

The Fourth Book of Dragonquest
Arcane Wisdom



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Credits:

Cover Artwork - Tom Kidd

Interior Artwork - Timothy Truman and Paul Jacquays

Original Material - Gerry Klug, Edward J. Woods and David J. Ritchie

Editing and Section 96- Craig Brain

Advice - Gerry Klug

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89. THE COLLEGE OF LESSER SUMMONINGS

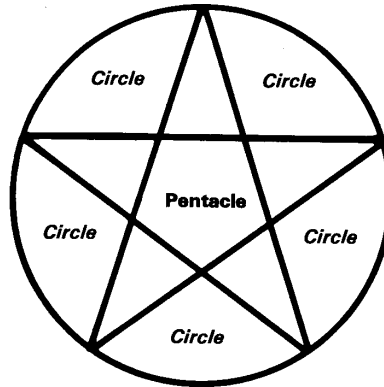
The College of Lesser Summonings is concerned with the summoning, conjuring, and binding of entities of the same plane as the Adept and with establishing communications with such entities. All summoning and bindings of this College are a form of spell magic. Conjurations are a form of ritual magic, and establishing communications can be accomplished via either spell or talent magic.

Summoning is the act of calling entities who inhabit the same general area as the Adept. The controlled input of mana along with the utterance of the name of the entity to be summoned allows the call to travel to the spot where the entity may be found. The summoned entity hears the call and appears in the location from which the Adept issued his summons (even if the adept has since moved to another location). The mana flow also creates a magical path over or through which the entity travels, thus allowing it to traverse the distance in much less time than normal. The entity to be summoned must be native to the area the Adept occupies and be within range of the call. Thus, an Adept in the middle of an expansive grassy plain, and not within range of an area of caverns, would be unable to summon a Dragon (which are native to caverns, not plains). The GM always controls summoned entities. As with Adepts of other Colleges, Adepts of Lesser Summonings may learn True Names from Namers, but may never attain Rank with them. Summonings may take the form of general calls (e.g., summoning all Wraiths within range) of specific call (e.g., summoning the Wraith Catio, if he is within range). Unintelligent summoned entities who are not bound will, at the GM's discretion, remain in the area until they choose to leave (due to natural wanderlust) or are driven away.

Intelligent summoned entities who are not bound will stay or leave as they choose. In either case, the GM should perform a reaction roll to aid him in choosing. Once bound, an intelligent entity will remain until no longer bound and then immediately attempt to leave. Conjuring is the act of detecting entities occupying the same Plane as the Adept (but not necessarily the same area) and physically and instantly transporting them into the presence of the Adept. The

entity to be conjured need not be native to the area to Adept occupies. All conjuration rituals must be performed from within a Circle of Protection and Pentacle.

An Adept preparing to perform a conjuration draws a Pentacle within a Circle of Protection, as shown in this illustration:



All Adepts of the College are presumed to acquire, as part of their basic equipment during their studies, an 8-ounce box of multi-colored chalks for the purpose of drawing these figures (value for replacement purposes is 50 S.P.). The Adept stands within the Circle of Protection. Within the Circle, the Adept and his companions are safe from any attack by the conjured entity. Conjured entities always materialize outside the Circle, unless the conjuration ritual backfires, in which case the entity materializes within the Circle, breaking it and negating the protection it affords. Neither the Circle nor the Pentacle is necessary, nor do they provide any benefit in summoning.

The GM always controls conjured entities. A conjured entity will remain with the Adept for a number of hours equal to the Adept's Rank with the conjuration ritual. At the end of that time, it will immediately return whence it came. Binding is the act of forcing an entity (whether summoned, conjured, or appearing naturally) to obey the commands of the Adept in all things. The GM controls bound entities, although he refers to the Adept who controls the entity to ascertain his orders for the entity. An entity need not have been summoned or conjured to be bound, nor need it have been summoned or conjured to be communicated with via spell or talent. The spells, talents, and rituals of this College affect particular

classes of entities. These classifications match those appearing in the *DragonQuest* rules, with the following exceptions:

Creatures of Light are entities that the GM may have designated as having an affinity with the Power of Light, which are normally associated with what we would term "good." Any member of a character race may be known as a Servant of Light, which means he will value the doing of good and the prevention of evil above all other things. This allegiance may be declared in any manner the GM desires within his world. Certain creatures have a history of affinity with the aims of Light, and those creatures in the following list are denoted with an L.

Creatures of Darkness are entities that the GM may have designated as being aligned with the Powers of Darkness, which are normally associated with what we would term 'evil.' These creatures will be in addition to the Creatures of Night and Shadow (*DragonQuest*, section 72), which are known to be aligned with Darkness. Any member of a character race may be known to be aligned with Darkness, in which case he will be inherently evil.

As with Light, certain creatures in addition to those listed in Section 72 have a history of affinity with Darkness, and those creatures are denoted in the following list with a D.

