by magic designed to call, communicate with, or control Creatures of Night and Shadow. Only the species listed herein are affected by these types of magic.

BAT

Natural Habitat: Caverns

Frequency: Uncommon **Number:** 1-400 (100)

Description: Bats are rodents with leathery wings. They are greyish-black in color. They are found in dark places only as they are afraid of light and fire.

Talents, Skills, and Magic: Bats can determine directions in the dark by emitting high-frequency "pips" which reflect off of the surrounding walls. They have no magical abilities or other special talents and are not tool users.

Movement Rates: Flying: 500

PS: 2-3	**MD:** None	**AG:** 18-21	**MA:** None
EN: 1-2	**FT:** 2-3	**WP:** 6-8	**PC:** 14-17
PB: 7-9	**TMR:** 10	**NA:** None	

Weapons: Bats can only attack in Close Combat, where their bite has a Base Chance of 40% and does −7 damage. A character bitten by a bat has a 10% chance of contracting rabies or some other loathsome disease in addition to the possibility of infection.

DIRE WOLF

Natural Habitat: Woods, Rough, Plains, Field, Caverns

Frequency: Rare **Number:** 1-10 (3)

Description: Dire wolves are wolves the size of ponies. Dire wolves will be in league with the powers of darkness and will have almost human intelligence. Their corpses disappear back into hell (from which they are said to have sprung originally) if they are killed.

Talents, Skills, and Magic: Dire wolves have no special abilities but they are exceptional trackers. They also never forget a smell. They may possess knowledge of a limited number of spells of the College of Ensorcelments and Enchantments or the College of the Sorceries of the Mind.

Movement Rates: Running: 400

PS: 22-25	**MD:** 24-26	**AG:** 18-22	**MA:** 8-12
EN: 20-23	**FT:** 25-30	**WP:** 8-12	**PC:** 19-23
PB: 4-8	**TMR:** 8	**NA:** Fur absorbs 5 DP	

Weapons: Dire wolves can attack, either in Melee Combat or in Close Combat with their huge teeth (Base Chance of 65%, +6 damage).

DOPPELGANGER

Natural Habitat: Caverns, Rough, Crypts, Woods

Frequency: Very Rare **Number:** 1-8 (1)

Description: In their natural form, doppelgangers appear humanoid, with thin arms, and sharp teeth and claws. They have thick, rubbery, grey skin, and glowing eyes.

Talents, Skills, and Magic: Doppelgangers have the ability to form themselves to look and act like any humanoid creature that is approximately their size and body weight (150-250 lbs.). Even the clothes and equipment of a person can be imitated, although magical properties will not, of course, adhere to the duplicates. Doppelgangers read the minds of the people they will later imitate so as to learn things they will need to know to duplicate the person properly. There is a 10% chance that a doppelganger's imitation will be detectable. See the rules governing multi-sense illusions in the College of Illusions.

Movement Rates: Running: 250

PS: 12-16	**MD:** 14-17	**AG:** 16-18	**MA:** 20-25
EN: 8-10	**FT:** 15-20	**WP:** 22-25	**PC:** 15-17
PB: 4-8	**TMR:** 5	**NA:** Skin absorbs 4 DP	

Weapons: In their natural form, doppelgangers can make one attack with their bite (Base Chance of 50%, +3 damage). Once having imitated something, they fight as it does/did, using the same weapons at a Rank two less than that achieved by the character being imitated.

Comments: Once a doppelganger has imitated someone, they will try to kill that individual, attacking by surprise. They will then replace that individual until they try the same maneuver with another member of the party.

WERES

Weres are humans or humanoids who are afflicted with a specific disease: Lycanthropy. They are adversely affected by the full moon and on nights when Luna (the primary moon in worlds with more than one) is full they change shape, becoming one of 5 types of creature. The were may become a Bear, Boar, Tiger, Snake or wolf. The actual type of beast the character becomes will depend on the type of beast from which he contracted his illness. The only way that a character can become a lycanthrope is if he is bitten for at least 1 point of effective damage by a character who is already a lycanthrope while that character is in his beast form. The victim will then during the next full moon (and all succeeding full moons until he is killed) assume the shape of the beast that bit him (wolf, snake, etc.). If a character is killed by a lycanthrope, he does not become a lycanthrope himself; instead, he usually becomes dinner.

A lycanthrope in his were form is always a beast. He has the characteristics of the strongest specimen of the species whose

form he has assumed. A werewolf would have the highest possible characteristics for a Dire Wolf, for example. A weresnake assumes the form of a Python, but with the bite (and venom) of the King Cobra. Werebears, wereboars and weretigers will have the highest possible characteristics for their type of beast (+2 to PS, EN and FT, usually).

When in their beast form, weres are semi-intelligent. Their human side is suppressed and the character is played by the GM. Weres are primarily concerned with feeding and simple survival. They will spend the entire period when the moon is full either laid up in a lair or hunting. They will attack the character's friends as readily as any other prey.

Once a were returns to his normal human shape, he will be enfeebled for D10+4 hours, desiring only to sleep. Upon waking, he will remember what he did in his beast form (usually with regret).

A character can be cured of lycanthropy in exactly the same manner as he is cured of a major curse. See Consequences (84.5).

When in beast form, a were can only be harmed or killed by magic or by silvered weapons. Pre-pubescent and post-menopausal individuals never suffer the **effects** of lycanthropy (though they may contract the disease).

73. SUMMONABLES

This section includes those entities which normally do not appear on this plane, but are summonable from their own dimension. These entities include: demons, devils, djinns, efreets, elementals (earth, air, fire and water), hellhounds, imps, incubi, and succubi. Devils, demons, imps, incubi, and succubi are described in the College of Greater Summonings (section 47) which is concerned exclusively with the summoning and control of these entities. The other summonable entities are described in this section.

Generally, an entity summoned from another dimension will require from 1 to 10 Pulses (5 to 50 seconds) to materialize once summoned. In some cases, entities appear in a noncorporeal form and must be commanded to take on substantial form. An insubstantial entity has no power on this plane, but cannot be harmed. An entity in substantial form, however, can be harmed and can harm others.

DJINN

Natural Habitat: Other Planes

Frequency: Very Rare **Number:** 1

Description: A djinn is a male humanoid about ten feet tall, with darkly tanned skin and a black beard.

Talents, Skills, and Magic: A djinn has all the abilities of an air elemental summoned by a magician with Rank 8 in the Ritual of Summoning Air Elementals. In addition, a djinn can create matter weighing up to 200 pounds. This ability can be used once per day. The material created will have varying permanence, depending upon its solidity. Wood, cloth and other light materials will last for as long as a week, while steel, gold, or other hard substances will last only for hours. Djinni cannot be harmed by non-magical weapons.

Movement Rates: Flying: 700; Running: 350

PS: 35-40	**MD:** 20-24	**AG:** 17-21	**MA:** 12-18
EN: 20-25	**FT:** 30-38	**WP:** 20-25	**PC:** 16-21
PB: 11-14	**TMR:** 14/7	**NA:** Skin absorbs 6 DP	

Weapons: Djinni prefer large, curved weapons, with a double-sized scimitar being the weapon most commonly used. Add 10 to the Base Chance of any weapon a djinn uses, and double damage done because of its size. A djinn will have Rank 4 or better with a scimitar.

Comments: Like efreet, if a djinn is discovered on this plane it will either be in the service of some character or else be trapped in some sealed container. If the container is opened, the djinn will serve whoever released it as a slave, provided that it is not asked to do anything suicidal. Having a djinn in a party can occasionally cause problems because other creatures, such as efreeti (who are deadly enemies of the djinni) will be attracted to the party.

EFREET

Natural Habitat: Other Planes

Frequency: Very Rare **Number:** 1

Description: Efreeti are creatures of flame that have been trapped on this plane. They are humanoid in form, about 12 feet tall, and their dark-brown skin flickers as if it were about to burst into flame at any moment.

Talents, Skills, and Magic: An efreet has all the talents and abilities of a fire elemental summoned at Rank 12. In addition an efreet can grant three wishes under certain conditions (see below). Efreeti can also become invisible at will. Efreeti cannot be harmed by non-magical attacks.

Movement Rates: Flying: 750; Running: 350

PS: 40-45	**MD:** 17-20	**AG:** 15-18	**MA:** 12-18
EN: 28-32	**FT:** 45-50	**WP:** 23-29	**PC:** 16-21
PB: 8-10	**TMR:** 15/7	**NA:** Skin absorbs 6 DP	

Weapons: Efreeti use edged weapons of ordinary shape but twice normal size and weight. Improve the weapon's Base Chance by 10, and double any damage done. An efreet will have Rank 4 or higher with whatever weapon it uses. In Close Combat an efreet can immolate an opponent. Such an attack has a Base Chance of 65%, and does D+10 damage.

Comments: If discovered on this plane, an efreet will either be in the service of some character, or trapped in a sealable container, such as a bottle. If the latter is the case and the finder of the efreet releases it from its captivity, there is a 95% chance that the efreet will serve him willingly. The other 5% of the time the efreet will attack. If the efreet decides to serve, it will either grant three wishes, or become the character's slave for a period of 1001 days (at the liberator's option). If three wishes are chosen, they must be used by the end of the day on which the efreet was released. If service is chosen, the efreet will perform any task asked of it that is not obviously suicidal. If a request involving physical danger to the efreet is made of the efreet, there is a 10% chance (+10 for each additional request) that the efreet will rebel against its master and attack him.

Efreeti are creatures of fire, and thus they will not go to or be found in frigid climates or underwater.

ELEMENTALS

Elementals are the physical manifestations of the four primary elements: fire, earth, air, and water. They do not normally exist on this plane, but are summoned by members of the Elemental Colleges. They will always be hostile to their summoner, and will attempt to kill him if they are released from his control.

Elementals are impervious to attacks made with non-magical weapons. Magic does affect them. Each is vulnerable to its opposite element and can be damaged by attacks involving that opposite. Water and fire are opposite members, as are earth and air.

An elemental's Endurance, Fatigue, and Strength vary according to it summoner's Rank with the Ritual of Summoning Elementals. Endurance and Fatigue vary as described in 42.7, while an elemental's Physical Strength equals a base number for each of the elementals plus five for each Rank the summoner has attained.

AIR ELEMENTAL

Natural Habitat: Other Planes

Frequency: Very Rare **Number:** 1

Description: Air elementals appear as a whirlwind of a height equal to their Endurance. They have facial features, which will appear on one side of the whirlwind.

Talents, Skills, and Magic: Air elementals can predict weather with complete accuracy. They can increase the speed of winds up to the equal of their endurance, blowing in a line ten times their endurance in width (measured in feet). They can also create windstorms per the Windstorm Spell (College of Air Magics) at a Rank equal to their summoner's Rank plus 4. They do not need to cast the spell, but rather they can cause the windstrom just by willing it.

Movement Rates: Flying: 500 + (50× Summoner's Rank)

PS: Base 15	**MD:** 25-30	**AG:** 32-37	**MA:** None
EN: 5-50	**FT:** 10-85	**WP:** 14-18	**PC:** 19-23
PB: 10-12	**TMR:** 10 + (Adept's Rank)		**NA:** None

Weapons: Air elementals can materialize their fists to strike at their opponents. They can take two attacks in the same Pulse without penalty. The attacks have a Base Chance of 65%, and do D10 damage, +1 per Rank of their summoner.

EARTH ELEMENTAL

Natural Habitat: Other Planes

Frequency: Very Rare **Number:** 1

Description: Earth elementals appear as humanoids with dirt-colored skin and gravelly eyes. They will be as tall, in feet, as their Endurance.

Talents, Skills, and Magic: Earth elementals can sink into any substance made of rock or dirt, and remain hidden with only 5% chance of detection. They have a chance equal to their Endurance of knowing the location of any intelligent creature standing on earth or rock. They can move through the earth (without creating a tunnel or disturbing it in any way) earth elementals can destroy stone stuctures by boring through stone at the rate of two cubic feet per Pulse for each point of Physical Strength available to the Elemental. Rock bored through in this way will be turned to dust incapable of supporting anything.

Movement Rates Running: 200; Tunneling: 100

PS: Base 30	**MD:** 10-15	**AG:** 12-17	**MA:** None
EN: 5-50	**FT:** 10-85	**WP:** 14-18	**PC:** 16-20
PB: 5-8	**TMR:** 4/2	**NA:** 8DP	

Weapons: Earth elementals pound their adversaries with their massive fists. They can attack twice in the same Pulse without penalty, and do D+6 damage if they hit, plus one additional point for each Rank of their summoner.

FIRE ELEMENTAL

Natural Habitat: Other Planes

Frequency: Very Rare **Number:** 1

Description: Fire elementals appear as leaping flames of a height in feet equal to their endurance. The flames are humanoid in form.

Talents, Skills, and Magic: Any flammable substances (exclusive of human-size or larger beings) that a Fire Elemental touches bursts into flames, while non-flammable substances will experience a rise in temperature equal to the Elemental's Endurance for every 10 seconds the Elemental is in contact with the substance. Elementals can instantly extinguish any normal fire within 100 feet. They can create a wall of smoke, (as per the spell from the College of Fire Magics) at a Rank equal to their summoner's Rank plus ten. They can also produce a wall of fire (as per the spell from the College of Fire Magics) at a Rank equal to their summoner's Rank plus five. Both of the above two walls can be created as talents, without the necessity of preparing or casting a spell. Only one wall of each type can be maintained at any one time, however.

Movement Rates: Runing: 400 + 10× Summoner's Rank

PS: Base 20	**MD:** 20-25	**AG:** 25-30	**MA:** None
EN: 5-50	**FT:** 10-85	**WP:** 14-18	**PC:** 14-17
PB: 5-7	**TMR:** 8 + (Adept's Rank/5)		**NA:** 3 DP

Weapons: Fire Elementals can attempt to immolate their adversaries. The Base Chance for such an attack is 70%, and if the attack succeeds D+2 damage is done, with an additional point added for each Rank of their summoner. If the attack is made in Close Combat, double the damage done.

WATER ELEMENTAL

Natural Habitat: Other Planes

Frequency: Very Rare **Number:** 1

Description: Water Elementals appear as waves, although the water does take on a basically humanoid form. The waves will be one-half as tall, in feet, as the elemental's endurance.

Talents, Skills, and Magic: Water Elementals can dissappear into any body of water and become completely undetectable. They can increase the size of waves and swells as per the Spell of Wave Making from the College of Water Magics at a Rank equal to their summoner's Rank plus four. They can also produce a whirlpool as per the Maelstrom spell from the same College, at a Rank equal to their summoner's. Neither spell has to be prepared or cast, but only one can be maintained at a time.

Movement Rates: Swimming: 500 + (25× Summoner's Rank)

PS: Base 25	**MD:** 17-23	**AG:** 16-20	**MA:** None
EN: 5-50	**FT:** 10-85	**WP:** 14-18	**PC:** 15-20
PB: 6-8	**TMR:** 10 + (Adept's Rank/2)		**NA:** 4 DP

Weapons: Water Elementals form huge fists out of the waves. They can attack twice in a Pulse without penalty, and do D+4 damage, plus one additional point of damage for each Rank of their summoner.

HELLHOUND

Natural Habitat: (See Below)

Frequency: Very Rare **Number:** 1-10 (5)

Description: Hellhounds have the outward appearance of a Dire Wolf with reddish-brown fur and bright red eyes.

Talents, Skills, and Magic: Hellhounds, will have some ability in the powers of either the College of Illusions or of the Sorceries of the Mind. They are able to breath fire in a cone 20 feet long by 10 feet wide at the base, doing D+8 damage to all within Range. The cone will also ignite any inflammables. While on the Tactical Display it takes a Pulse for a Hellhound to breath fire.

Movement Rates: Running: 450

PS: 14-16	**MD:** 18-21	**AG:** 19-22	**MA:** 12-20
EN: 10-11	**FT:** 20-22	**WP:** 17-19	**PC:** 25-30
PB: 4-6	**TMR:** 9	**NA:** Fur absorbs 6 DP	

Weapons: In Close Combat Hellhounds attack with their bite (Base Chance of 65%, +6 damage). They cannot attack in Melee or Ranged Combat.

Comments: Hellhounds do not normally appear on this plane. They are usually brought here by a demon to guard some treasure. It is in this general capacity that hellhounds are normally found, although they are occasionally release to wander the world and cause misery as they may. Hellhounds are highly evil. They love to kill and maim, burn crops, and ruin buildings.

74. UNDEAD

Undead are player characters or NPC's who are neither alive nor dead. They cannot be killed by normal means since they are

not alive. Instead, they may be destroyed by magic and by silvered weapons, in most cases. Lesser undead include ghosts, ghouls, revenants, skeletons and zombies. Greater undead include nightgaunts, spectres, vampires, wights, and wraiths. Greater undead have the power to drain life force (in the form of Endurance and Fatigue) from living victims. They cannot affect other undead in this manner, nor can they affect extra-dimensional beings (demons, devils, etc.).

It is possible for characters to become undead in certain cases. When this occurs, the character's abilities will be altered somewhat, depending upon the type of undead he becomes. His characteristics may be decreased or increased to fall within the appropriate range for the class of undead to which he belongs, but should be altered by the GM as little as possible. For example, a character with a Physical Strength of 10 who became a vampire would have his PS increased, but probably not by more than 5 (so as to possess the minimum Physical Strength for a vampire). A character who becomes undead retains his Rank in all skills, talents and magic which are useable to him in an undead state. They may continue to acquire Experience and Rank, but all Experience costs are doubled for undead characters. Undead beings recover automatically from being stunned at the beginning of each Pulse, if they have not already recovered.

[74.1] Lesser Undead

Lesser Undead include all undead who do not have the power to drain life force from the living of this plane.

GHOST

Natural Habitat: Where human beings may be found.

Frequency: Uncommon **Number:** 1-36 (1)

Description: A ghost is the insubstantial form taken by the spirit of a recently deceased individual. It may appear in exactly the form the individual himself took in life except for a certain shimmering quality and the fact that a ghost seen in direct sunlight will tend to fade into the background. Ghosts are usually produced when an individual dies in particularly traumatic circumstances.

Talents, Skills, and Magic: Ghosts have no skills or magical powers and cannot harm living beings directly since they are insubstantial. However, they can frighten living beings (especially the unwary) into flight. A character facing a ghost must roll 3 times his willpower or less on D100 to keep from panicking and fleeing from the ghost's presence. Add 20 to the dice roll if the ghost was unexpected.

Movement Rates: Flying: 250

PS: None	**MD:** None	**AG:** None	**MA:** 5-23
EN: None	**FT:** None	**WP:** 5-23	**PC:** 5-23
PB: 5-23	**TMR:** 5	**NA:** None	

Weapons: Ghosts have no natural weapons and may use no man-made weapons. They cannot harm others directly and cannot be themselves harmed by physical means.

Comments: Ghosts can be sources of information which may be wholly or partially false. They may aid characters who are willing to assist them in finishing any business they may have left uncompleted in their former life and which is in whole or in part the cause of their inability to find peace. For example, they may seek revenge on the individual(s) who brought about their end or may desire the welfare of a still living former lover to be attended to. Ghosts are usually chained to a place or object connected with their death or the fullfilment of their desires. They may not leave that place until put to rest unless wronged or cheated by a character. They will then become tied to that character, following him about, haunting him and warning his enemies of his approach until he rights the wrong he has done to them. Ghosts have only one aim: to alter the circumstances that have made them ghosts. They may temporarily assist characters in their own goals as a means of getting the characters' assistance in their quest, but only in a very limited sphere. Once their problem has been solved, they are laid to rest and immediately dissipate.

GHOUL

Natural Habitat: Crypts, Ruins, Fields

Frequency: Uncommon **Number:** 3-30 (6)

Description: Ghouls are a form of undead who specialize in devouring the flesh of the living or of recently dead characters. They are physically humanoid in all respects except that they may be ravaged by sickness or maimed by the wounds which killed them. Their undead status has robbed them of most of their intelligence and agility, but has also made them fearless.

Talents, Skills, and Magic: Ghouls possess no skills or magic. They possess two special characteristics: Any character bitten by a Ghoul will automatically die if the wound becomes infected and will rise at dawn on the day after his death as a Ghoul. Ghouls can only be killed by destroying their motor center. Thus, they are unaffected by specific Grievous Injuries.

Movement Rates: Running: 150

PS: 14-18	**MD:** 8-12	**AG:** 6-12	**MA:** None
EN: 18-24	**FT:** 25-30	**WP:** 18-25	**PC:** 10-14
PB: 1-2	**TMR:** 3	**NA:** None	

Weapons: Ghouls may use their hands in Melee or Close Combat as unranked weapons. They may only Strike once per Pulse (i.e., no Double Strikes). Ghouls may Strike twice per Pulse in Close Combat (once with hands and once with teeth). Their bite has a Base Chance of 40%, damage of −4 (but with +20 to Infection Checks in addition to any modification for bites) and is never Ranked.

Comments: Ghouls, like Trolls hate fire and will immediately attack any character holding a torch in preference to all other targets.

REVENANT

A character who dies in circumstances conducive to the creation of a ghost may, at the GM's discretion, become a revenant. Thereafter, the character takes on the form of a ghost or nightgaunt (GM's discretion) chained to the place of death. The GM always plays the character. The revenant retains his previous personality and those characteristics appropriate to his new form and gains those characteristics appropriate to his undead state. Revenants can never be returned to life.

SKELETON

Natural Habitat: Any habitat where humans are found.

Frequency: Rare **Number:** 3-12 (6)

Description: Skeletons are animated figures formed magically from the bones of the dead. They are controlled and animated by the will of an Adept in the same manner as zombies are. Often they will be clothed and armed. Skeletons immediately fall apart and turn to dust whenever they cease to be animated by an Adept. Skeletons may never be Stunned.

Talents, Skills, and Magic: Skeletons have no special talents, skills, or magic. However, their special magical nature makes them immune to damage from weapons rated for A type damage (arrows, thrusting swords, stabbing weapons). They may use weapons, including Ranked weapons, shields and armor.

Movement Rates: Running: 150

PS: 10-16	**MD:** 14-18	**AG:** 12-16	**MA:** None
EN: 8-12	**FT:** 5-10	**WP:** 20-25	**PC:** 14-18
PB: 1-2	**TMR:** 3	**NA:** None	

Weapons: Skeletons may attack using the unarmed combat rules, but will probably be armed with a weapon of some sort.

Comments: Skeletons are often found around old battlefields and graveyards. They need to be animated before they can attack, though. The skeletons used by an Adept need not be Human. He could animate any type of being which would then have attributes close to those it originally possessed while alive. Usually, however, Human skeletons are used since they are more easily animated.

ZOMBIE

Natural Habitat: Any habitat where humans are found.

Frequency: Rare **Number:** 6-24 (6)

Description: Zombies are another variety of living dead. In this case, the dead are animated by a spell cast by a member of the College of Necromancy. They may (when newly dead corpses are used) appear nearly normal except for a slight earthen hue. When old corpses are used, however, the zombies may be no more than skeletons held together by a few strands of sinew.

Talents, Skills, and Magic: Zombies have no skills or talents and are not magic users. Like Ghouls, they are unaffected by Grievous Injury since their motor center must be destroyed before they cease to be animated.

Movement Rates: Running: 150

PS: 10-16	**MD:** 6-10	**AG:** 4-8	**MA:** None
EN: 16-22	**FT:** 20-25	**WP:** 18-25	**PC:** 8-12
PB: 1-2	**TMR:** 3	**NA:** None	

Weapons: Zombies never use weapons. They may attack with hands using the bare-handed attack rules. Their hands are never Ranked.

Comments: A zombie loses 1 point per day from his Endurance for each day that he is not reenchanted by his master.

[74.2] Greater Undead

Greater undead include all those undead who have the ability to drain life force from the living of this plane.

NIGHT-GAUNT

Natural Habitat: Ruin, Cave, Crypt

Frequency: Rare **Number:** 1-5 (2)

Description: Night-gaunts are similar to wights, but weaker. They are created whenever a wight drains the last point of Endurance from a character or whenever a character dies while still under a geas or oath. Unlike other undead oath-breakers, they will not seek to fulfill their oath in death. Instead, they will serve evil in all ways. They wax and wane substantial in the same manner as wights.

Talents, Skills, and Magic: Night-gaunts possess the same talents and skills as they did when alive (similar to wights), but they canot use any magic except Celestial Magics. They can use weapons, armor and shields just as they did when they were alive.

Movement Rates: Running: 250

PS: 10-20	**MD:** 10-18	**AG:** 5-15	**MA:** 15-30
EN: 10-20	**FT:** 10-20	**WP:** 20-25	**PC:** 20-30
PB: 3-10	**TMR:** 5	**NA:** None	

Weapons: Night-gaunts are treated in all ways as human when in a substantial state except that they cannot be harmed by normal weapons. In addition, a night-gaunt may drain the life-force of any character with whom he comes into physical contact. Whenever a character strikes or is struck by a night-gaunt, the contact does D10 damage. Damage inflicted on a character in this manner is never absorbed by armor.

Comments: Night-gaunts are similar to wights and are usually controlled by wights and found nearby. A night-gaunt does not create another night-gaunt or wight in the same manner as a wight does, however, Night-gaunts (like wights) can only be harmed by magic or silvered weapons.

SPECTRE

Natural Habitat: Ruin, Cavern, Crypt (usually enclosed area)

Frequency: Very rare **Number:** 1-3

Description: Spectres are undead beings half of this world and half of another plane. They enter this world most fully at night and may disappear entirely during the day. If exposed to direct sunlight, they permanently dissipate. Spectres are humanoid in shape, but tend to show an easily discernible blue glow when viewed in the shadowed areas they prefer.

Talents, Skills, and Magic: Spectres may possess the entire gamut of human talents and skills. In addition, they are Dark Mages of the College of Celestial Magics. Their touch is ice cold and any character coming in contact with a spectre which is in full physical form suffers D + 3 damage drained directly from Endurance. A character whose last point of Endurance is drained by a spectre becomes a half-strength spectre.

Movement Rates: Running: 300

PS: 3-30	**MD:** 3-25	**AG:** 10-20	**MA:** 17-30
EN: 20-30	**FT:** 25-35	**WP:** 20-30	**PC:** 20-30
PB: 3-20	**TMR:** 6	**NA:** None	

Weapons: Spectres have no natural weapons other than their touch. They also are not weapon users even in their most substantial state. Damage from contact with spectres is never absorbed by armor.

Comments: The characteristics and power of spectres varies in direct proportion to their substantiality. The same spectre which has a PS of 3 at noon would have a PS of 25-30 at midnight. A spectre cannot physically harm a character while insubstantial. He can perform magic. Except for the few hours when the sun is highest, the spectre may choose to be either in noncorporeal (insubstantial) or corporeal (substantial) form. It takes a spectre 12 Pulses (1 minute) to change between these forms. Spectres can only be harmed by exposure to direct sunlight or by magic. Magic does not affect spectres while in their noncorporeal form.

VAMPIRE

Natural Habitat: Wherever men are found. They make their home in Caverns, Ruins and Crypts, however, and are most likely to be found there.

Frequency: Very Rare **Number:** Number: 1-6

Description: Vampires are human (or humanoid) beings who have entered the netherworld of "life-drinkers." They support their existence by drinking the blood of the living (or recently dead) members of their own species (but not necessarily their own race). A character becomes a vampire only by performing a Ritual of Becoming Undead or by being killed by a vampire who drains the character's last point of Endurance. A character who dies in this manner rises at sunset of the third day after his death in the form of a vampire and must, thereafter, be treated in all ways as a vampire. Once the character's last point of endurance has been drained, the character may not normally be resurrected or prevented from becoming a vampire. He may be destroyed in the same way as a vampire once he rises from the dead, but not before. Vampires always appear to be the age they were at when they became vampires. All physical wounds or disfigurements during life are, however, removed. A character may sometimes be prevented from becoming a vampire by being pinned in his coffin by a stake driven through the heart.

Talents, Skills, and Magic: Vampires retain all magical and racial skills acquired during their life and may learn any number of new skills. They lose all magical knowledge unless they were, while alive, members of the College of the Mind. All vampires are automatically members of the College of Sorceries of the Mind. Any character who was a member of this College while alive retains any Rank he achieved with the knowledge of that College.

Vampires have the following special skills. They can change shape between the following forms: Bat, rat, wolf, cloud of mist or their "natural" human shape. It takes one full Pulse for the transformation to occur. A vampire must implement only a Pass Action during a Pulse in which he attempts to change shape. Vampires are hypnotically attractive to members of their own species (including other races). They possess most of the characteristics that they did during their life except that their Physical Strength and Willpower are both increased by 50%

(round up). They gain the ability to summon control and communicate with all common land mammals and are especially adept at communicating with and summoning bats, rats and wolves. This ability operates automatically as a talent of the same type as G-1, G-3, and Q-1 of the College of Earth Magics, except that the Base Chance is always increased by 20 when a vampire attempts to summon, control or communicate with an animal.

Vampires lose 1 point from Fatigue (and from Endurance when Fatigue is exhausted) each hour during which they do not feed. When a vampire feeds, he adds 1 point per pulse (for each 10 seconds when not in combat) to either Fatigue or Endurance (his choice) for each point he drains from his victim. The vampire's Fatigue and Endurance may never be raised above their normal maximum level by this method. A vampire whose last point of Endurance is removed because he has failed to feed is permanently destroyed. A vampire feeds by entering Close Combat with a character and drinking that character's blood or by hypnotizing the character into allowing him to drink the character's blood (using a Spell of Hypnosis). Characters hypnotized by a vampire will not resist a suggestion that they allow the vampire to feed on them.

Vampires do not cast a shadow. Their reflection does not show up in a silvered mirror, but does show up in a mirror not made with silver. They may not cross running water (streams, rivers, and the like). They must sleep from sunrise to sunset in a bed of earth taken from their grave. Vampires may not enter an inhabited dwelling unless invited in by its inhabitants.

Relics and holy items associated with the Powers of Light are repellent to vampires. So is garlic. They will not willingly come in physical contact with such items and will tend to flee them or at least stay 10 feet or more away from them. Vampires fear dogs with angel eyes (dark circles around the eyes) and will generally flee such animals.

Vampires cannot die. They can be destroyed in the following manner:

1. By direct exposure to sunlight.
2. By being staked through the heart while in their coffin.
3. By hearing the crow of a cock at dawn while out of their coffin.
4. By having their heart pierced by a silvered weapon.
5. By failing to replenish Endurance through feeding.

Vampires suffer D-5 damage from the touch of consecrated objects, but will become infuriated by their touch so that they attack the wielder of such objects instead of fleeing their presence.

Movement Rates: Running while in human form: 300. The Movement Rates for other forms (bat, rat and wolf) are as per the creatures of the same name.

PS: 15-30	**MD:** 15-25	**AG:** 15-25	**MA:** 15-25
EN: 15-25	**FT:** 20-30	**WP:** 25-30	**PC:** 20-30
PB: 12-25	**TMR:** 6	**NA:** None	

Weapons: Vampires are treated in all ways as human beings for purposes of combat except that they cannot be harmed by normal weapons. They have no special weapons except their ability to drink blood as described above. This ability may not be used against characters wearing armor other than cloth, leather or wicker unless the victim is first hypnotised and opens his armor so that the vampire can reach his neck.

Comments: Vampires are not harmed by weapons other than silvered weapons. They may be harmed (but not destroyed) by magic.

A humanoid character bitten by a vampire becomes a vampire under the control of the vampire that bit him if that vampire has any remaining capacity to control his victims. Otherwise, he becomes a vampire under no one's control. A vampire may control a number of his victims who have become vampires equal to half his Willpower (rounded down). A vampire's control over his undead victims is not total and the victim has a 10% Base Chance of successfully disobeying any order of the controlling vampire which would lead to his injury or destruction or which would prevent him from feeding. This Base Chance is increased by 5 for each additional victim under the vampire's control. Control requires no concentration.

A vampires may create a telepathic bond between himself and a victim who is not undead by performing the Kiss of the Undead. The vampire opens a small wound over his heart with any handy edged weapon and forces the victim to drink the vampire's blood from this open wound. Thereafter, the vampire and the victim will have a limited knowledge of each other's thoughts and location until one or both are destroyed.

Note: A character who becomes undead can still participate in the game, but would operate under severe limits. He would, for example, be unable to travel during the day except while locked in his coffin. He would be prevented from entering certain dwellings, travelling over consecrated ground, etc. The character is always played by his original player, not by the GM.

WIGHT (Barrow Wight)

Natural Habitat: Crypts, Ruins, Graveyards, Fields & Moors

Frequency: Rare **Number:** 1-6

Description: Wights are a form of ghost. They normally appear in their human form, but vary in substantiality in direct proportion to the time of day. Bright sunlight makes them fade into the spirit world while moonlight and starlight increases their corporeality. When in a corporeal state (usually just after moonrise), they are capable of harming humans just as if they were, themselves, alive.

Talents, Skills, and Magic: Wights may exhibit any and all human skills and talents. They may use magic, but are limited to the Celestial Magics (Conjurations of Night and Stars) at Rank 10 or above due to their unique status as beings who themselves wax and wane substantial in direct proportion to the power of celestial bodies. They can use weapons, wear armor and carry shields just as they did when they were alive.

Movement Rates: Running: 250

PS: 15-30	**MD:** 15-25	**AG:** 10-20	**MA:** 15-30
EN: 10-25	**FT:** 15-30	**WP:** 20-30	**PC:** 20-30
PB: 3-7	**TMR:** 5	**NA:** None	

Weapons: Wights are treated in all ways as human when in a substantial state except that they cannot be harmed by normal weapons. In addition, a wight may drain the life force of any character with whom he comes into physical contact. Whenever a character strikes or is struck by a wight, the contact does D10+2 damage. Damage inflicted on a character in this manner is never absorbed by normal armor.

Comments: Wights are individuals who have died under a geas or oath which they have been unable to fulfill in life. Often, they are bound to a specific place by an oath to protect that place. They are often found guarding burial sites, especially where treasure is buried along with the body of the master the wight has been set to guard. Only magic or silvered weapons can harm a wight and these things can destroy it. An individual whose last point of Endurance is drained by a wight becomes a night gaunt upon the next moonrise, but will have all his normal characteristics halved (round down) and will exist under the control of the wight who killed them unless that wight has been destroyed. When a wight is destroyed (by magic or silver), all night gaunts under the wight's control are also destroyed.

WRAITHS

Natural Habitat: Fields, Crypts, Graveyards, Ruins, Caverns

Frequency: Uncommon **Number:** 1-10 (1)

Description: A wraith is much like a wight in that he appears human and tends to wax and wane insubstantial. However, a wraith dissipates entirely in full sunlight and may never reform. Consequently, wraiths stay in dark areas where the sun does not penetrate and only come out at night. The natural pallor of a wraith is replaced by a silvery aura in bright moonlight when its power is at its height.

Talents, Skills, and Magic: Wraiths cannot harm living beings by physical means, nor can they engage in any physical skills. However, a wraith can, when its power is high, perform Celestial Magic at Rank 8 or above. The touch of a wraith operates in the same manner as the touch of a wight except that +4 is added to the damage die roll. Even at their most substantial, they are not otherwise physical beings.

Movement Rates: Running: 250

PS: 2-5	**MD:** 2-5	**AG:** 25-35	**MA:** 15-30
EN: 15-30	**FT:** 20-35	**WP:** 20-30	**PC:** 20-30
PB: 5-20	**TMR:** 5	**NA:** None	

Weapons: Wraiths have no natural weapons and cannot use physical objects. They can use magic.

Comments: A wraith may not be harmed by weapons (including enchanted weapons). It may only be destroyed by magic spells or by exposure to direct sunlight.

75. DRAGONS

Dragons are the most ferocious creatures in the DragonQuest worlds. They have a long, thin, tapering body (about 25 feet for mature males). They are generally reptilian in form, with sharp claws, a pointed tail, leathery wings, large fangs, a long neck, and spiked ridges along their backs. Their eyes glow with a shine of intelligence inherent in no ordinary reptile, however. Dragons are seven-hex monsters.

Dragons have heavy scales all over their bodies, with the exception of their undersides which are generally softer. As some dragons age, however, they accumulate and sleep on a hoard of gem stones that will become embedded in them, making them as nearly invulnerable from below as from above. A dragon's Armor Protection Rating will be between 10 and 12 from the top, and will be between 2 and 15 on the bottom, depending on the level of encrustation. There is a 50% chance that a dragon will have one vulnerable spot along the underside, regardless of encrustation. If a character knows the location of a weak spot, he has a 20% chance of hitting it on any successful Strike Check. The Armor Protection Rating at this spot will be 1 or 2.

All dragons are highly intelligent. Most dragons will be able to speak 1-5 human tongues at Rank 10, and 10-15 other human and humanoid languages at Rank 6-8. The least intelligent of dragons will be as bright as the average human, and most will be ultra-intelligent by human standards.

With the exception of golden dragons, dragons are highly malicious, loving to cause as much pain and destruction as they can. They enjoy playing with humans, manipulating and outwitting them. Their intelligence, however, gives them a sense of caution, and a dragon will not hesitate to fly away from or attempt to verbally conciliate a more powerful opponent. In times of rage, however, they sometimes become reckless, and it is at these times that they are the most vulnerable.

Most dragons are greedy, and as they age they will accumulate a tremendous hoard within their lair. Their treasure will usually be composed of gold, gems, and other items on which the dragon will make its bed. All dragons except the Black Dragon can occasionally be persuaded to reveal information or perform a service for a character if enough wealth is offered. All save the Golden Dragon will attempt merely to steal the treasure offered, if possible, unless it is well guarded or the character protects himself well in some other way, for dragons hate servitude. By the time a dragon reaches maturity, the wealth accumulated even in their hides will be worth a huge fortune.

Dragons love puzzles and word games and anything else that challenges their intellect. They love riddles and trick questions. They also enjoy flattery, although they will see through it almost all the time. Nevertheless, they will be better disposed toward a flatterer than to one who is insolent. In general, dragons are very hot-tempered and quick to respond to insult.

Dragons have incredibly acute senses of hearing, smell and sight. They can see perfectly in the dark, and they have a 90% chance per Pulse of detecting physically hidden characters. They have a 75% chance per Pulse of detecting the presence of invisible or otherwise magically hidden creatures. They will not know the exact location of invisible creatures, although they will be able to guess well enough to hit the character with their breath weapon (if they have one and want to use it).

Dragons of all types generally prefer to live in caves, narrow at their open ends, but gradually widening into long, deep caverns. The mouth of the cavern will usually just be large enough for the dragon to pass with folded wings, while the main cavern will be spacious enough for the dragon to turn easily. A dragon's lair will usually contain a number of wards to snare the unwary before they can approach the dragon. Dragons have a fierce territorial imperative, attacking any creature that intrudes upon the area surrounding their lair, be it human, another dragon, or some other powerful creature.

The area around a dragon's lair will often be a wasteland, devastated by the creature. Dragon lairs themselves will reek horribly, with solid rock floors melted and scarred by the creature's acidic excretions. The air surrounding a dragon is noxious; a dragon's breath is foul, and its aroma sickening. Because of their smell, all creatures fight with 5 taken off their Base Chance to hit the dragon. Golden Dragons are the exception to the above, with pleasant-smelling lairs surrounded by normal countryside.

Dragons can fly according to the speed for their respective types, or they can crawl, although comparatively slowly. They can also hover motionless in the air, their wings beating furiously, creating blasts of wind beneath them.

Dragons are usually encountered alone, although rarely (10%) a lair will be occupied by a female with D-6 young dragons (40%) or D-2 eggs (60%).

Dragons' blood is highly corrosive; any time a weapon penetrates a dragon's armor and does damage to the creature itself there is a 30% chance that any weapon will be rendered useless, -10% per magical Rank inherent in the weapon. In addition there is a 30% chance that some of the blood will splatter onto the wielder of the weapon if the weapon was used in Melee or Close Combat, doing D+2 damage. Armor will absorb this type of damage, but reduce the Armor's Protection Rating by 1 each time it is hit by the blood.

A dragon's gaze is transfixing, and any creature that looks into a dragon's eyes must roll 3 × Willpower or less on D100 or remain paralyzed until the dragon removes his gaze.

All dragons are able to induce fear at will in those confronting them. Characters must roll 3 × Willpower or less on D100 or run away in panic, dropping weapons and packs in headlong flight. Once a character has successfully resisted panic, he will never have to check again for the duration of the encounter.

There is an 80% chance that any dragon encountered in its lair will be sleeping, but dragons are very easily awakened. If any character is wearing metallic armor or makes a noise exceeding a whisper they will awaken instantly. Even if a party is completely silent, there is a 50% chance that their scent will be enough to awaken the dragon.

Dragons can occasionally be coerced into service if they see that there is otherwise a good chance that they will be killed. They will never submit gladly, however, and will try to rebel and kill their 'master' at the earliest safe opportunity.

All dragons know the generic true name of everything, profiting from such knowledge in the ways described in the Namer College. Powerful dragons also make it a point to learn the true names of the most important individuals around them in case they should be needed at some future date.

All dragons are spell casters to a greater or lesser extent, most specializing in the College of Sorceries of the Mind. Most dragons are awesome magicians, knowing all spells rituals, or talents within their College at Ranks of 10 or higher, not to mention the many talents inherent to their species. All dragon magic functions exactly as the human magic of the same name. For range purposes, all spells are assumed to emanate from the dragon's head. Dragons can teach their spells to humans, but they will only do so for vast amounts of treasure or in exchange for some highly valuable bit of knowledge. Dragons can use their magic while flying or hovering, but not while participating in physical combat.

All dragons know all special knowledge and general knowledge counterspells for all colleges at Rank 15, unless noted otherwise.

If a dragon is slain, it can cast a death curse on its treasure. The curse can be more specific at the GM's option, but in general the curse will be one of bad luck, the effect of which is to influence any roll on D100 involving the character(s) adversely by 5. The curse can only be removed through magic as described in Adventure (IX).

The most deadly physical weapon of most dragons is their ability to breathe fire. The breath will emerge as a cone stretching from the dragon's mouth, with the length and the base of the cone varying with the type of dragon. On the tactical display the cone of fire is considered to be present until the dragon's next action (or Pass) after breathing, with all creatures entering the cone taking damage as if breathed upon. To breathe fire while on the Tactical Display a dragon must execute a Fire action. Damage from a dragon's fire depends on the type of dragon, but all dragon's fire will ignite anything flammable within the cone. Non-magical weapons or armor have a 10% chance of being rendered useless if caught by dragon's fire. In any case damage caused by a dragon's flame cannot be absorbed by armor.

Dragons can create windstorms with their wings (by executing a Pass action) if they are in an area large enough for their wings to reach their full span (30 feet). Any creature in front of a dragon creating a windstorm and within 25 feet of the dragon itself must roll 2xPhysical Strength or less on D100 or be blown D100-10 feet. Subtract 20 from both rolls if the creature rolling is wearing metal armor. All creatures will fall prone after being blown, and any creature which is blown a distance of 10 or more feet will take D-4 damage, only half of which (round down) can be absorbed by armor.

In Melee Combat a dragon can attack in any or all of three ways per Pulse without penalty. In any of the hexes of its Strike Zone it can attack with two claws and a bite, and it can attack any creature in a rear hex (a hex from which a creature attacking the dragon would get the rear bonus) with its massive tail. If a character is hit by a dragon's tail, the character's player must roll 3xPhysical Strength or less on D100 or be knocked to the ground, in addition to any damage received.

All characteristics given above as well as those for specific dragons are for mature dragons. Young dragons will have half the Rank of mature Dragons in any spells, talents, and rituals. They will breathe with a cone of half the width, depth, and damage of fully grown dragons, and cannot produce windstorms. In combat, subtract 15 from all Base Chances and 4 from the damage of immature dragons. Very old dragons will have the same spell capacity as mature dragons, but their cone of flame will be 20 feet longer and 10 feet wider and will do 2 additional points of damage. The windstorm from a very old dragon will do 2 additional points of damage, and all characters add 20 to their D100 rolls to see if they blow away. In combat, very old dragons add 15 to their Base Chance and 4 points to all damage rolls.

BLACK DRAGON

Natural Habitat: Caverns

Frequency: Very Rare **Number:** 1

Description: Black dragons have reflective scales of a solid black color.

Talents, Skills, and Magic: General abilities for all dragons, as noted above. A black dragon can also use all the talents, spell and rituals of the College of Ensorcelments and Enchantments or illusions at Rank 20. A black dragon's breath cone is 40 feet in length and 20 feet in width at the base, and does D + 15. A black dragon can breathe fire D-6 times per day, or a minimum of 1 time. A black dragon uses all counterspells at Rank 20.

Movement Rates: Flying: 850; Running: 300

PS: 220-240	**MD:** 20-22	**AG:** 20-22	**MA:** 30-35
EN: 70-80	**FT:** 100-120	**WP:** 30-34	**PC:** 28-32
PB: 2-4	**TMR:** 17/6	**NA:** Top scales absorb 10 DP	

Weapons: The Base Chance for a black dragon's bite is 50%, with damage + 12. The two claws have a Base Chance of 40%, with + 10 damage, while the tail's Base Chance is 50%, with + 6 damage.

Comments: Black dragons are questers for knowledge, and they will occasionally release those in their grasp if they can give them rare or valuable bits of knowledge.

BLUE DRAGON

Natural Habitat: Caverns

Frequency: Very Rare **Number:** 1

Description: Blue dragons are sky blue, making them difficult to spot against a clear sky.

Talents, Skills, and Magic: General abilities for all dragons as noted above. A blue dragon can also use all talents, rituals, spells, etc., both general and special of the College of Illusions or of the Mind at Rank 18. A blue dragon cannot breathe fire.

Movement Rates: Flying: 700; Running: 250

PS: 230-250	**MD:** 16-18	**AG:** 15-17	**MA:** 30-35
EN: 75-85	**FT:** 100-120	**WP:** 30-34	**PC:** 28-32
PB: 2-4	**TMR:** 14/5	**NA:** Top scales absorb 11 DP	

Weapons: The Base Chance for a blue dragon's bite is 50%, with damage + 10. The two claws have a Base Chance of 45%, with + 8 damage, while the tail's Base Chance is 55%, with + 6 damage.

Comments: Blue dragons are more cunning than some of their brethren and if they capture a character they will often let him live in exchange for service in the outside world. Rumors, contact with others, transport of goods, etc., will be expected of any released, and if they attempt to evade service, the dragon's wrath will be great.

GOLDEN DRAGON

Natural Habitat: Caverns

Frequency: Very Rare **Number:** 1

Description: Golden dragons are bright gold in color, shining from a distance in a dazzling display. For one unfamiliar with dragons, however, there is a 50% chance that a golden dragon will be mistaken for a yellow dragon. Note that golden dragons do not have the stench of other dragons.

Talents, Skills, and Magic: General abilities for all dragons as noted above. In addition golden dragons can use all talents of the College of the Mind or the College of Illusions at Rank 18, and can use all rituals or spells, both special and general at Rank 20. Golden dragons cannot breathe fire. Knowledge of all counterspells is at Rank 20.

Movement Rates: Flying: 850; Running: 300

PS: 300-320	**MD:** 20-24	**AG:** 18-20	**MA:** 32-37
EN: 90-100	**FT:** 140-160	**WP:** 32-37	**PC:** 30-35
PB: 5-7	**TMR:** 17/6	**NA:** Top scales absorb 12 DP.	

Weapons: The Base Chance for a golden dragon's bite is 65%, with damage + 11. The two claws have a Base Chance of 50%, with damage + 7, while the tail has a Base Chance of 70%, with + 4 damage.

Comments: Golden dragons are the only dragons that can be described as just. They will not attack unless provoked, and can be bargained with more readily than other dragons. They generally despise evil dragons, and will frequently attack them.

GREEN DRAGON

Natural Habitat: Caverns

Frequency: Very rare **Number:** 1

Description: Green dragons have outer scales the color of dark pine needles.

Talents, Skills, and Magic: General abilities for all dragons, as noted above. Green dragons can also use all spells, talents,

rituals, etc., of the College of the Mind or the College of Illusions at Rank 12. The cone of fire of their breath is 60 feet long and 30 feet wide, and does D+12 to all within the cone. They can breathe fire D10 times on any given day.

Movement Rates: Flying: 700; Running: 250

PS: 300-350	**MD:** 19-21	**AG:** 17-19	**MA:** 22-25
EN: 85-95	**FT:** 120-150	**WP:** 27-33	**PC:** 27-30
PB: 2-4	**TMR:** 14/5	**NA:** Top scales absorb 12 DP	

Weapons: The Base Chance for a green dragon's bite is 60%, and damage is +12. The two claws have a Base Chance of 50%, with +6 damage, while the tail's Base Chance is 70%, with damage +4.

Comments: Green dragons are quite evil, although they are curious and will question captives thoroughly before disposing of them. After a green dragon dies, for the next hour or so a sip of its blood will allow permanent comprehension and ability to speak with any normal animal or avian without damage to the drinker.

RED DRAGON

Natural Habitat: Caverns

Frequency: Very Rare **Number:** 1

Description: Red dragons are fiery colored dragons, with flecks of gold along their scales.

Talents, Skills, and Magic: General abilities for dragons, as noted above. They can also use all spells, talents, and rituals, both general and special, of the College of the Mind at Rank 17. The cone of fire of a red dragon is 80 feet long and 40 feet wide at the base, and does D+15 to any creature in the cone. The breath weapon can be used D+3 times in any given day.

Movement Rates: Flying: 750;Running: 250

PS: 250-300	**MD:** 18-20	**AG:** 16-18	**MA:** 25-30
EN: 80-90	**FT:** 110-140	**WP:** 30-35	**PC:** 28-30
PB: 2-4	**TMR:** 15/5	**NA:** Top scales absorb 12 DP	

Weapons: A red dragon's bite's Base Chance is 70%, and damage is +10. The two claws have a Base Chance of 50%, with +4 damage, while the tail's Base Chance is 60%, with damage +2.

Comments: Red dragons will play games with those they encounter until they tire of their pitiful struggles and then slowly kill them and take all their treasure. If a character somehow impresses a red dragon, there is a 40% chance he will be left alive.

YELLOW DRAGON

Natural Habitat: Caverns

Frequency: Very Rare **Number:** 1

Description: Yellow dragons have yellowish scales. Note that when seen from distances of 100 feet or more there is a 50% chance that this dragon will be mistaken for a golden dragon, and vice-versa.

Talents, Skills, and Magic: General abilities for all dragons, as noted above. Yellow dragons also use all spells, talents, rituals, etc., of the College of the Mind or the College of Illusions at Rank 15. Their breath's cone of flame is 60 feet long and 30 feet wide and does D+12. They can breathe fire D10+1 times on any given day. Yellow dragons use all counterspells at Rank 12.

Movement Rates: Flying: 700; Running: 300

PS: 280-320	**MD:** 20-22	**AG:** 18-20	**MA:** 24-27
EN: 80-90	**FT:** 110-140	**WP:** 26-32	**PC:** 27-30
PB: 2-4	**TMR:** 14/6	**NA:** Top scales absorb 11 DP/Strike	

Weapons: The Base Chance for a yellow dragon's bite is 60%, with damage +10. The two claws have a Base Chance of 45%, with +5 damage, while the tail's Base Chance is 65%, with +3 damage.

Comments: Yellow dragons have a particular fondness for gold over gems and other items of value.

76. RIDING ANIMALS

This Section is concerned with common riding and pack animals and includes descriptions of donkeys, drafthorses, mules, palfries, ponies, mustangs, quarterhorses, and warhorses. Avian mounts, camels, oxen and other types of riding and pack animals are described elsewhere.

All of the riding animals described in this Section except the warhorse have similar combat abilities. They can attack with a kick any entity occupying the hex directly opposite the hex they are facing. Their bite can be used in either Melee or Close Combat, but their kick can only be used in Melee Combat. Only one of these two types of attacks can be made in a single Pulse. The Base Chance and Damage for each of these attacks is given individually for each animal.

Mounts are generally not adept at fighting and will only attack if directly threatened or if panicked. Only trained warhorses will intentionally enter the same hex on the Tactical Display as another figure other than their rider(s).

DONKEY

Natural Habitat: Anywhere

Frequency: Common **Number:** Not applicable

Description: Donkeys are basically equine in form. They are usually grey with a darker stripe down the center of their backs. They have very large ears and reach about four feet at the shoulders.

Talents, Skills, and Magic: No special talents, magic, or other abilities. They are not tool users.

Movement Rates: Running: 500

PS: 40-45	**MD:** None	**AG:** 16-19	**MA:** None
EN: 18-22	**FT:** 33-38	**WP:** 10-12	**PC:** 19-21
PB: 9-11	**TMR:** 10	**NA:** Hide absorbs 3 DP	

Weapons: Kick: BC=40%, +3 damage.
Bite: BC=25%, -3 damage.

Comments: Donkeys are common draft animals. They do not need good food, and will serve well unless mistreated. They can carry burdens of up to 250 pounds with great endurance.

DRAFT HORSE

Natural Habitat: Anywhere

Frequency: Common **Number:** Not applicable

Description: Draft horses are the largest of the horses, growing to more than five and a half feet and weights of up to 2300 pounds. They have huge muscles and thick limbs, and they will frequently have hairy feet of a different color than the rest of their body.

Talents, Skills, and Magic: Draft horses possess no special talents, skills, or magic. They are not tool users.

Movement Rates: Running: 500

PS: 60-65	**MD:** None	**AG:** 13-15	**MA:** None
EN: 26-32	**FT:** 55-63	**WP:** 8-10	**PC:** 14-18
PB: 8-10	**TMR:** 10	**NA:** Hide absorbs 3 DP	

Weapons: Kick: BC=35%, +4 damage.
Bite: BC=15%, D10 damage.

Comments: Draft horses are bred to carry burdens without tiring. They can carry loads of up to 500 pounds, and have great endurance. They can be ridden, although they are not especially sensitive to a rider's wishes.

MULE

Natural Habitat: Anywhere

Frequency: Common **Number:** Not applicable

Description: Mules are a usually sterile cross-breed of a mare and a jackass. A mule has a short mane, long ears, small feet, and a tail with long hairs at the end. They are usually brown, and are about four feet high at the shoulders.

Talents, Skills, and Magic: Mules possess no special talents, magic, or other abilities. They are not tool users.

Movement Rates: Running: 450

PS: 40-50 **MD:** None **AG:** 17-20 **MA:** None
EN: 20-25 **FT:** 40-45 **WP:** 10-12 **PC:** 18-20
PB: 9-11 **TMR:** 9 **NA:** Hide 3 DP

Weapons: Kick: BC = 40%, +4 damage.
Bite: BC = 20%, -2 damage.

Comments: Mules are excellent draft animals. They are very strong, are sure footed, and have great endurance. Loads of up to 300 pounds can be carried by a mule, although such burdens are rare. Mules are highly resistant to disease (reduce the chance of infection by 10% if struck in combat). Mules generally work with little fuss unless mistreated, in which case they become stubborn and vicious.

MUSTANG

Natural Habitat: Plains

Frequency: Rare **Number:** 1-50 (30)

Description: Mustangs are wild horses. They are smaller than most domestic animals, usually about four and a half feet at the shoulder. Colors vary, but most mustangs have very long manes and tails.

Talents, Skills, and Magic: Mustangs possess no special talents, skills, or magic. They are not tool users.

Movement Rates: Running: 600

PS: 40-50 **MD:** None **AG:** 18-21 **MA:** None
EN: 18-23 **FT:** 36-42 **WP:** 11-13 **PC:** 20-22
PB: 9-11 **TMR:** 12 **NA:** Hide absorbs 3 DP

Weapons: Kick: BC = 45%, +4 damage.
Bite: BC = 25%, D damage.

Comments: Mustangs are generally afraid of men and will run away if they sense man's presence. They can be tamed if captured, however, and used either as riding horses or beasts of burden. They can carry loads of up to 400 pounds.

PALFREY

Natural Habitat: Anywhere

Frequency: Common **Number:** Not applicable

Description: Palfries are fine-featured riding horses. They grow to a little more than five feet at the shoulders, and weigh about 1100 pounds.

Talents, Skills, and Magic: Palfries possess no special talents, skills, or magic. They are not tool users.

Movement Rates: Running: 650

PS: 38-43 **MD:** None **AG:** 16-19 **MA:** None
EN: 18-21 **FT:** 30-35 **WP:** 8-10 **PC:** 16-18
PB: 11-13 **TMR:** 13 **NA:** Hide absorbs 3 DP

Weapons: Kick: BC = 40%, +3 damage.
Bite: BC = 20%, -2 damage.

Comments: These horses were bred for gentleness and appearance. They were developed to be riding horses, and are highly responsive to their riders. They can carry up to 350 pounds, but, like the quarterhorse, they are not usually used to carry burdens.

PONY

Natural Habitat: Anywhere

Frequency: Common **Number:** Not applicable

Description: Ponies are small horses less than five feet high. Most are between three and four feet high at the shoulder.

Talents, Skills, and Magic: Ponies possess no special talents, magic, or other abilities. They are not tool users.

Movement Rates: Running: 350

PS: 19-24 **MD:** None **AG:** 13-15 **MA:** None
EN: 12-14 **FT:** 20-22 **WP:** 9-11 **PC:** 16-19
PB: 10-12 **TMR:** 7 **NA:** Hide absorbs 3 DP

Weapons: Kick: BC = 20%, -1 damage.
Bite: BC = 15%, -4 damage.

Comments: Ponies are especially gentle and easy to train. They live longer than most horses, and do not need any food other than hay and grass. Loads of up to 150 pounds can be carried without great strain.

QUARTERHORSE

Natural Habitat: Anywhere

Frequency: Common **Number:** Not applicable

Description: These horses grow to five feet at the shoulders, and weigh about half a ton.

Talents, Skills, and Magic: Quarterhorses possess no special talents, skills, or magic. They are not tool users.

Movement Rates: Running: 600

PS: 40-45 **MD:** None **AG:** 17-20 **MA:** None
EN: 18-23 **FT:** 35-40 **WP:** 9-10 **PC:** 17-19
PB: 10-12 **TMR:** 12 **NA:** Hide absorbs 3 DP

Weapons: Kick: BC = 45%, +5 damage.
Bite: BC = 20%, -1 damage.

Comments: Quarterhorses are very useful as riding animals. They can climb steep banks and ford water. They are extremely responsive to their rider if well trained and are able to stop or turn very quickly, suiting them for such tasks as rounding up herds. They do not have great endurance, however, and they can only maintain their maximum speed for periods of a few miles. They can carry loads of up to 350 pounds, but they are not intended to be beasts of burden, and so their spirit will be quickly broken if they are used as such. If a quarterhorse's spirit is broken, its speed will be decreased by 30%.

WARHORSE

Natural Habitat: Anywhere

Frequency: Infrequent **Number:** Not applicable

Description: Warhorses are heavily built, thickly muscled and limber animals, bred to carry large burdens for extended periods. They are often five and a half feet at the shoulder, and can weigh more than a ton.

Talents, Skills, and Magic: Warhorses are specially trained for combat. They panic less frequently than other horses when faced with fire, sudden movements, or loud noises. A rider can also control a warhorse's actions in combat, making the horse kick, bite, or attempt to trample an adversary. See the rules on Horsemanship. Other horses can be used in combat, but they cannot be used to attack.

Movement Rates: Running: 500

PS: 55-60 **MD:** None **AG:** 16-19 **MA:** None
EN: 25-30 **FT:** 50-60 **WP:** 9-11 **PC:** 16-18
PB: 9-11 **TMR:** 10 **NA:** Hide absorbs 3 DP

Weapons: In addition to the kick (Base Chance of 45%, +7 damage) and bite (Base Chance of 25%, +2 damage) of normal horses, when in Close Combat a warhorse can also attempt to trample an adversary (Base Chance of 25%, +8 damage). Warhorses will willingly enter Close Combat if their rider directs them to do so.

Comments: These are the most intelligent and (if properly treated) the most loyal of the horses. They are responsive to a rider, but can also be used to carry heavy burdens (up to 500 pounds). Using a warhorse as a draft horse will generally lower the quality of his training for combat, however.

IX. ADVENTURE

An adventure occurs whenever one or more players, in conjunction with the gamesmaster, play their characters. The adventure is the heart of the fantasy role-playing game, because it is the medium through which the gamesmaster tells a story. When he reaches an interlude or decision point, the players use the game mechanics to have their characters influence the outcome of the tale.

The most common scenario used by gamesmasters in fantasy role-playing games is that of the descent into a series of labyrinthine catacombs, or "dungeons." Of course, conceptually most dungeons make no sense (for a variety of reasons, the most blatant being the space given for creatures to live in), but it is the simplest and least time-consuming type of adventure to design. The gamesmaster should break in his regular players on such a scenario.

77. PREPARATION FOR ADVENTURE

Before an adventure is begun, the gamesmaster must invest some of his time in readying his scenario. This requires the generation of some (if not all) of the non-player characters and monsters the player characters may meet, fleshing out the part of the world in which the adventure will occur and composing the preliminary information to be given to the player characters. A fully-prepared gamesmaster will organize this data as described below.

Each player is responsible for informing the GM of any actions his character takes between his last adventure and the upcoming one. This includes necessary functions, such as the expenditure of Silver Pennies on upkeep (see 85.3). Each player is also responsible for updating his Character Record, though the GM may waive this requirement temporarily (the necessary bookkeeping can be done at a more convenient time).

[77.1] The GM must outline the course of the adventure.

The GM plots the direction in which he wishes the adventure to go. He determines the manner in which the player characters will become part of his scenario, advancing a purpose for the characters to undertake this particular adventure. He then plots the rationale for the party's adversary, be it sentient, magical, natural, or intangible. The GM will probably wish to note all of this on a piece of paper to which only he is privy.

Some GM's will be willing to give the characters a choice of adventures; if the GM is not one of these, the players should keep in mind the time necessary to develop each adventure, and oblige him by going on the one proferred.

Example: A GM describes to his players the fate of a princess held captive by a wizard in a tower deep in the Nasty Forest.

The king has offered a not inconsiderable reward for the return of his daughter and the slaughter of the wizard and his minions. The wizard is a lonely old man who has abducted the princess for the sole purpose of introducing a love philtre into her sustenance. She proved quite willing to elope with the wizard afterwards, so he left his tower guarded by a few fantastic creatures while the couple made their way south. The party, after gaining entrance to the tower, discovers they must persue the two. Additionally, they will find a princess not disposed to the idea of rescue, since the wizard has been accumulating quite a supply of love potions in the last few years.

NOTE: SPI supplies a full line of pregenerated adventures published both separately and in *Ares* magazine.

[77.2] The GM records the "vital statistics" of all non-player characters and monsters to be encountered.

The "vital statistics" comprise the information the GM generates in accordance with the Monster rules (see VIII). The GM must produce a value only for those entries which will affect the characters' interaction with the non-player characters or monsters. It is recommended that the GM generate 10 to 20 "spare" monsters, which can be used interchangeably on separate adventures.

The GM records the vital statistics for each of the necessary monsters and non-player characters on index cards or on a comprehensive list. Each group of monsters and non-player characters is divided so that all creatures which will be met at one time are listed under one heading (or on one index card). The GM will easily be able to consult only the pertinent listing when the time comes.

[77.3] The GM maps the area in which the characters will adventure, drafting the plans for any structure which will be an integral part of the scenario.

A GM who wishes to develop a sophisticated world design will draw a map of the continent in which most of his adventures occur. The scale of this map can vary between 50 and 350 miles to the inch. The GM need not plot this map on any particular type of paper, though it is advisable that he draw the latitudinal and longitudinal lines before coastline and natural features (which should be done before sites of human or humanoid habitation are entered on the map).

When the GM prepares for an adventure, he should take a slice of his strategic map, and blow it up onto a hexgrid map. Each hex represents 5 miles of terrain from hexside to hexside and must be coded as to the prevalent environment (see 63.1) in the hex.

Any structure the GM expects to be carefully searched and/or examined by the player characters should be drafted on hex paper (the strategic hex grid will suffice). The scale is 5 feet per hex to match the scale of the Tactical Display.

When characters engage in combat within a structure, the GM should treat each hex on the Tactical Display as equal to one hex on the structure map. If the player characters and their foes begin in adjacent hexes, the players can choose the exact hexside to which they face where any ambiguity occurs, unless their foes have surprised them (see 80.2).

The GM should record a legend for each map he draws. The legend for the strategic maps will usually not contain many entries, but that for a structure map will include an entry for each room of importance. It is suggested that the GM code co-ordinates on his strategic maps, and identify each room/vestibule/opening on his structure maps.

[77.4] Before the adventure begins, the players must notify the GM of all changes in status for their characters.

If a character is to expend Experience Points, to spend monies to gain an unusual piece of merchandise or service, to seek the aid of a non-player character, etc., he must do so before party organization begins (see 79). The player records all changes in status on his Character Record.

If a change of status for a character requires the attention of the GM (i.e., is not necessarily automatic), the player should resolve such an action (at the earliest convenient time) before the players gather for a new session.

78. GAME CONVENTIONS

The rules in this Section are conveniences for play purposes when translating life in a medieval fantasy world into game form. Most of these are cautions against players bending the rules at opportune moments. The GM will, as he becomes comfortable with a style of refereeing, modify these conventions to suit his own tastes.

[78.1] The time scale for a campaign should be either two or three game days to one real day.

The GM is responsible for monitoring the passage of time in his campaign. He determines and informs his players of the conversion rate from game time to real time. The GM may choose the simplest timekeeping method, which is doubling or trebling the time since he last met with his players, or he can set up a calendar, which allows him to keep current on the seasons of the year and the ascendant aspects (see 7). A calendar will be preferable in most cases, since several Colleges of magic are affected by phases of the moon and seasons of the year.

A game day is equal to the rotational period of the GM's world (which, in most cases, will be approximately 24 hours).

In the event that the GM and players could convene more than twice in one week, or if the game time spent on an adventure is three-quarters or more of the game time that should have passed between sessions, the GM should adjust the time scale so that the characters have one-quarter of the game time that should have elapsed.

Example: Given the time scale of three game days to one real day, four real weeks would equal twelve game weeks. However, a party spent ten game weeks on an adventure, so the GM, in order to make up for the discrepancy, should give the players an extra week to make the total non-adventure game time equal to one-quarter of twelve.

[78.2] The GM adjusts the passage of time during an adventure to the level of activity.

When the player characters are interacting with monsters or non-player characters, or amongst themselves, the GM should run the encounter in real time. A similar time scale should be used when a character uses an information-gathering ability. For example, if the characters are negotiating with a prospective employer in a tavern, or if an astologer character is divining the future, the GM and the players enact the scene in detail.

When the player characters have instructed the GM to speed the passage of time until they are interrupted, the GM pauses only to make Encounter Checks (see 63.1), etc., and to give the players status reports. The players must decide how often they wish to have these status reports. For example, the characters have decided to journey along the imperial highway one hundred miles. They request that the GM give them a status report every four hours. Unless something untoward should occur, the GM will allow them four hours progress and inform them that nothing has happened during the last four hours. When night approaches, he will suggest that the adventurers look for shelter for the evening. The players will then inform him of their watches, and ask him for a status report every time the watch is changed.

The GM should interject information about the periods between status reports whenever a character would normally notice something of interest. For instance, if a ranger character travels with a party about to walk into an ambush, and his ability to detect such operates successfully (see 60.2), the GM alerts the players to the impending danger.

[78.3] When combat occurs on the Tactical Display, there should be no lapses of time between player announcements of character intentions and resolution of them.

After determining the order in which all creatures (including the player characters) on the Tactical Display may take action, the GM paces the combat in that strict sequence. When it is a character's turn to take action, his player must announce within five seconds what his character will do, or the character is assumed to take a Pass Action. The leader (see 79.1) must do the same for each non-player character in the party, and the GM should do the same for each of the party's opponents.

If the players wish to discuss tactics amongst themselves during combat, they must do so while the GM is determining the result of a particular action. Anything said by one character to another during combat can be overheard by their opponents, though it may not be understood, depending on the language used. A wise party will devise a battle plan to be used in combat situations so

that they will not be at a disadvantage when surprised.

The leader is responsible for listening to the GM's announcements about enemy activity, wounds suffered by his comrades, etc.

A military scientist character can allow a party some planning time during which they will not be overheard by the enemy (see 58.5).

[78.4] Any player may, at the GM's discretion, suspend the passage of time by requesting a clarification of a relevant point by the GM.

[78.5] A player may change the action he announces for his character to a Pass Action (only) up to *five* seconds after he either announces it or is interrupted by another player protesting his choice.

[78.6] A player may appeal a decision made by the GM which he feels to be arbitrarily or improperly resolved.

The player has as much time as the GM will grant him to state his case. The GM can either modify or reverse his earlier decision, or stand behind it. The GM's word is always law in regard to his world; a player can protest, but may not change, an event which occurs in another's fantasy world.

79. ORGANIZING A PARTY

The players must determine the composition of the party before their characters leave the relative safety of their current place of residence. The party consists of each character represented by a physically present player. In addition, the GM should prepare some non-player characters with abilities complementary to those of the player characters. These non-player characters may usually be hired through the auspices of the Adventurer's Guild.

A character of a player not attending the current session may only be brought along with the express permission of his Player. That player would do well to leave general instructions on how his character will act with the GM (these instructions are inviolable if applicable to a given situation). The performance of such a character is controlled by the leader of the party, unless his player's standing orders are to the contrary.

When the players have assembled those who are going on the adventure, they should discuss general strategy and a tentative battle plan (see 78.3). When the characters are provisioned and a leader has been appointed, the adventure may commence.

[79.1] The players should elect one of their number to be the leader of the party.

The leader should not only be the best qualified character for the position, but the most experienced player as well, because his decisions will usually directly affect the outcome of any adventure. A leader is not absolutely necessary but one's presence will usually prove advantageous for ease of play. When a party needs information or descriptions of events or locations, it is much easier if these descriptions are given to the group as a whole and the leader in particular, who may then react for the party. Listening to one person is much easier for the GM then trying to interpret the frantic ravings of six people.

In combat, the leader may add his Military Scientist Rank (if any) to the Initiative die roll. If the leader is involved in Melee or Close Combat (or otherwise incapacitated) the character with the highest Perception who is unengaged becomes the leader for purposes of the Initiative die roll (only).

The leader announces the general activities undertaken by the party during the Adventure Sequence. **Example:** "We wish to travel along the footpath through Lindon Woods until further notice."

Though the non-player characters hired to accompany the player characters are usually controlled by the GM, any reasonable request by a representative of the party will be heeded by a non-player character. The leader usually gives the orders for the non-player characters in a party; if there is a disagreement as to what the actions of a non-player character should be, the majority of the players rule. The leader counts as two players for determining the actions of non-player characters.

[79.2] Before an adventure is begun, the player characters should agree to the division of spoils.

Generally, that which can be garnered on adventure is separated into three categories. Magical treasure encompasses anything which is magical or has magical properties in and of itself. Unusual treasure includes captives, beings trained by a beast master, objects with a greater intrinsic than monetary worth, objects which cannot be used by all in the party, and objects which are particularly suited for one character (e.g., a family heirloom). The remainder of the treasure is assessed by its monetary value.

If only the player characters are going on an adventure, they may make whatever agreement between themselves they wish. If they wish to bring along any non-player character, the NPC will require that a standard Adventurers' Guild contract (or a reasonable facsimile thereof) be signed by everyone in the party.

The Adventurers' Guild will draft any contract in language acceptable to the local legislative bodies for a fee ranging from 10 to 100 Silver Pennies, depending on the complexity of the terms of the desired agreement.

The Guild is also willing to guarantee arbitration and enforcement of a contract which it has drafted. These services are free to a guildmember in good standing (see 79.3), as are copies of the standard Guild contract. If a being who is not a member of the Guild wishes arbitration of a Guild contract, he must pay 50 Silver Pennies per hour of arbitration (the GM may either require the enactment of the arbitration scene or may determine the number of hours required to reach a decision based on the ramifications of the case); if such a being wishes the verdict enforced, he must state so when the Guild contract is signed and pay a fee of 500 Silver Pennies.

When the Adventurers' Guild enforces one of its contracts, the beings against which it has decided have 10 hours to deliver the object of dispute to the plaintiff. Unless the loser in arbitration has successfully petitioned for an extension to that deadline (which must be for a good reason, such as the item in question being 12 hours' ride away), he must deliver unto the plaintiff or be blacklisted by the Guild. A blacklisted person may not hire from the Adventurers' Guild, and there is a 2000 Silver Penny reward for his apprehension and delivery for incarceration in the Guild dungeons.

[79.3] A character may become a member in good standing of the Adventurers' Guild by tithing 5% of all monetary gains to the Guild, or a minimum of 200 Silver Pennies per annum.

If the Guild discovers that a member has withheld its portion of his gains, he must make restitution within 10 days or be blacklisted (see 79.2).

If a guildmember cannot afford his tithe to the Guild, he is given a three-month grace period in which to acquire the 200 Silver Penny minimum annual fee. If he cannot raise the necessary money, he must spend two months in service to the Guild, or be blacklisted.

A character may buy out of the Guild (i.e., renounce his membership) by paying 100 Silver Pennies for each year he has been a member of the Guild. He must settle all accounts with the Guild beforehand (e.g., a character cannot resign immediately after gaining a huge treasure), and may not rejoin the Adventurers' Guild for a period of at least one year.

[79.4] The standard Adventurers' Guild contract requires as equitable a distribution of treasure as is possible amongst the free-beings in the party.

1. Every signatory to this agreement is entitled to one full share, unless a) the party, by majority vote, allows up to one extra full share for a being or beings who provide the party with information or services vital to the completion of their mission, or b) a signatory agrees to receive but a half-share, in exchange for protection, whenever possible, from physical and magical harm by those receiving full shares. **N.B.**: The latter clause is often a bone of contention when a dispute is presented to the Guild for arbitration. One who receives a full share must prove that he was in imminent danger of serious injury or loss of life if he fails to protect a half-share member of the party.

2. A signatory forfeits any right to treasure if he: a) attacks another party member without provocation, or b) deserts the party voluntarily (those who have been spirited away or accidentally separated from their comrades are obliged to attempt to rejoin the party at the earliest convenient time.)

3. A signatory forfeits one-half of the treasure due him if he: a) does not perform according to a pre-arranged battle plan which does not endanger him any more than others in the party, b) is responsible for the death of a party member, c) is responsible for the failure to attain the goal of the adventure through an error of comission or omission, or d) is found to be stealing from the party.

4. If a party member is killed, rendered incapable (e.g., comatose), or involuntarily removed from the midst of the party, that being's heirs are still entitled to his portion of the treasure gained by the remaining party members (see clause 6 below).

5. If a party member is killed or rendered incapable, the surviving party members are obliged to return his body (or what remains of it) to the place from which they started, unless forced to abandon the body because its recovery would imperil others in the party.

6. If a being has not designated one to whom he wishes his effects and share given in his absence and/or to whom he wishes his body given in the event of his death, the Adventurers' Guild will take responsibility for either or both.

7. Monetary treasure must be converted into currency or specie and divided evenly amongst all shareholders. Any party member may choose to buy a particular item at value rather than have it sold to an outside purchaser; if more than one member wishes to buy the same item, all submit sealed bids, with the highest sum gaining its bidder the item in question.

8. Each full shareholder may, at the beginning of the adventure, state one item which he wishes if the party should find it. Unless some other party member also wishes the item, the claimant receives the object of his fancy, but is not entitled to any other unusual or magical treasure.

9. Each full shareholder is entitled to one unusual or magical item before anyone receives a second item. Partial shareholders (including those with in excess of a full share) may gain items before single shareholders gain their second items. A partial shareholder may gain items in proportion to one share (e.g., a half-shareholder gains one item every two rounds, if there are sufficient items to be divided).

10. As long as the provisions of Clause 9 are met, the party may give an item to a particular member by majority vote. If no general agreement can be reached as to which person receives which item, a fair random method should be implemented to assign the items in order.

The Guild stands in for dead or absent party members; failure to provide a satisfactory explanation of why a person is missing by those present can result in blacklisting by the Guild.

[79.5] An arbitrator of the Adventurers' Guild may place a "true speech" compulsion upon a being present at an arbitration session.

A being may attempt to resist a true speech compulsion. Active or Passive Resistance to such a compulsion is often construed as an admission of guilt by Guild arbitrators.

While a true speech compulsion is upon a being, he must make declarative statements which are true whenever he speaks. If he temporizes, misstates himself, or exaggerates, his vocal apparatus will become paralyzed, making it difficult to talk properly. If a being lies while under a true speech compulsion, his tongue will cleave to the roof of his mouth and he becomes mute for (D10 + 1) days.

Example: If a character allows a fellow adventurer to die through his inaction, he could say "I did not kill him" while under a true speech compulsion. If he said "I did not directly contribute to his death," he would find it difficult to articulate, and if he said "I did not contribute to his death," his tongue freezes in place.

80. THE ADVENTURE SEQUENCE

Three different time scales can be used during an adventure. The GM switches between these scales as the pace at which action occurs changes with each new situation. The choices are as follows:

1. The Trek/Wait Stage: The GM resolves the actions of several minutes, hours or days in a short space of real time, because the players have chosen an activity which need not be monitored closely (such as laying in wait until night falls). The GM allows time to pass, until one of the conditions described in Case 78.2 occurs.

2a. The Encounter Stage: The GM operates on an equal real time to game time correspondence, because the player characters are interacting with NPC's or monsters (i.e., beings controlled by the GM) in a more or less peaceful fashion.

2b. The Chase Stage: Either the characters controlled by the players or the creatures controlled by the GM are pursuing the other. The action is resolved in segments of one minute of game time, though it may become necessary to merge with the Tactical Procedure as the two groups come into proximity with each other. Magic and Ranged Combat are possible during the Chase Stage; the GM is responsible for informing the players of the rough distance between them and their foe(s).

3. The Tactical Stage: The GM resolves combat in accordance with the Tactical Procedure in V. The player characters and the GM-controlled creatures are placed in position by the GM on the Tactical Display.

The GM need not inform the players of the interchange between stages, because it will become obvious as he adjusts his moderating manner to the different time scales.

[80.1] The real time allotted to the players to discuss the actions of their characters depends upon the current stage.

The players have up to 30 minutes or one-tenth the game time to be spent on a single action, whichever is less, to decide on what their characters will do during the Trek/Wait Stage. The characters are assumed to be engaged in a similar conversation in tones appropriate to the occasion (e.g., hushed if hiding from a lynch mob).

The players have up to one full real minute for each game minute during the Chase Stage to talk with each other. Their conversation is assumed to be that of their characters; if their foe has some method of overhearing the characters, the GM should have the foe act on this information.

Unless a player prefaces a remark he makes during the Encounter Stage with a comment to indicate that he is not speaking for his character, anything he says can logically be assumed to be said by his character.

Rule 78.3 covers how and when players may speak for their characters during the Tactical Stage, and the restrictions on players co-ordinating with each other.

[80.2] One side in a combat may gain a free Pulse of attacks if it surprises the other.

One side may gain the advantage only if the other is either unaware of the first's precise location (though a possible surprise victim may be aware of a foe lurking in the general vicinity) or if the other does not entertain suspicions of the first being hostile.

If one side in a combat is eligible to be surprised, the GM assigns a readiness factor, much like a difficulty factor (see 4.1), to account for the preparedness of the side which may be surprised and the ability of the other side to keep secret its intentions and/or location. The lower the readiness factor, the greater the chance for surprise. Multiply the readiness factor by the highest Perception value of any being on the side which may be surprised. If the GM's percentile roll is less than or equal to this number, combat is resolved normally. If the roll is greater than that number, surprise has been achieved.

[80.3] The Chase Stage applies whenever the player characters conduct an extensive search of a non-deserted area.

If the GM has prepared a "dungeon" scenario, the characters' actions will be resolved using the time scale of the Chase Stage, until they become involved in combat, converse with the GM's creatures, or leave the area.

81. MONETARY MATTERS

The GM is advised to limit the money that the player characters can gain during a campaign year. He should keep in mind that an upper middle class income will be between 6000 and 8000 Silver Pennies per game year, that a man who earns 20,000 Silver Pennies per year is reckoned wealthy, that an income of 100,000 Silver Pennies per year is the province of the very rich, and sums above a quarter million Silver Pennies are rarely accumulated by any but royalty. A beginning adventurer will probably fit into the upper middle class bracket, and, if his "career" progresses well, should achieve a yearly income averaging out at about 50,000 Silver Pennies. Only the extraordinarily successful or fortunate will garner in excess of 75,000 Silver Pennies annually over a multi-year period.

All of the prices in these rules are based on the assumption that the GM is allowing his player characters (presuming they are competent) no more than the sums described in the above paragraph. If the GM does decide to circulate more money than is recommended, it is his responsibility to cause an inflationary spiral to affect the prices the characters must pay. If the GM increases the characters' monies without compensating

for it, money will become less and less important in his campaign.

[81.1] The value of a coin is determined by its weight and metal of which it is made.

	COPPER FARTHING	*SILVER PENNY*	*GOLD SHILLING*	*TRUESILVER GUINEA*
Abbrev.	cf	sp	gs	tg
Weight	4 oz	1oz	1oz	2oz
Conversion	4/1sp	12/1gs	21/1tg	-

The Platinum Shilling (P.S., weighs 1oz.) is not in regular circulation, and is worth one-and-one-half times the value of a Gold Shilling.

Other common coins include the ha'-penny, threepence, and sixpence. The values and weights of these coins correspond to those of the Silver Penny.

[81.2] The Adventurer's Guild will bank money and/or valuables at a fee of 2 Silver Pennies per 500 ounces per month.

If money and/or valuables deposited with the Guild has a weight not divisible by 500, round up to the nearest five-hundred weight. A guildmember pays one-half the price to bank with the guild.

The Guild will place money and/or valuables in safekeeping until the depositor redeems his property, or until the value of the deposit covers the banking fee. The Guild does not extend credit when it comes to banking fees.

[81.3] The Basic Goods Cost List is an anthology of the prices and weights of common items likely to be used by adventurers.

While the list is lengthy, it is by no means comprehensive. When a character wishes to purchase a common item not found on the list, the GM should scale the price in accordance with the already evaluated items. Furthermore, the prices given on the Cost List are averages. Fish, for instance, will be much cheaper in a maritime town than in an inland city.

The weights are given so that players can calculate how much their characters are carrying, which affects the rate at which they lose Fatigue Points while marching (see 82.2).

See Basic Goods Cost List on page 144.

82. FATIGUE LOSS AND RECOVERY

Characters have a tendency to lose Fatigue Points in the course of adventures. A fatigued character must engage in some restful action to recover lost Fatigue Points. Sleep, as might be expected, is the best way to become refreshed, but there are several other options available to the character who wishes to remain alert.

[82.1] The rate at which a character loses Fatigue Points is determined by how tiring his main activity for each hour is.

A character can lose Fatigue Points when he engages in any activity more stressful than a leisurely walk. There are four classes of activity which can fatigue a character:

1. Light Exercise includes moderate to brisk walking, riding slowly or at a moderate pace on a docile mount, etc.

2. Medium Exercise includes jogging, riding on a cantering mount, light construction or precision work, etc.

3. Hard Exercise includes paced running, riding at a gallop, hard manual labor, etc.

4. Strenuous Exercise includes constant sprinting, breakneck riding, and generally those actions with which the character pushes his body to its practical limits.

It is possible for a character to achieve a level of performance more taxing than Strenuous Exercise, which requires superhuman exertion. This type of activity is governed in part by 4.1, and the GM will have to determine how many Fatigue Points are lost by a character conducting such actions.

A character's degree of exertion is judged each hour. Since a character does not necessarily choose to do the same activity for an entire hour, the GM must average out the levels of activity achieved at different times within the hour. If the GM is consistent with his guidelines for what type of activity constitutes which of the four types of exercise, the players will be able to keep a running total of their characters' Fatigue Points without forcing the GM to stop play to consider the matter.

[82.2] A character is limited in the weight he can bear; if he engages in exercise, he may become fatigued more quickly because of the objects he carries with him.

The Fatigue and Encumberance Table (82.9) lists the maximum weight a character may carry.

A player must determine the total weight his character is carrying if the character is to engage in light or more stressful exercise for a significant length of time during a day.

When a creature has a Physical Strength value greater than 40, the GM divides that value by 40. Multiply the quotient by the entry for 40, and add the entry corresponding to the remainder to determine that creature's capabilities.

[82.3] The Fatigue Point loss for a character engaged in either or both magic or combat is not calculated using the provisions of rule 82.

The only Fatigue Points lost for casting magic, being affected by magic, skills, or physical attacks are those lost per the appropriate rules (i.e., the deductions for casting, using skills, or being successfully struck).

[82.4] The Fatigue Point loss rates given in these rules assume that the character is in good health and is well fed.

If the character is not in condition, the GM should shift up Physical Strength rows and/or shift weight columns to represent debilitating effects upon the character. The shift of weight columns should also be accompanied by a corresponding decrease in the maximum weight allowable for that character.

[82.5] The Fatigue status of a character need be calculated only before he enters into combat or wishes to perform magic or, if he does neither, once for the entire day.

Procedure

1. Cross-reference the character's Physical Strength and the weight he is carrying.
2. Read down this column until it intersects with the row corresponding to the character's rate of exercise.
3. Multiply the resulting number (Fatigue Points lost per hour) by the number of hours during which all three factors (Physical Strength, weight carried and rate of exercise) remain constant.
4. Perform this calculation once for each time one (or more) of the three factors changes.
5. Add each separate product (i.e., subtotal) to determine the total Fatigue Points expended by the character so far.

If a character's Fatigue Point total is reduced below zero, he is exhausted (see 82.6). His Fatigue is considered zero, if he should become involved in combat.

[82.6] An exhausted character is limited in the activities he may choose to do, and is worse in the performance of his abilities.

A character may choose to exert himself after his Fatigue Points are reduced to zero for a period during which he would normally expend (if he had them) one-half his initial Fatigue Points (round down). Unless he succeeds in a Willpower Check every (2× Endurance) minutes, he will collapse if he reaches or tries to exceed this limit. An exhausted character must sleep for as much time as he was performing at least light exercise while exhausted *before* he may recover *any* Fatigue Points (see 82.7).

If an exhausted character wishes to engage in Strenuous Exercise, he must succeed in a separate Willpower Check.

Add *one* for each half-hour (or fraction thereof) that a character has been exhausted to any percentile roll to resolve the use of one of that character's abilities (e.g., to strike a blow during combat).

[82.7] A character may regain Fatigue Points by resting or eating a hot meal.

A character may never have a Fatigue Point total greater than his Fatigue value.

A character recovers Fatigue Points according to the following schedule:

Activity	*Fatigue Points/hour*
Relaxation	1
Nap	2
Sleep	3
Eat Hot Meal	2

1. A character's Fatigue Point total may benefit from a hot meal no more than *three* times during a 24 hour period, and each time must be separated by at least 4 hours.

2. If a character's Endurance is less than 10, he recovers *one-half* of a Fatigue Point less per hour or meal, and if his Endurance is less than 5, he recovers *one* less Fatigue Point. However, a character must always recover a minimum of *one-half* a Fatigue Point when resting.

3. If a character's Endurance is from 21 to 30, he recovers an additional *one-half* of a Fatigue Point per hour or meal. Each succeeding ten point Endurance bracket carries an additional *one-half* Fatigue Point per hour or meal bonus.

[82.8] The weight borne by a character may temporarily reduce a character's Agility.

Procedure:

1. Cross-reference the character's Physical Strength and the weight he is carrying.

2. Read down this column until it intersects with the row which reads "Agility Loss."

3. Deduct the resulting number from the character's Agility until there is a change in the weight he bears (at which point the subtraction must be recalculated).

A character is considered to have a minimum Agility of 1 for all other game functions. The character's current Agility is used as a basis for determing his TMR.

[82.9] Fatigue and Encumbrance Chart (see page 144)

83. ADVENTURE ACTIONS

There will be very few player characters who will not be adventurers, in the full sense of the word. Consequently, these rules have concentrated on those segments of life of which adventurers will partake most often. The clearest portrayal of the dramatic difference between routes a character can take to success in his vocation is in the skill descriptions. However, that Section does not include the common denominator between player characters: abilities that are always possessed by all adventurers. These abilities are described in this section.

[83.1] An adventurer is able to perform actions necessary to survival in his profession in an efficient manner.

It is to be assumed in all rules concerning the amount of activity an adventurer may accomplish that adventurers are an above average lot of people and should not be compared to present day humans. Also, when compared to non-adventuring members of their respective races, adventurers have, on the average, 50% higher numerical totals in all characteristics.

Unless rules specify an amount of time an activity takes to perform (picking a lock, for example), the GM should always give the benefit of the doubt as to the characters' efficiency, perseverance, reaction time, etc., whenever these qualities are called into play.

[83.2] An adventurer will use *horsemanship* to direct animals which he rides.

An adventurer may use his horsemanship with any animal or monster which he would ordinarily ride (such as horses, donkeys, camels, elephants, etc.). Enchanted or Fantastical monsters do not necessarily fall into this category, and the GM must make rulings governing these situations.

The character's player will roll percentile dice whenever his horsemanship is called into play. A character's horsemanship is equal to [modified Agility + Willpower)/2 + (Rank × 8)]. In the above equation, round all fractions down. The type of mount a character is riding will modify his horsemanship as follows:

Donkey	−10	Palfrey	+15
Mustang	−12*	Warhorse	−5*
Quarterhorse	−10	Camel	−15
Dire Wolf	−10	Mule	−8
Draft Horse	−5	Pony	+10
		Elephant	−10

* − rating unless trained by rider; in that case, 0.

The GM should also take into account the familiarity the character has with the individual animal type and apply modifiers thereby (i.e., the first time a character finds himself atop a camel should be worth at least an additional −15).

A character's horsemanship is called into play whenever he wishes his mount to perform an unusual or difficult action. Also, every Pulse in combat a horsemanship roll must be made. Any mount can be directed into moving at a walking pace or even a brisk trot; an unusual or difficult action would be to break into a gallop or charge, jump an obstacle, etc. During combat, horsemanship is called into play during every Pulse to a) keep the mount controlled, b) regain control if it is lost, and c) direct the mount to take any specific Action. Remember only a Warhorse can be directed to enter into Close Combat by its rider, and all other mounts will only attack if directly assaulted.

A successful roll (equal to or less than the modified percentage) will result in the mount obeying the directions of the rider. A roll above the modified percentage but *less* than the modified percentage + the rider's Willpower indicates the mount either does nothing or continues to do whatever it was doing. A roll above *both* of these indicates the mount will either disobey the rider, buck, attempt to throw the rider, or some other unpleasant result. The actual occurance must be decided by the GM and should become worse the farther the roll is above the modified percentage.

If the GM judges the rider has totally lost control of his mount, the rider may take no other action until he has regained control (presuming he managed to stay mounted).

Using horsemanship while in combat may be done in combination with any other Action. A trained horseman receives certain abilities as he rises in Rank:

Rank 3	May use two-handed weapons
Rank 5	May fire a weapon while moving
Rank 7	May use two one-handed weapons at once

[83.3] An adventurer can use *stealth* to move as soundlessly and unobtrusively as possible.

An adventurer may use his stealth ability only if he has adequate cover (i.e., space in which to conceal or obscure himself) in the area he wishes to traverse, he is appropriately clad (e.g., not in plate armor or luminescent clothing), and he is not currently under observation by the being(s) from whom he is attempting to conceal his presence.

The GM will roll percentile dice to determine if a character is able to use his stealth ability successfully. The GM only makes such a check if there is a reasonable possibility that the character could be detected. The GM makes one check each time the character attempts one continuous action, or each time an unexpected change of condition has a significant effect upon the character's chance of remaining hidden (e.g., one of the beings under surveillance heads for a room which happens to be through the doorway in which the character is hidden). The GM may modify the success percentage.

A character's base chance of using his stealth ability is ([3 × Agility] + [5 × Rank])%. The greatest Perception value of the beings who may be able to discover the character using the stealth ability is subtracted if those beings are unaware of the character's presence, or *three* times that Perception value if they are. If the GM's roll is equal to or less than the success percentage, the character is undetected. If the roll is between the success percentage and that percentage plus the character's Agility, he has made a slight noise or given a being a glimpse of himself, and *may be* (at the discretion of the GM) discovered. If the roll is greater than or equal to the success percentage plus the character's Agility, he has been discovered.

[83.4] During the course of his adventures, an adventurer will need to travel rapidly overland.

Overland movement rates and the Fatigue expenditure of that movement is detailed in the Overland Movement Chart (see page 147).

84. CONSEQUENCES

The three spells and rituals described in this section are used by Adepts for vengeance upon adventuring beings. Usually, magic is intended to cause an immediate effect; the consequences of these abilities will, however, dog the unfortunate adventurer for great lengths of time. The cost to use these powerful magics is high: the caster must either make personal sacrifices, or spend a great deal of time to implement one spell or ritual.

[84.1] All spells and rituals given in a listing in this section can be used by Adepts of any college.

Except where noted in the effects part of a description, an Adept casts the spells and rituals herein via the usual procedures for magic (see VI).

[84.2] A *geas* is a compulsion laid upon a being.

Specialized Knowledge Spell

Range: The caster must be able to clearly see and be able to communicate with the person to be compelled.

Duration: Until removed, fulfilled or target dies

Experience Multiple: 250

Base Chance: Always successful (see below)

Resist: Must be accepted (see below)

Effects: A geas is an obligation to complete a quest, an injunction against the performance of a particular action, or a requirement to respond in the same fashion to particular stimuli.

A being to be compelled must acknowledge his acceptance of the geas. Furthermore, the caster must believe that the being *deserves* the geas, or the being must truly wish (i.e., is not forced by physical or magical means) to have an unmerited geas placed upon him. The caster specifies the nature of the geas in 25 words or less, and the GM will use the most liberal interpretation of that wording to the benefit of the compelled being.

A caster's Rank with the geas spell does not affect his chance of casting the spell; he is always automatically successful if he satisfies the pre-requisites. The Rank equals the effectiveness of the geas, expressed in percentage terms. If a geased being directly contravenes the letter of a geas, he has a chance of dying equal to the caster's Rank with the geas spell at the time it was cast upon him. A compelled being will begin to feel weak or ill when he first takes an action counter to the restriction of the geas, and will become increasingly afflicted as he pays less and less attention to the letter of the geas. There is no limit to the Rank of a geas.

If the letter of a quest geas is fulfilled by the compelled being, he is no longer subject to that geas. The other two types of geas (for and against a given action) last indefinitely. A geas can be removed automatically by the one who placed it upon the compelled being. A geased person cannot attempt to free himself from the compulsion, but may have an Adept with Rank greater than that of his geas try to do so. The Adept must inscribe a triangle about the compelled, and perform the ritual of geas removal for 12 consecutive hours. If the triangle is silver, the compelled being does not suffer the penalties for ignoring the geas during the ritual.

The Adept attempting to remove the geas has a success chance equal to five times the difference between his Rank with the spell and the Rank of the geas in question. The GM rolls percentile dice: if the roll is less than or equal to the success percentage, the geas is removed. If the roll is greater than the success percentage, the Rank of the geas is increased by *one*.

Full Geas: If one has a Rank greater than 50 with the geas spell, he has the power of full geas. A full geas can be placed upon a being without his consent, though he may passively (but not actively) resist such a geas. Additionally, one with the power of full geas may automatically remove (without the support of a triangle and 12 hours of ritual) a geas which is at least 5 Ranks less than his Rank with the spell.

[84.3] A *minor curse* causes its victim to suffer from a non-fatal malediction.

The spells Evil Eye (G-9 of the College of Ensorcelments and Enchantments), the Damnum Minatum (G-4 of the College of Black Magics) and backfire (see 30) results above a roll of 61 are minor curses.

[84.4] A *major curse* is an insidious and deadly spell.

Specialized Knowledge Spell

Range: (20 + [15 × Rank]) feet

Duration: Until removed or target dies

Experience Multiple: 750

Base Chance: 15% (see below)

Resist: Both Passively and Actively (see below)

Effects: An Adept's Endurance *value* is decreased by *one* whenever he inflicts a major curse upon a being. There are several types of major curses:

Affliction: The Adept may choose to torment or kill his target. If the effects of the affliction curse are intended to be deadly, the target may not die as a direct result of the curse before (24 – Rank) hours have passed. The following list of sample affliction curses is provided to give the GM a guideline as to what major curses should be allowed in his campaign.

1. Target becomes totally blind, deaf or mute.
2. Target becomes senile.
3. Target suffers from virulent disease (a favorite is open running sores).
4. Target is transformed into a frog or other small creature (the kiss of royalty of the opposite gender will remove such a curse).
5. Target's nervous system ceases to send impulses across his sysnapses (he becomes completely numb).
6. Target falls into century-long sleep (see note to 4).

Ill Luck: Add *two* times the Rank the Adept has achieved with the major curse spell to *any* percentile roll involving the target's use of any of his abilities. This may not be applied favorably.

Doom: A doom is a pronouncement, by the Adept, upon an event that will occur in the target's future (**Example:** "You will die by the hand of a loved one."). The statement, which must be indefinite, will be true unless removed. The GM should be careful as to what precisely he allows for dooms.

Deathcurse: At the moment of his death, an Adept may automatically cast a major curse (unless backfire occurs). The being at which it is cast may *not* resist the curse. A deathcurse must be an affliction, ill luck or doom.

Note: Lycanthropy (see 72) is considered a major curse.

[84.5] A Remove Curse Ritual is a Special Knowledge ritual that can sometimes save a being from the consequences of a major or minor curse.

Experience Multiple: 500

Effects: Every curse is rated by the Magical Aptitude (MA) of the Adept who cast it. If the curse is natural (such as Lycanthropy), it is assumed to have a MA of 20, unless the GM increases or decreases the potency of the curse.

Minor Curse: The Adept must inscribe a triangle or symbol of power about the cursed being, and perform this ritual for *six* consecutive hours. The Adept's chance of removing the minor curse is equal to (15 + [5 × Rank] – [MA of curse])%.

Major Curse: The Adept must have a Magical Aptitude greater than that of the curse. He must inscribe a triangle or symbol of power about the cursed being, and perform this ritual for *eighteen* consecutive hours. The Adept's chance of removing the major curse is equal to ([Difference in MA] + [2 × Rank])%. If the major curse is a deathcurse, add only *one* times the Rank.

When a ritual of curse removal has been completed, the GM rolls percentile dice. If the roll is less than or equal to the success percentage, the curse is removed. If the roll is between one and two times the success percentage, the curse remains in effect. If the roll is equal to or greater than twice the success percentage, the MA of the curse is increased by *one*.

Precious Metals: The use of triangles or symbols of power fashioned of varying amounts of precious metals causes an addition to the success percentage, per the following schedule:

Metal	*Add*	*Cost*
Silver	+ 3	1000sp
Gold	+ 7	10000sp
Platinum	+10	15000sp
Truesilver	+15	20000sp

85. RECUPERATION AND UPKEEP

[85.1] The rate at which Endurance Points are recovered depends on how active the injured being is.

If a being expends and/or loses no more than *one-half* his Fatigue Points (round down) for *three* consecutive days, he regains *one* Endurance Point at the end of the third day. Otherwise, he recovers an Endurance Point at the end of the following (i.e., fourth) day.

If a being is given ministrations from a physicker's kit, his body requires *one* less day to regain an Endurance Point.

[85.2] Injuries which are not quantified as Endurance Point losses (e.g., hamstrung muscles) heal at the same rate as they do in this world.

The GM should assume that an Endurance value of 15 indicates a body which heals in average time. Values greater than 15 will allow a being to heal more quickly, while values lower than 15 will cause a corresponding extension to the time required.

[85.3] A character must spend money between adventures on his upkeep.

A player chooses a life-style for his character by the amount of money he has the character spend on upkeep.

Life-Style	*Expenses/Week*
Subsistence	20 sp
Moderate	45 sp
Comfortable	65 sp
Expensive	100 sp
Extravagant	150 sp and up

The above sums will purchase food and lodging for a week, including drinks at bars, laundering of clothes, etc. Any permanent acquisitions (such as clothes and furniture) must be paid for separately.

A character who lives at subsistence level temporarily reduces his Fatigue and Endurance to *three-quarters* (round down) value. A character who cannot even afford (or does not wish to pay for) that minimal expense temporarily reduces his Fatigue and Endurance to *one-half* (round down) value. It can be assumed that a destitute (or extremely penurious) character survives by rooting through garbage heaps for his daily fare and sleeping in the cold outdoors.

86. HOW EXPERIENCE IS GAINED

A character's progress in his trade is measured in Experience Points, which are gained at the conclusion of an adventure, and as a result of constant practice. The GM is the sole dispenser of Experience Points; he makes his determination of the award for each player character based on the following rules. A character improves his abilities as he gains experience.

The GM is enjoined to keep his Experience Point awards within the limits given here. A player wants a sense of accomplishment when he acts the part of a character in a role-playing game, and the GM should be moderating partly for the purpose of giving a fantasy game an aura of versimilitude. The distribution of too many Experience Points to the player characters will result in the characters becoming disproportionately powerful, and therefore (goes the reasoning) the players have performed exceedingly well. This short-term gain belies the long-term disservice the GM and players have done to themselves: the exploits of the characters will have been cheapened by the ease which one can become a mighty hero or wizard.

[86.1] The GM should make one set of Experience Point awards for every five hours of effective play during one session.

The players are effectively playing their characters when the characters are attempting to complete a mission (i.e., discounting time spent by players in eating or arguing, or time spent by players on inconsequential activities).

The five hour measure of time is intended as a flexible guideline. If the GM runs an especially long play session, he will probably want to reward the players for their patience and sustained acting of their respective character parts. The totals listed in 86.2 are also intended as guides for awards given during an unfinished adventure.

[86.2] The base Experience Point award for a character at the conclusion of an adventure depends upon the character's proficiency and the success or failure of the common mission.

A character is considered to be at mercenary level until he graduates to adventurer level. If such a character is with a party that fails (to accomplish their mission) his base award is **600** Experience Points.

A character is considered to be at adventure level if he has at least *8* abilities Ranked 4 or greater. If such a character is with a party that fails his base award is **1200** Experience Points.

A character is considered to be at hero level if he has at least *8* abilities Ranked 8 or greater. If such a character is with a party that fails his base award is **1500** Experience Points.

The base award for a character is *doubled* if the mission of his party succeeds. **Note:** An ability is defined as anything a character can do that is Ranked, including all languages, spells, talents, rituals, skills, weapons, etc.

[86.3] The base Experience Point award can be increased or decreased by increments of 10% for special circumstances.

There are two categories for which a player character can gain or lose Experience Points, depending on the player's performances. A good/bad performance adjusts the Experience Point (EP) total by 10%, an exceptional/terrible performance adjusts the EP total by 20%, and an excellent/abysmal performance adjusts the EP total by 30%.

1. How well or poorly the player portrays his character within the adventure. The character will gain EP's as the player adds new dimensions to his personality and/or when he takes an action of note (which may be to the detriment of the party) which illuminates an aspect of his personality. The character will lose EP's when the player has him perform in a manner inconsistent with his stated purpose or beliefs. Also crucial in this regard is for a character to act with all the knowledge (or, more importantly, lack thereof) which he would actually become privy to.

2. How well the character performs while executing his duties as an adventurer. Thus, the fighter who stands up to the gryphon to allow his companions to escape, the thief who disarms the trap in time, the Adept whose spell work was crucial to the success of the adventure, all these should be given bonuses. Similarly, failure in one's appointed job should deserve a penalty (if failure wasn't enough penalty in and of itself). The GM should award these with care and be conservative else other players feel cheated due to the lucky rolling of one player.

[86.4] A character can gain Experience Points for practicing his abilities while not on an adventure.

Proficiency Level (see 86.2)	*EP/Day*
Mercenary	15
Adventurer	30
Hero	50

[87.8] EXPERIENCE POINT COST CHART

CHARACTER GENERATION

Characteristic	*First Point*	*Each Extra Point*
Fatigue	2500	2500
Endurance	5000	2500
Perception	1000	750
All others	5000	5000

See 87.2.

MAGIC

Whenever a character wishes to achieve the next Rank with a Talent, Spell, or Ritual, multiply that Rank by the Experience Point Multiple of that Talent, Spell, or Ritual. The result is the number of Experience Points to be expended. This total may be modified if the ability to be raised is a *General Knowledge Spell* or *Ritual* and the Adept's MA is *greater than* 15. In that case, for every point above 15, the total EP cost is reduced by 5%; e.g., achieving Rank 3 with a spell whose Experience Point Multiple is 300 by an Adept with an MA of 19 costs (300×3)=900; (900×80%)=720 Experience Points. See 87.4.

ADVENTURE

Spells and rituals described in Consequence (rule 84): See Magic portion of this chart.

Rank ►	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
Stealth	0	500	1000	1500	2000	2500	3000	3500	4000	4500	5000
Horsemanship	0	125	250	375	500	625	750	875	1000	1125	1250

See 87.6.

COMBAT

	Rank										
Swords:	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
Dagger	25	25	50	100	200	400	700	1500	3000	4000	–
Main-Gauche	50	50	100	200	400	1100	1500	3000	3000	3000	4000
Short Sword	100	100	200	400	700	1500	3000	–	–	–	–
Falchion	25	25	50	100	200	400	700	1500	3000	–	–
Scimitar	100	100	200	400	700	1500	3000	3000	3000	–	–
Tulwar	100	100	200	400	700	1500	3000	3000	3000	–	–
Rapier	200	200	200	200	200	500	500	2000	4000	4000	3000
Sabre	150	150	200	500	1000	2000	2000	2000	–	–	–
Broadsword	50	50	100	200	400	700	1500	–	–	–	–
Estoc	75	75	150	200	500	1000	2000	4000	4000	3000	–
Hand & A Half	100	100	200	400	500	900	1700	2000	–	–	–
Claymore	50	50	100	200	400	700	1500	1800	–	–	–
Two-Handed Sword	50	50	100	200	400	700	–	–	–	–	–
Hafted Weapons:											
Hand Axe	100	100	200	500	1500	–	–	–	–	–	–
Battle Axe/Giant Axe	75	75	150	200	500	1000	2000	4000	–	–	–
Great Axe	150	50	100	200	500	1000	3000	5000	–	–	–
Crude Club	25	25	50	–	–	–	–	–	–	–	–
War Club/Giant Club	25	75	150	300	500	700	–	–	–	–	–
Mace/Giant Mace	50	50	100	200	400	700	–	–	–	–	–
War Hammer	50	50	100	200	400	700	–	–	–	–	–
War Pick	75	75	150	200	500	1000	–	–	–	–	–
Flail	25	25	50	100	200	400	–	–	–	–	–
Morningstar	100	100	200	400	700	1800	–	–	–	–	–
Mattock	50	50	100	200	400	700	–	–	–	–	–
Quarterstaff	75	75	150	200	500	1000	2000	4000	4000	3000	–
Sap	25	75	150	250	–	–	–	–	–	–	–

COMBAT *(continued)*

	Rank										
Pole Arms:	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
Javelin	50	50	100	200	400	800	1400	2000	2000	2000	3000
Spear/Giant Spear	100	100	200	400	700	1800	–	–	–	–	–
Pike	200	200	400	700	1500	3000	–	–	–	–	–
Lance	250	400	700	1000	1700	3500	–	–	–	–	–
Halberd	100	100	200	400	700	1500	–	–	–	–	–
Poleaxe	100	100	200	400	700	1500	–	–	–	–	–
Trident	200	200	400	800	1400	3000	–	–	–	–	–
Glaive/Giant Glaive	50	50	100	200	200	200	500	800	1500	3000	–
Missile Weapons:											
Sling	200	200	400	700	1500	3000	3000	3000	3000	–	–
Short Bow	100	100	200	400	700	1500	3000	3000	3000	–	–
Long Bow/Giant Bow	300	200	500	1000	2000	2000	2000	2000	3000	–	–
Composite Bow	200	200	400	700	1500	3000	3000	3000	3000	–	–
Crossbow	100	100	200	400	800	1000	–	–	–	–	–
Heavy Crossbow	100	100	200	400	800	1000	–	–	–	–	–
Spear Thrower	25	25	50	100	200	400	700	1500	3000	4000	5000
Blowgun	25	25	50	100	200	400	700	1500	3000	4000	5000
Thrown Weapons:											
Throwing Dart	200	100	200	500	1000	2000	2000	2000	2000	2000	2000
Boomerang	100	300	500	1000	1200	1500	1500	1500	–	–	–
Grenado	25	50	75	100	150	–	–	–	–	–	–
Entangling Weapons:											
Net	150	150	300	600	1300	–	–	–	–	–	–
Bola	200	200	400	700	1500	2000	5000	–	–	–	–
Whip	150	150	500	900	1400	2000	3500	4000	5000	5000	6000
Special Weapons:											
Rock	25	25	100	150	200	300	500	–	–	–	–
Cestus	30	40	50	100	200	400	700	1500	3000	6000	–
Garotte	100	200	300	600	–	–	–	–	–	–	–
Shield	25	25	50	100	200	–	–	–	–	–	–
Unarmed Combat	150	300	450	600	800	900	1500	3000	4000	5000	4000

Note: Some weapons are limited insofar as the Rank which a character may achieve with them is concerned. A "–" indicates that the Rank cannot be achieved with that weapon.

Character Record Abbreviations

AG = Agility (the modified totals for AG and MD should be placed above the slash); **AG MOD** = Agility loss due to armor; **CL** = Weapon class; **DEF** = Defensive percentage (if that percentage includes Shielding, unshielded percentage should be written above the slash); **DM** = Damage modifier; **DU** = Spell duration; **EN** = Endurance; **EXM** = Experience Multiple; **FT** = Fatigue; **HAND** = Which hand is primary; **IV** = Initiative value; **MA** = Magical aptitude; **MD** = Manual dexterity; **MD MOD** = Manual dexterity loss due to shield type; **MR** = Magic resistance; **PB** = Physical Beauty; **PC** = Perception; **%** = Percentage chance to perform skill or spell; **PROT** = Armor protection; **PS** = Physical strength; **RG** = Range of weapon or spell; **RK** = Rank; **SC** = Strike chance; **TMR** = Tactical movement rate; **USE** = Types of combat in which weapon may be used; **WP** = Willpower; **WT** = Weight.

EXPERIENCE POINT COST CHART *(continued)*

SKILL

	Rank										
	0	1	2	3	4	5	6	7	8	9	10
Speak Language[A]	200	75	125	300	550	850	1350	1700	2250	2900	3500
Read & Write Lang.[A]	250	100	150	350	700	950	1500	1850	2500	3200	4000
Alchemist	800	350	1200	2650	4350	6500	8650	11100	12750	14500	17000
Assassin	600	250	750	1700	2900	4200	5750	7550	9500	11700	14100
Astrologer	400	150	500	1150	2050	3100	4400	5900	7500	9400	11500
Beast Master[C]	600	250	750	1650	2800	4300	5600	7350	9300	11400	13750
Courtesan[B,D]	250	100	200	500	950	1450	2050	2800	3600	6300	8000
Healer	1000	400	1600	3500	5800	8400	11400	14700	18500	22500	26750
Mechanician	600	250	650	1500	2600	3900	5300	7000	8850	10900	13000
Merchant[E]	300	125	300	850	1400	2200	3400	4200	5300	6800	9500
Military Scientist	300	125	350	950	1500	2350	3100	4150	5400	6750	10000
Navigator	400	150	400	900	1550	2400	3350	4450	5750	7100	10500
Ranger	600	250	800	1650	2750	4100	5650	7350	9300	11400	13250
Spy[F]	500	200	600	1400	2400	3600	5000	6600	8400	10400	12600
Thief[F]	750	300	1050	2350	4000	5750	7900	10250	12900	14850	16000
Troubador[G]	250	100	200	500	1050	1450	2100	2800	3900	4600	7000

When a character desires to rise in Rank he consults the line appropriate to the skill he has practiced. He then cross-indexes this row with the column for the Rank one above his current Rank. The result is the number of Experience Points, gained through practice of the particular skill needed to rise from the previous Rank to that Rank. This total may be modified by the characer's race (see 6) and his condition when he attempts an increase in Rank (see 48).

NOTES:

A. If the character is more proficient at speaking a language than reading & writing in that same language, then the cost to rise in Rank for reading & writing is halved, until the Ranks are equal. The reverse is also true. See 49.2.

B. Depending on the character's personal characteristics the courtesan may pay 10% more, or maybe even 10% less, Experience Points to rise in Rank. See 54.1 for an account of the specific conditions.

C. A Beast Master may acquire the ability to train additional types of creatures after he reaches Rank 10 through the expenditure of additional Experience Points. See 53.3.

D. Once a Courtesan has reached Rank 10, he may expend 1000 extra Experience Points per ability in order to gain additional abilities within his profession. See 54.2.

E. After attaining Rank 10 the Merchant may expend additional Experience Points in expanding the list of his areas of expertise. See 59.6.

F. If a character is more proficient at thieving than spying, then the cost to rise in Ranks in spying is halved, until the two Ranks are equal. The reverse is also true. See 61.1.

G. After attaining Rank 10 it is possible for the Troubador to add more abilities to his repertoire through the expenditure of 500 extra Experience Points per ability. See 62.1.

[83.4] OVERLAND MOVEMENT CHART

RATE OF EXERCISE ▶ / TERRAIN	LIGHT	MEDIUM	HEAVY	STRENUOUS
Cavern	5/–	10/–	15/–	20/–
Field	15/15	25/25	30/40*	35/50*
Marsh[1]	–/–	5/5	10/10*	15/15*
Plain	15/15	25/25	30/40*	40/50*
Rough[2]	10/5	15/10	20/15*	25/–
Waste[3]	10/5	15/10	20/10*	–/–
Woods[4]	10/5	15/10	20/15*	25/–

The number before the slash indicates movement in miles per day on foot; the number following the slash indicates mounted movement (assuming horses). Rates for other animal types must be adjusted by the GM. The day assumes a total of 8 hours marching. Effects of adverse weather must be adjudicated by the GM. Any paths or roads negate the effect of other terrain, and the Plain movement rates are used. (–): Movement type impossible at this exercise rate.

1. Movement rates assume some sort of passable terrain; total swamp is impassable except (sometimes) by canoes.

2. If terrain is mountainous, halve rates on foot and prohibit mounted movement.

3. If terrain is desert, the GM should apply strictures regarding the effects of heat, dehydration, etc.

4. If terrain is deep Woods, halve the movement rates.

* In these exercise rate categories, horses' maximum rates will deteriorate 33% per day. They can travel at these rates for approximately 4 consecutive days and then they will die.

DragonQuest

CHARACTER RECORD

CHARACTER NAME:

RACE ☐ M ☐ F | ASPECT | SOCIAL STATUS | BIRTH | HAND

PRIMARY CHARACTERISTICS

PS	MD	AG	MA	WP	EN
	PC	TMR	PB	DEF	FT

RANK	Weapon	IV	SC	DM	CL	RG	USE

ARMOR	PROT	AG MOD

RANK	SHIELD	DEF	MD MOD

COLLEGE:

MAGIC RESISTANCE:

SKILLS	RANK	%
Horsemanship [(WP+AG)÷2]+(8×Rank)%		
Stealth (3×AG)+(5×Rank)%		

A DragonQuest Capsule Adventure

The Camp of Alla-Akabar

Introduction

The Camp of Alla-Akabar is a *DragonQuest* adventure to be played in about eight hours by one or two players with one character each. It is designed to be presented as a single adventure, although it can easily be incorporated into an existing campaign.

Before play begins, the GM should read and familiarize himself with the character descriptions and possible situations. *The Camp of Alla-Akabar* relies primarily on the players discerning clues presented to them by the GM during encounters. Further explanation starts in Chapter IV.

II. How to Read the Maps

Two maps are provided with the adventure, one for the overland journey and one for the layout of the camp. Both maps are on hex grids; the scale for the overland map is 1 hex/2 miles, and the scale for the camp is 1 hex/5 feet. **Note**: If the GM wishes to place the adventure on the *Frontiers of Alusia* map, he should use Jungbar (hex 30-098) as the town and Korvin's Wells (hex 43-099) as the oasis. He should adjust all descriptions to fit if he does make this change.

III. Briefing for the Players

After many weeks of travel, the characters arrive in a large coastal town with their resources dangerously low. The characters find an inn and have dinner. After their meal, the bartender starts a conversation with the characters, as they are new faces in town. Explaining their plight and need for employment, they are told of the public notices posted in the town square.

The characters adjourn to the square, where they indeed find notices of openings. Only one draws their interest:

ENTERTAINERS WANTED

Seeking skilled male and/or female entertainers for engagement in small settlement beyond the mountains. Must be willing to travel through rugged terrain; Prima Donnas need not apply. See Rory at the Inn of the Daring Damsel between sundown and closing.

A few simple questions around town inform the characters that beyond the mountains lies the desert, where there are reports of marauding tribes of bandits. Few people from the town have any reason to go into the desert, as they rely upon trade arriving in town to supply all their needs.

At the Inn of the Daring Damsel, the characters are led to a back room, where they meet a halfling who introduces himself as Rory. He will ask them their specialties as entertainers as well as request a brief demonstration of their best work.

If sufficiently impressed with the audition, Rory will explain that he is acting as an agent for a travelling band in the desert who is seeking some diversion after completing a long and exhausting trek. He will ask questions about the characters' abilities to handle themselves in tight situations, as there is a chance the audience may become rowdy and downright unruly.

If the characters fill the bill, Rory will take their names, saying they have a good chance. He will answer any questions the characters have about where and for whom they may be employed.

Rory explains, in answer to any questions, that he is the personal manservant for Alla-Akabar, a leader of a tribe of bedouins who have spent the better part of the last year to the north. They rest near these mountains every year around this time; the tribe leaves the town alone, so no one bothers the tribe. Rory is in town to pick up supplies for the camp and find suitable entertainment for the men. Transportation will be provided to and from the camp, and the engagement should be no longer than a week. For these shows, the characters will be paid by Alla 500 Silver Pennies, plus whatever gratuities are thrown from the crowd.

Later that evening, the characters are approached by a man wearing a cape whose face is shadowed by a large hood. He asks if he may sit with them and introduces himself as Xarak. Wondering if they are contemplating taking the employment in the camp of Alla-Akabar, he informs them that — if they are — he has an offer which may be of interest to them.

He is seeking information concerning two women, named Kerona and Shyrila, who were taken by the tribe almost a year ago. He wishes to know where they may be and what, if anything, has happened to them. He says he does not care how this information is obtained, so long as it is the truth.

He further informs them that he is offering a bonus. He will pay them 300 Gold Shillings each to get the information, and he will add on 200 Gold Shillings more if, in addition to getting the information, they can eliminate Alla-Akabar and bring back some proof that he is dead.

If the characters accept the offer, Xarak will stress that time is of the essence, and the information retrieval and the killing should be accomplished as quickly as possible. Xarak will stay to answer any questions he can (see Chapter IV), and then he will bid the characters good night and good luck.

Later that night, Rory appears and tells the characters they have been hired on as entertainers and will meet them late in the morning by the stables with horses and mules packed for the journey to the camp.

When they meet Rory, they will immediately leave and set out toward the mountains. At the end of that day, they follow a ravine and arrive at the edge of the desert. There the halfling starts transferring the supplies to a number of camels which he tethered there on his way into town. The next morning, after making sure that everyone is clothed properly to guard against the dangers of crossing the desert (see Chapter V), the party sets out across the sands.

After two days of travel, the party enters the camp of Alla-Akabar.

IV. Briefing for the Gamesmaster

The Camp of Alla-Akabar is designed such that at least one character should be able to skillfully entertain the camp. They should not be allowed to fake it without failure. Thus, Troubador or Courtesan skills are needed, and creative use of Talent Magic would come in handy. An Assassin skill might help in the attempt to kill Alla.

Rory and Xarak were telling the truth as far as they went; in fact, they are working together. Xarak has been waiting for Alla's tribe to make their annual encampment near this town. He waited for word of Rory's arrival in town and approached him about the possibility of an alliance. Rory was open to such an offer, as he is becoming more and more disgusted with the treatment he receives in camp. He was leery of becoming too involved, as Alla has shown qualities of omniscience. Xarak explained how he could keep Rory separate from the scheme by approaching the entertainers after Rory informed him who the most likely candidates were. **Note**: If the GM incorporates this adventure into his campaign, he may have to go through several characters before finding suitable ones.

There are some things, other than his complicity, which Xarak will not discuss with the party. If questioned, he will give a description of the two women (see Chapter VI for details), but he will not reveal that they are really his wife and daughter, who were taken during a raid. He will not tell the party

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that his daughter wears an amulet similar to his, as he believes she is not in the camp. The GM should refer to Xarak's description in this Chapter for full details concerning the amulet and Xarak's appearance.

Rory will give the physical details of the camp as he knows them, and he will speak of the people in the camp during the overland trip. Full descriptions of the camp and its inhabitants are covered in Chapters VI and VII.

There are things neither Xarak nor Rory can know which present major obstacles to the party in completing the mission. It is up to the players to piece together the clues obtained through encounters with NPC's. Among these facts are the following:

1. The daughter has become Alla-Akabar's mistress.

2. The daughter is being kept drugged.

3. Alla's bodyguard, Garn, is a hobgoblin who is much more than he appears to be.

There is also a time factor to be considered. Xarak has told the party the deed must be done quickly. While he was discussing the deal with Rory, a bedouin from the camp who had come into town on his own had overheard their plottings. Xarak and Rory managed to capture him and are keeping him alive, trying to get information out of him, but he will not talk. They have decided to proceed with their scheme. At the end of three days, or at the GM's discretion, this captive will have managed to escape and made his way to the camp, arriving early on the morning of the fourth day to reveal Rory's treachery. Xarak will not mention the captive to the party, as he fears this would cause them to think again about his proposal and turn it down.

Xarak is in his mid-forties. He is very mysterious, because he wishes to maintain a low profile for fear of repercussions from his revenge. He is not trained as a fighter, although he has gotten some instruction in the use of a dagger, so he will under no circumstances accompany the party. He is obsessed with gaining what he feels is his rightful revenge, but he places finding his wife and daughter even higher. Xarak's physical characteristics are:

PS: 12	**MD**: 13	**AG**: 11	**MA**: 6
PB: 10	**EN**: 14	**FT**: 18	**WP**: 22
PC: 13			

Xarak has no magical abilities, and he is Vernal-stars aspected. He is a Rank 10 Merchant and a Rank 5 Mechanician. He speaks Common and Elvish at Rank 8, and reads and writes Common at Rank 8. He carries a dagger concealed in his cloak and can use it at Rank 5.

Xarak's hair and beard are grey with white at the temples. His left cheek is scarred and shows no sign of ever receiving the care of a Healer. His face has become a permanent mask of grimness and resolution. His eyes are always watchful and slightly glazed with obsession.

Xarak's description should only be given by the GM if the players are inquisitive and ask for it. If they do, the GM should include that Xarak is wearing an amulet with a stylized design of a bird in flight. It is an inch and a half in diameter and shows a high quality of workmanship.

Xarak spent many years building up a profitable system of trade routes and amassing a sizeable fortune. He met Korena during one of his journeys and they were soon wed. Shyrila, their daughter, was the pride of Xarak, and he loves her dearly. He had taken her and Korena on one of his trading journeys when she turned 16 as he believed she should begin learning about the world. It was during that trip that his caravan was attacked by Alla's men and his wife and daughter abducted.

Xarak survived the attack, just barely, and was left for dead until found by some peaceful nomads. Since then, he has travelled in hope of uncovering news of his family's fate, until it became obvious there was only one place to find out...in the camp of Alla-Akabar. Realizing he lacked the proper training to execute such a mission, he began to formulate plans.

Xarak will stay in town until the party returns or he receives word that Alla is dead or is searching for the man behind the plot to assassinate him.

If Xarak's daughter is returned to him in good health, he will lavish a reward of an additional 500 Gold Shillings on the party.

V. The Desert

It is important to retain the flavor of the desert nomadic life throughout the adventure. This should begin when the party transfers their supplies to the camels in the mountain camp. If one of the characters is a Ranger specializing in Waste, the GM must decide how aware of survival techniques in the desert he is.

Travel in the desert with a horse is impossible, as the beasts will become exhausted and die trying to make it through the soft sand. By the same token, characters will find walking through the desert with the aid of a specialized Ranger will fall into the Medium Exercise range on the Fatigue and Encumbrance Table. Without the specialized Ranger, walking falls into the Heavy Exercise range. This fatigue loss applies only if the characters have taken some precautions against dehydration and exposure (wrapping themselves in burnooses or some sort of flowing robe-like garments). If the characters must make a hasty exit without such precautions, they will lose one Endurance Point for every day exposed, in addition to the fatigue loss. The GM should give some indication of these consequences during the adventure, as the party's escape should be planned or else they may die on their way back.

There is a further loss of ½ Endurance Point per 4-hour period if the party fails to take water into the desert. Also, wearing any armor other than Cloth will result in another loss of ½ Endurance Point per day, multiplied by the armor's weight factor.

The GM should consult the Overland Encounter Table (VII) for the possibility of sandstorms and their effect upon the party if they are caught in one.

If members of the party have lost half their original Endurance, there is a 50% chance per day that hallucinations will set in, or they may start to wander aimlessly.

VI. Description of Non-Player Characters

1. ALLA-AKABAR

Somewhere in his thirties, the charismatic and handsome (Omar Sharif is a good role model) Alla-Akabar leads his band of 45 bedouins in a life of prosperous pillaging and looting. He is always charming, and his men are fiercely loyal to him, ready to eliminate any who pose a threat to him. Alla is Sun aspected, and his physical characteristics are:

PS: 17	**MD**: 18	**AG**: 14	**MA**: 6
PB: 21	**EN**: 14	**FT**: 22	**WP**: 19
PC: 15			

Alla is a Rank 10 Military Scientist, a Rank 6 Ranger (specializing in Waste), a Rank 5 Healer, Rank 2 Thief, Rank 3 Courtesan, and a Rank 10 Beastmaster specializing in Great Land Mammals, Humanoids, and Lizards. He uses a Scimitar and a Dagger at Rank 7. In camp, he rarely goes about armed, relying on his men's loyalty and the protection of Garn. He can speak, read, and write Common and Bedouin at Rank 8, and speak Hobgoblin at Rank 5.

Alla has become almost a demi-god to his men. He treats them fairly when it comes to dividing treasure and captive women. His men have prospered under his command. The bedouins have stayed with him for a long time, and some have come back on a regular basis, as they respect and revere him as a leader.

Alla continuously amazes his men by anticipating their wishes. If a man expresses fear, Alla is soon there to comfort him without anyone reporting the circumstances. Other examples of past behavior include...

...A man who received word that his family was being thrown out of their home for nonpayment of rent was presented with a fine gem from Alla's own coffers and aided in returning to his home. The man and the camp were awestruck by this unrequested generosity.

...Several times overly greedy bedouins plotted to steal from the general fund. Before any of their plans came to light, Alla had them whipped, claiming their evil intent was known to him, and he knew they had to be punished.

...The few times plots have been hatched to assassinate Alla, he always seemed to know about them even as the ideas formed. He has dealt with these types most firmly.

Alla, while a brilliant tactician and awesome warrior, does tend to flamboyance. He enjoys the adoration of his men and cultivates it. He views each man as a part of his own family, to be treated with kindness and tolerance. Outsiders are another matter. Alla, while he may only punish members of the tribe, will swiftly execute visitors who break rules or try to bring ill to his men.

He does have one weakness, though: Alla is quite a ladies' man. Female visitors to the camp will find themselves the object of his attentions if they are fairly pretty. Alla has always had first choice of female captives and his men acknowledge this right. This situation does not please Alla's wife, but it never seems to bother his mistress.

There is a very definite reason for Alla's omniscient, mystical powers: Garn.

2. GARN

Visitors to the camp, when introduced to Alla, will not help but notice the rather large individual who usually accompanies Alla: his bodyguard, Garn.

Garn is a hobgoblin who usually dresses in little more than pants. He is often seen wandering aimlessly about the camp carrying his war club or whip. The bedouins do not socialize with Garn for several reasons. One is that Garn is physically intimidating, being slightly more than seven feet tall and rather imposingly muscled, covered with coarse dark hair. Also, Garn doles out punishment when Alla calls for it. He may flog, burn, or flay the offender and do all this before hanging him out to dry in the sun. The third reason they do not communicate is that Garn does not speak and seems to understand only Hobgoblin.

Alla speaks fluent Hobgoblin, so he can issue orders to Garn, and in public Garn "speaks" only to Alla through use of a sign language. Because of Garn's apparent ignorance, the bedouins have no fear about vocally taunting him or speaking freely while he is around. But they never stop Garn when he sticks his head through the opening to their tents or helps himself to a piece of fruit or food anywhere he finds it. Garn's physical characteristics are:

PS: 21 **MD**: 16 **AG**: 15 **MA**: 20
PB: 6 **EN**: 16 **FT**: 23 **WP**: 12
PC: 14
NA: Hide absorbs 2 Damage Points.

Garn is Death aspected, uses his War Club at Rank 4, his Scimitar at Rank 5, his Whip at Rank 10, and both his Garrotte and Spear at Rank 3. He is also a Rank 5 Assassin, Rank 7 Ranger (specializing in Waste), and has Rank 5 with Stealth.

In truth, Garn is neither mute nor stupid. He is in fact a very practiced Adept of the College of Necromantic Conjurations and has the following spells and ranks (Spell Code/Rank Achieved): T-1/6; G-1/6; G-3/5; G-6/3; G-7/10; G-9/3; G-10/10; Q-1/1; S-1/4. He also speaks, reads, and writes Hobgoblin, Common, and Bedouin at Rank 9.

Garn's potential was recognized early by a powerful mage of the College of Necromantic Conjurations who took in the young hobgoblin as a protege. Garn learned quickly and decided to seek his fortune in the civilized world. Although Garn entered town well dressed and obviously cultured, the townspeople reacted to him as to a monster and fell upon him. After resoundingly beating Garn, they dragged him down to the river and threw him unceremoniously in.

This entire episode was witnessed by a much younger Alla-Akabar, who was at the time a third-rate cutpurse. He did not share the people's revulsion to Garn and, after they dispersed, dove in to rescue the hobgoblin. Garn listened to Alla's proposal: separately they were ineffectual, but if they worked together they could become a potent force. Garn considered the words carefully and finally decided to throw in his lot with Alla, who soon formed his band.

Garn's meanderings through the camp are responsible for Alla's omniscience. Since the men speak freely when he is about, he is in a perfect position to eavesdrop. He reports everything to Alla, who acts upon the information he thus obtains.

Garn is often frustrated having to play the hulking brute, as he gets no intelligent conversation from anyone but Alla. He spends his nights in the tent next to Alla's practicing his spells and rituals after making sure no one is about. He accepts Alla's penchants for lavish loving and winsome women, but warns Alla they will prove his undoing.

If the party decides to test Garn and manages to surprise him, there is a chance he will utter some simple words if he fails to roll under 4 × his Perception.

3. ALLA'S MISTRESS

Alla is rarely seen about the camp without the company of his young mistress. She is a lovely young thing with tanned skin and light blonde hair, who spends most of her day lounging about the tent or just outside or hanging onto Alla's arms. She is always displaying her devotion to Alla and her love for him is obvious. She wears houri garb of silks and some bracelets, rings, and other jewelery. If the party checks out the jewelery, they will find it to be first class work, especially her amulet — one and a half inches in diameter, featuring a stylized design of a bird in flight. She is never referred to by name, just as "Alla's Woman," or by Alla as his "Little Flower," or "Star of the Desert." The Mistress' physical characteristics are:

PS: 12 **MD**: 18 **AG**: 20 **MA**: 8
PB: 21 **EN**: 10 **FT**: 14 **WP**: 11
PC: 6

Sun aspected, she can read, write, and speak Common at Rank 8 and speaks Bedouin at Rank 4. She is also a Rank 2 Merchant and Rank 6 Courtesan. She can use a Dagger at Rank 3.

The mistress is Shyrila, Xarak's daughter, who is being kept drugged by tranquilizers and love potions. If spoken with, she will appear to be an air-head with brief moments of lucidity. While under the influence of the potions, she is devoted to Alla and will fight rather than leave his side. Twenty-four hours after the last dosage she will regain her common sense and identity. She will become shocked at the state of her clothes and the amount of make-up she is wearing and may blame whoever is around unless calmed down and acquainted with the facts. She will be very eager to rejoin her father, whom she thought dead. It would be inadvisable at this point to remind Shyrila that, for the past year, she has been the sexual plaything of a man with a lot of imagination.

The party will not immediately recognize her from Xarak's description. If asked to describe the women he is looking for, Xarak will describe the younger woman as a fresh-faced young girl with medium-brown hair, inquisitive eyes, and a ready smile. She now has her hair bleached and, at Alla's command, overdoes her make-up and underdoes her clothing.

Korena, when last seen, had dark brown hair, with a good figure and a Physical Beauty of 19. She was in her late thirties when abducted; it is up to the GM to decide what has become of her.

4. DELIAN

The presence of Shyrila is a major source of annoyance to Alla's wife, Delian. She is still quite beautiful but, in Alla's estimation, getting on in years (she just passed 25). Desperately in love with her husband, she is biding her time until he tires of his current fling, as he always does. But this affair has gone on longer than the previous ones, and she is growing increasingly perturbed. Delian's physical characteristics are:

PS: 13 **MD**: 15 **AG**: 18 **MA**: 5
PB: 20 **EN**: 12 **FT**: 20 **WP**: 14
PC: 10

Sun aspected, she speaks Common and Bedouin at Rank 8 and is a Rank 7 Courtesan. She is also Rank 4 with a dagger (which she is not at all hesitant to use), kept in her section of Alla's tent under her pillow.

Delian knows about when the mistress arrived, but she does not know her real name. Delian does remember how the girl looked at first and the fact her hair has been bleached. She also remembers at first the girl would put up a fight, but "Alla must have won her over."

Her dislike of the girl is pronounced, and she will be amenable to a plot to kidnap the girl, but will immediately report to Alla any inkling she has as to a plot to hurt him. By doing this, she feels she will prove her worth to Alla. Occasionally out of sheer loneliness, Delian takes a lover. If Alla hears of anyone mistreating Delian, he will kill the person responsible.

Delian believes what everyone believes about Garn, so the players will gain no new insights here.

5. RORY

There are seven halfling servants working in the camp at any one time. These halflings have average characteristics and may be created as the GM needs them. The one exception is Rory.

Rory is Alla's personal servant and acts as major domo for the rest of the servants. He has served Alla for a number of years, hoping by providing excellent service that Alla may one day set him free. He lays out Alla's clothes after he has cleaned them, cooks all of Alla's personal meals, and keeps Alla's headquarters neat. Rory's physical characteristics are:

PS: 9 **MD**: 17 **AG**: 14 **MA**: 5
PB: 15 **EN**: 15 **FT**: 19 **WP**: 20
PC: 16

Rory has no special skills or talents, nor does he have Rank with any weapons, as he was taken during a raid on a settlement of halflings and pressed into service. He does speak Common at Rank 8 and Bedouin at Rank 5, and is Moon aspected.

Rory has been biding his time hoping to be released, but has become disillusioned. Because Rory knows if the party's purpose is discovered he will be punished, he agreed to Xarak's deal only after Xarak planned to approach the party separately. To make sure no suspicion falls on him, Rory will not allow the party to use his food to poison Alla and, while he will talk to the party, he will not help them in the execution of their assignment.

Rory is more nervous since returning from town, as he wonders if Xarak can hold the captured bedouin until the deed is done. Upon arriving back in camp, Rory will be surreptitiously preparing to escape when the party has killed Alla or under the cover of any disturbance. He will try to make sure of what happens so he can report to Xarak.

Rory knows when Shyrila arrived, but does not know her name or how she is being kept. He did not associate the painted hussy with the virginal girl Xarak described. He knows of Delian's growing hatred for the girl and the general happenings around camp. He does not know about Garn.

6. TALAN

When Alla realized he would need a constant supply of potions to keep Shyrila interested, he decided he needed a skilled alchemist. Until then, he needed potions only to eliminate enemies and quiet his slaves. He found Talan in a city to the northwest, glutted with alchemists. Talan was open to the proposal despite Alla's reputation, simply because he was and is too busy working on his magic and mixtures to care much about what goes on around him. If engaged in conversation, he will talk shop, but will become bored and cut short any conversation on other subjects. Once he begins talking about alchemy, he may (60% chance) talk about the potions he supplies for Alla's mistress. Talan's physical characteristics are:

PS: 9 **MD**: 12 **AG**: 13 **MA**: 23
PB: 12 **EN**: 12 **FT**: 16 **WP**: 21
PC: 12

Talan is also an Adept of the College of the Sorceries of the Mind and has achieved the following Ranks (Spell Code/Rank Achieved): T-1/3; T-2/5; T-3/4; G-1/2; G-2/2; G-5/8; G-7/9; Q-1/4. He can read, write, and speak Common at Rank 9 and speaks Bedouin at Rank 4. He is a Rank 8 Alchemist (specializing in potions and medicines), Rank 3 Healer, and Rank 2 Astrologer. If Alla is uncertain before a raid, he will go to Talan to get a feeling of how the skirmish will go. He also possesses Rank 2 with a Dagger, but is certainly no fighter and would more than likely be oblivious to a major invasion. He is Sun aspected.

Talan provides a combination of potions: Control Person, Binding Will, and love philtres of various descriptions. All these are provided for Alla's use. A more complete listing of the ingredients can be found in the description of his tent in Chapter VII.

If asked about Alla's omniscience, he will relate how he has ofttimes gone to Alla suggesting they make a potion using this talent, but Alla has always refused.

7. THE BEDOUINS

There are 45 to 50 men in the camp. They are pleased with their latest haul, but are waiting for Alla to arrange to have a fantastic piece of jewelery sold so the proceeds may be divided. They are loyal to Alla and will follow him blindly. Average characteristics for the bedouins are:

PS: 21 **MD**: 18 **AG**: 15 **MA**: 7
PB: 12 **EN**: 16 **FT**: 24 **WP**: 15
PC: 10

All bedouins will have Rank 1 to 3 with Scimitar, Spear, and/or Bolo. They speak Bedouin at Rank 8 in addition to their 20% chance for speaking Common at Ranks 1 to 5. Among them, they will have some Beastmaster skills (Ranks 1 to 5), Ranger skills (Ranks 1 to 4), Thief and/or Spy skills (Ranks 1 to 5). The lieutenants will have slightly higher characteristics and Ranks than the rest of the men have.

The bedouins will wear no armor in camp except when on guard duty over the treasure or slaves or when going into battle. Even then they wear only leather armor lest they start roasting in the desert heat. Suggested encounters for the bedouins can be found in Chapter VII describing the camp.

If asked about the two women, there will be a 12% chance the bedouin asked will remember Alla pulling a girl out of the slave pen, but will not be sure at all what happened to her. If the bedouins are asked what happens to captured women in general, they will state most are sold at slave auctions. There is a 23% chance they will tell the characters Alla keeps a record of slave transactions in with his maps and plans in his quarters. Given a detailed description of Shyrila and Korena, there is an 18% chance they will be remembered as the girl who is now Alla's mistress and an older woman who may have been a close friend or relation.

8. THE SLAVES

The bandits have taken prisoners on their raids and are preparing to sell them at the marketplace.

If the party decides to try to gain information or assistance from the slaves, it should be noted while they have skills, their depleted condition and lack of upkeep in these skills will make their effectiveness very low. They know nothing about Korena and Shyrila. If called upon to help with the entertainment, they will be too weak, thin, and ineffectual to make a difference.

If the party tries to enlist the slaves' help in a revolt, they will find no allies in the pen. If freed, the slaves will just break into a mad rush to get away from the camp (this will provide a diversion, if that is what the characters want).

VII. The Camp

9. BACKGROUND

At the end of each year's raids, the bedouins look forward to returning to the oasis which they have made their safe haven. While at the oasis, they relax and celebrate. The highlight of this respite is always the entertainment Alla provides for his men.

The men will be eager and friendly with the entertainers, as they are hoping for an exciting evening. If a female is included in the party, word will rapidly spread through camp, bringing every bedouin to see how pretty she is. But male entertainers will also be welcomed, as the bedouins enjoy acrobats and jugglers.

The tribe's reaction to the entertainment will depend heavily on the type being presented. If the entertainers depend upon the spoken word (ballad singing, anecdotes, etc.), most of the tribe will not understand Common and will not be amused. Non-verbal forms (talent magic, acrobatics, mime, dancing, etc.) must be judged separately by the GM based on his estimation of the act's effectiveness. If the entertainers are not sufficient, Alla will pay them off after the first night and see that they get back to town.

All entertainment, punishment, and proclamations are presented to the men in the open area in the center of the tents. At night, two large bonfires are maintained in this area as indicated.

10. ALLA'S TENT

The camp consists of 15 circular tents, each approximately 15 feet in diameter. Upon their arrival, the party will be escorted to the largest of these tents (Tent 1), where they will be greeted by Alla (accompanied by his mistress), his lieutenants, Delian, and Garn. This meeting will he held in section C of the tent, where Alla conducts all his professional business. Section A is where Alla's mistress sleeps, and he spends most of his nights there. Delian sleeps in section B, dreaming of the day when Alla tires of the young girl.

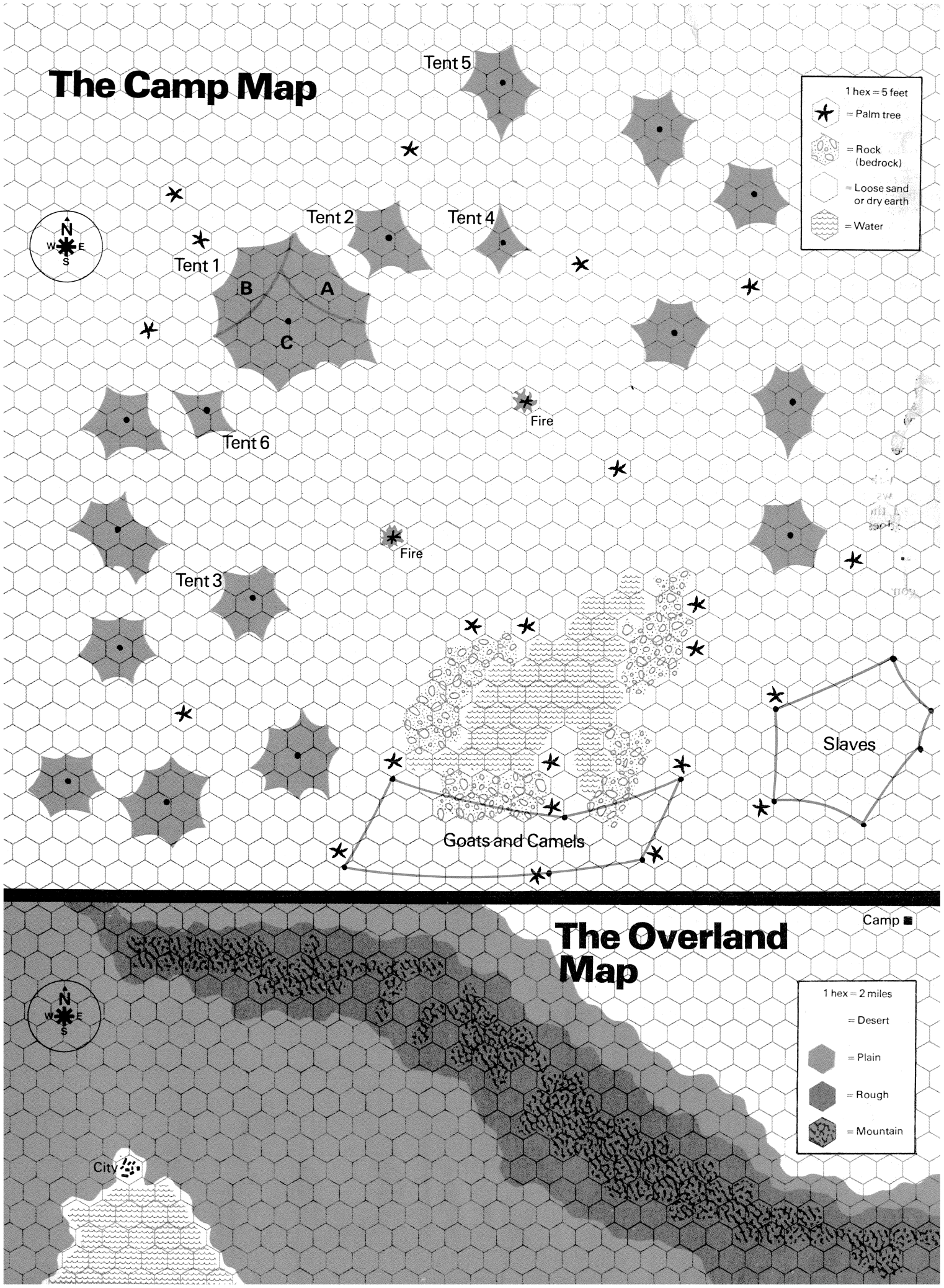
Alla's tent is strewn with large pillows and cushions, which are used as chairs. Two short tables are in evidence, set with bowls of fruits or other delicacies in the manner of a buffet. Hanging lamps illuminate the entire area. In section A, there is a medium chest containing Alla's maps of the desert, plans for future raids, and records of the tribe's transactions.

11. GARN'S TENT

Next to Alla's tent are Garn's quarters (Tent 2), which he occupies alone. The two tents appear to be separate, but there are concealed slits in both tents allowing access to one from the other. Garn and Alla often meet late at night to discuss strategy and the state of the camp. Alla makes sure the mistress is asleep by using potions.

Garn's tent is rather spartan compared with the rest of the camp. Garn owns a war club, whip, gilded scimitar, and dagger. Garn is very alert to strange sounds coming from Alla's tent, and the slightest suspicion will bring him padding silently through the slits to investigate after grabbing his whip and scimitar.

If Garn happens upon intruders in Alla's quarters, he will first attack with the whip, then with the scimitar. If there is more than one intruder, Garn will use his spells to confuse them and then attack.


The Camp Map
Tent 5
Tent 2
Tent 4
Tent 1
B
A
C
Tent 6
Fire
Fire
Tent 3
Slaves
Goats and Camels
1 hex = 5 feet
= Palm tree
= Rock (bedrock)
= Loose sand or dry earth
= Water
N
W
E
S
The Overland Map
Camp
1 hex = 2 miles
= Desert
= Plain
= Rough
= Mountain
City

12. THE TREASURE TENT

In a tent (Tent 3) near Alla's will be the tribe's treasure, consisting of four small chests containing 513 Truesilver Guineas and Alla's personal treasure chest with 279 Truesilver Guineas. This tent is guarded around the clock, and the two guards outside the tent have a clear view of the front of Alla's tent, so they may also watch for any late night visitors. Inside the tent is another guard. He is an added precaution to watch a piece of jewelery the tribe has acquired, a medallion with a diamond set in it worth about 200 Gold Shillings. All guards on duty will wear leather armor under their robes.

Any attempt to overpower these guards will result in shouts which will rouse the rest of the camp and bring the unchecked wrath of 45 bedouins down on the heads of the party. If captured, the party will at best be thrown naked into the desert without food or water after having been blindfolded. At worst, they will be publicly flogged and hung out to dry in the desert sun. Females may be thrown to the men and then tortured.

13. THE BEDOUINS' TENTS

The remaining tents are similar in design. Each is decorated in cushions and blankets with very little hard furniture. They are supported by a single pole in the center which is embedded in the sand (the sand around the oasis is firmer than in the surrounding desert). It would take a combined Physical Strength of 30 or more to knock the post over and bring down the tent. In addition, these poles will take 25 Damage Points before splitting. Each tent has its own hanging lamp and a few botas filled with water. Other botas are hung at various points about the camp.

The bedouins share these tents. Any males in the party will be placed in tents where there is room. Females will be placed in the smaller tent (Tent 4), unless they are invited to stay in the quarters of Alla.

Since the adventure does not require the specific placing of characters other than the major NPC's, the GM should use his discretion in determining the results of any investigation of the tribe's tents by the party. Some suggestions are...

...The occupants of the tent are of a particularly lusty frame of mind and a trifle impatient for the women Alla will be sending for.

...These bedouins are more avaricious than the others, and have managed to hoard a small cache of gems (worth 500 Silver Pennies) which they have hidden in one of their pillows.

...These men are being kept under guard, as they have stolen from the private stores of Alla. They are scheduled to die at a combination flogging and beheading.

...These bedouins are very occupied in dicing for Silver Pennies. One of them speaks Common well enough to invite the characters to join.

...This tent is the quarters for Alla's lieutenants. They all speak Common to one degree or another and will tell of past raids and great treasure and of their allegiance to Alla. They are very respectful when speaking to Delian, and one of them may be carrying a torch for her or, indeed, may be her current lover.

...These men are initiating an intramural wrestling match in the camp. All male characters will be invited to join in and test their mettle. The GM should make one of the bedouins a very strong fellow who challenges all who enter the camp.

...One of the occupants of this tent spends most of his time keeping a fine edge on his scimitar and bolo skills. He is probably very manic and will challenge any and all to test their skill against him.

These encounters are suggested to challenge the players's survival instincts and keep the discovery of Xarak's daughter from becoming too simple a task. These suggestions may be applied to groups or individuals as the GM sees fit.

14. TALAN'S TENT

The northernmost tent (Tent 5) is Talan's workshop and sleeping quarters. He spends most of his time there (a 90% chance he will be in) perfecting his serums and potions. Occasionally, when Talan makes a mistake in mixing, a flat explosion can be heard resounding throughout the camp. Usually Talan has managed to escape injury, so he brushes himself off, extinguishes any smoldering embers on his clothes, shrugs his shoulders, and returns to work.

A search of Talan's workshop will reveal a wide variety of ingredients for potions. The inventory would include bloodroot, cyclamen, ginseng, amaranth, belladonna, caper, coriander, earthnut, jimson weed, and valerian. Talan's stores were severely depleted during the past raiding season. He gave Rory a shopping list of herbs and equipment to get for him when Rory went into town. He is very anxious for his return, and there is a 75% chance that Talan will be the first person to greet the party when they arrive in camp. He can be seen every night, however, making a delivery sometime after dinner to Alla's tent.

15. THE SERVANTS' TENTS

The halfling servants bed down wherever there happens to be room. Rory, though, stays in the second small tent near Alla's, as he must be ready to answer his master's summons. Rory's tent (Tent 6) is very sparse; he has a bedroll and a few changes of clothing, but no personal possessions.

Since returning to camp, however, Rory has been sneaking food into his tent (containers of rice, dried meat, some fruit) as he is preparing to leave when and if the party kills Alla. If the party manages to sneak up to Rory's tent at night, there is a 20% chance they will find him preparing a small travelling bag. Rory is not overly brave, and he will tell all when threatened with pain or death.

16. OUTSIDE AREAS

On the far side of the oasis, probably downwind from the rest of the camp, are kept the goats, sheep, camels, and slaves.

Two guards watch over the slaves, but they are not worried about a possible escape, as the slaves are too weak and are chained together. The guard has the keys. The chains are anchored to posts which encircle the slave pen.

The animals are docile and not easily scared. The camels are recalcitrant, bad tempered beasts requiring much prodding to move. A character with a Beastmaster skill of Rank 2 specializing in Great Land Mammals will have little problem getting them moving; for all others, the proposition is a bit more difficult.

During the time the tribe is in the oasis, they will be eating comparatively well.

The main drink in the camp is water with goat's milk served as an occasional change. Usually the goat's milk is fermented down and turned into a liquor. The men know Alla has some good wines in his tent, but they are not allowed to touch them, as they are reserved for his special guests.

17. RANDOM ENCOUNTERS

The camp is a bustling place during the day, remains fairly busy through supper, and quiets down after the entertainment at night. It will be rare during daylight that wandering characters would not run into someone, and this is reflected in the Frequency and Chance Encounter given in the Camp Danger Table. Not every encounter will prove dangerous (a reaction roll should be made upon meeting every NPC and bedouin), but the possibility of running into someone (or something) is rather high.

Thus, while the characters are in camp, a roll must be made at the appropriate intervals and, if the percentage rolled is less than or equal to the Chance of Encounter listed, an additional roll must be made on the Camp Encounter Table to see who or what was encountered.

In addition, an Overland Encounter Table is provided. This is for use once the party has reached the desert, with the frequencies and time intervals explained. Until the party has arrived at the desert, the encounters (if the GM desires them) should be determined as per the *DragonQuest* rules. There are two encounters on the desert chart which are not covered in the rules as they stand: Sandstorms and the Sand Golem.

Sandstorms come up suddenly and last for D + 5 hours, with winds reaching 30mph. Characters caught in such a storm should find shelter immediately. If they insist upon continuing, they will lose one point of Fatigue (Endurance when Fatigue is lost) for each hour in the storm. There is a 90% chance that a party walking through a sandstorm will head off in a random direction unless there is a Ranger specializing in Waste among them.

The most fearsome danger facing the party is the legendary Sand Golem.

Sand Golem

NATURAL HABITAT: Desert

FREQUENCY: Very Rare **NUMBER:** 1 (Unique)

DESCRIPTION: Sand Golems are humanoid in shape and composed entirely of sand, with eyes of gleaming obsidian. They stand 10 to 15 feet tall. A small amount of sand continuously falls from their body like water off a man emerging from the sea.

TALENTS, SKILLS, AND MAGIC: Sand Golems can swim through sand as humans move through water. When a Sand Golem is in this state, only the black eyes can be seen, but they are often mistaken for ordinary stones. Sand

Golems have no magical abilities or skills. They can be harmed by any weapons except Class C, which do no damage. Because the Golem is composed of shifting sands, its structure gives it an effective natural armor.

MOVEMENT RATES: Running: 300
Sandswimming: 200

PS: 23-30 **MD:** 0 **AG:** 10-14 **MA:** 0
PB: 6-10 **EN:** 13-17 **FT:** 21-24 **WP:** 10-12
PC: 6-10 **TMR:** 6/4
NA: 4 DP due to composition

WEAPONS: Sand Golems use no weapons. They can attack with both fists without penalty at a Base Chance of 50%, doing D+2 damage. When the Golem is standing on sand, it can extend its arm to attack into an area two hexes beyond its own.

COMMENTS: No one is sure where Sand Golems came from; perhaps they resulted from a failed experiment by an Adept of Shaping Magics. They are very aggressive and will attack a party of up to seven beings. A Sand Golem's life is known to depend upon its keeping contact with the sand, as that is how it replenishes itself. The Sand Golem must be in contact with a large area of sand to extend its arm in attack. Rarely does a Sand Golem travel out of the desert, as when it loses contact with sand it loses one Endurance point per pulse until it crumbles. Damage done to a Sand Golem when it is not in contact with sand is not absorbed by the creature's NA.

VIII. Assassination

Should the party attempt to murder Alla in his sleep, it will be necessary for them to steal into his sleeping chamber. During playtesting, some inconsistencies presented themselves involving such actions. We suggest that, if the party fails their stealth roll, another roll be made based on 3 × Alla's Perception to awaken him.

Should a character manage to creep up on a sleeping Alla, then Alla should get a roll based on 4 × his Perception. In either case, the Tactical Stage begins when Alla has awakened. If he does not wake up, the party should have no difficulty in simply cutting his throat, so long as Alla is alone. If Alla is sleeping with someone, they should get similar Perception rolls. Even the slightest untoward noise, however, will bring Garn to investigate.

IX. Final Notes

The Camp of Alla-Akabar is intended to be as complete as possible to save the GM unnecessary labor. Naturally, the GM will have to use discretion and imagination at certain points, as everything the players might wish to know could not have been covered. The NPC's have been given fairly complete backgrounds in order for the GM to incorporate them into his own campaign beyond the completion of the adventure.

It is also suggested that the GM make some minor alterations in the maps and encounter descriptions to prevent players who also have copies of the adventure from becoming too overconfident. This situation should be treated as a guide for the GM, not as a rigid and restrictive scenario.

In playtesting, Garn always managed to survive since most players were so surprised to find him a far more dangerous adversary than they expected that they would quickly flee after physically confronting him. This proved interesting later in the campaign for Garn sometimes would find his way to a city where those characters happened to reside. Upon meeting Garn, the characters expected to have to fight him, feeling sure he was there to exact revenge. On the contrary, he eloquently thanked them for killing off a man who had grown far too soft and weak to be useful. Alla's death had allowed Garn to take control of the band, and he and the bedouins were much the happier for it. Garn's leadership proved more efficient (since he wasn't spending all his time in bed with a mistress) and everyone's wealth rose dramatically.

It should be pointed out that the relationship between Alla and Garn should be well considered by the GM before the adventure begins, as any hesitation on Garn's part to come to the aid of Alla would swing the advantage clearly in the party's favor in terms of accomplishing the assassination. Most player reaction to the adventure indicated that this adventure, more than most, required accurate acting by the GM of the NPC's since most of the information the players will be able to obtain will come through conversation with those individuals.

Finally, the intent of the design was that the camp and the whole adventure should have an air of mystery associated with Arabian intrigue. The GM should strive to emphasize this feeling, and some have gone so far as to play the soundtrack to *Lawrence of Arabia* or Rimsky-Korsakov's *Scheherazade* during play, both of which helped set the right mood.

TH[illegible]MP OF ALLA-AKABAR DESIGN CREDITS

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Camp Danger Table

TIME	FREQUENCY	CHANCE ENCOUN
Daytime	every ¼ hour	95%
Evening	every ¼ hour	
Night	every ½ ho[illegible]	

Overland F[illegible]

Before the [illegible] GM should [illegible] counters [illegible] *Drago[illegible]nQuest*. [illegible]ed, use the follow[illegible] 12 hours, with a 20% en[illegible]

01-10	**D+3** Dingos
11-20	**D** Buzzards
21-35	**+6** Scorpions
36-50	**+2** Tarantulas
51-60	**D−2** Camels
61-75	**D+2** Humans (with camels)
76-95	Sandstorm
96-00	Sand Golem

CAMP ENCOUNTER TABLE

DICE	DAYTIME	EVENING	NIGHT
01-20	Garn	Garn	Garn and Alla
21-30	Rory	Rory	Rory
31-35	Talan	Rory and Alla	Talan
36-37	Shyrila	Shyrila	**D** Scorpians
38-40	Alla	Alla	**D+2** Tarantulas
41-45	Delian	Delian	Garn
46-50	**D−5** Servants	**D−7** Servants	**D−8** Servants
51-65	**D** Bedouins	**D+2** Bedouins	**D−5** Bedouins
66-75	**D−3** Bedouins	**D** Bedouins	**D−7** Bedouins
76-95	**D−7** Bedouins	**D−3** Bedouins	**D−8** Bedouins
96	Scorpion	Talan	Shyrila
97	Asp	Alla	Delian
98	Tarantula	**D−2** Scorpions	Alla
99	Black Widow Spider	**D−5** Tarantulas	Asp
00	Escaped Slave	Asp	Escaped Slave

 # Being: A number of the given persons or beings appear equal to a roll on **D10** modified by the number given. Modified rolls of zero or less are treated as **1**.

DragonQuest

VENTURE RECORD

ADVENTURE NUMBER:

GAME DATE: Start End Real Date

CHARACTER NAME: PLAYER NAME:

	MD	AG	EN	MA	WP	PC	PB	TMR
	Magic Resistance	Stealth	FT	Defense	Armor	Prot	Weight Carried	

College: Experience Points Gained: Money Gained:

CHARACTER NAME: PLAYER NAME:

	MD	AG	EN	MA	WP	PC	PB	TMR
	Magic Resistance	Stealth	FT	Defense	Armor	Prot	Weight Carried	

College: Experience Points Gained: Money Gained:

CHARACTER NAME: PLAYER NAME:

	MD	AG	EN	MA	WP	PC	PB	TMR
	Magic Resistance	Stealth	FT	Defense	Armor	Prot	Weight Carried	

College: Experience Points Gained: Money Gained:

CHARACTER NAME: PLAYER NAME:

PS	MD	AG	EN	MA	WP	PC	PB	TMR
Horse	Magic Resistance	Stealth	FT	Defense	Armor	Prot	Weight Carried	

College: Experience Points Gained: Money Gained:

CHARACTER NAME: PLAYER NAME:

PS	MD	AG	EN	MA	WP	PC	PB	TMR
Horse	Magic Resistance	Stealth	FT	Defense	Armor	Prot	Weight Carried	

College: Experience Points Gained: Money Gained:

PULSES

HOURS

DAYS

Leader: Mapp