Any sentient being may choose to be aligned with Light, Darkness, or neither (being considered neutral for all game purposes). Beings that refuse to take a stand will be in the vast majority in any *DragonQuest* world. The GM is the final arbiter as to which creatures in his world are aligned with what (the indications on the following list are but a guide). See the Magic Colleges of Celestial Magics, Necromantic Conjurations, and Black Magics for more information on this subject. Classifications include the following:

Apes and Prehumans: Baboons, Gorillas, Neanderthals, Orang-Outangs, Sasquatch

Felines: Cheetahs, House Cats, Leopards, Lions, Sabretooth Tigers, Tigers, Wild Cats

Great Land Mammals: Bears, Boars, Camels, Elephants, Oxen, Stags, Woolly Mammoths

Small Land Mammals: Dingoes, Hyenas, Jackals, Mongooses, Rats, Weasels, Wolves

Common Avians: Buzzards, Eagles (L), Goshawks, Owls

Fantastical Avians: Gargoyles (D), Gryphons, Harpies, Hippogriffs, Pegasi, Phoenixes, Rocs

Fish: Barracuda, Manta Rays, Pike, Piranha, Sharks

Aquatic Mammals: Dolphins (L), Great White Whales, Killer Whales, Merfolk

Other Aquatics: Eels, Kraken, Octopi, Squids

Lizards and Kindred: Basilisks, Crocodiles, Giant Land Turtles, Hydras, Land Iguanas, Salamanders, Suarime, Wyverns

Snakes: Asps, King Cobras, Mambas, Pythons, Spitting Najas

Insects and Spiders: Black Widow Spiders, Fire Ants, Killer Bees, Scorpions, Tarantulas

Giant Humanoids: Cloud Giants, Fire Giants, Hill Giants, Frost Giants, Stone Giants, Storm Giants, Ogres, Titans, Trolls

Fairy Folk: Brownies (L), Dryads, Elves, Fossegrims, Leprechauns, Nixies, Nymphs, Pixies, Satyrs, Sylphs

Earth Dwellers: Dwarves, Gnolls, Gnomes, Goblins (D), Halflings, Hobgoblins, Kobolds, Orcs

Fantastical Monsters: Centaurs, Chimerae, Giant Amoebae, Gorgons, Manticores, Minotaurs, Nagas (L), Sphinxes, Unicorns (L)

Creatures of Light (L)

Creatures of Darkness: (including Creatures of Night and Shadows: Bats, Dire Wolves, Doppelganger, Weres) (D)

Summonables: Djinni, Efreeti, Air Elementals, Earth Elementals, Fire Elementals, Water Elementals, Hellhounds (D)

Lesser Undead: Ghosts, Ghouls, Revenants, Skeletons, Zombies

Greater Undead: Night-gaunts, Vampires (D), Wights, Wraiths

Dragons: Black Dragons, Blue Dragons, Golden Dragons (L), Green Dragons (D), Red Dragons, Yellow Dragons

Riding Animals: Donkeys, Draft Horses, Mules, Mustangs, Palfreys, Ponies, Quarterhorses, Warhorses

[89.1] Adepts of the College of Lesser Summonings are restricted in the practice of their arts in several ways.

An entity may not be summoned or bound by an Adept if another Adept has already bound it. In addition, an entity may never be summoned to leave its natural habitat

and enter some other habitat that it does not normally frequent.

Sufficient space must be available in which an entity could materialize before that entity may be conjured. An entity may be conjured into an environment in which it could not survive, but arrives in that environment dead or dying. A fish conjured from the ocean onto dry land, for instance would arrive near death. An Adept may successfully communicate commands to a bound entity only if the Adept has also cast a spell of communication over the entity, or the entity is affected by the operations of T-1 of this college.

When an Adept attempts a summoning spell, there is a chance (determined by the entity's class) that the summoned entity will attack someone, something, and/or the Adept and his party. This reaction chance may be modified if the GM feels the characters have taken actions that would either antagonize or appease the entity.

[89.2] The Base Chance of performing any spell or ritual of the College of Lesser Summonings is affected by a variety of factors.

The following numbers are added to the Base Chance of performing any spell of the College of Lesser Summonings:

Adept is attempting to summon a Very Rare Monster	-15
Adept is attempting to summon a Rare Monster	-10
Adept is attempting to summon an Uncommon Monster	- 5
Adept is attempting to summon a Common Monster	+ 5
Adept knows the entity's Generic True Name	+ 5
Adept knows the entity's Individual True Name	+25

[89.3] Talents

1. Communicate with Lesser Beasts (T-1)

The Adept can always communicate with monsters belonging to the following groups. Apes and Prehumans, Felines, Great Land Mammals, Small Land Mammals, Common Avians, Fish, Aquatic Mammals (except Merfolk), Other Aquatics, Lizards and Kindred, Snakes, Insects and Spiders, Creatures of Night and Shadow, and Riding Animals. A

monster of these groups with which the Adept wishes to communicate must be within 25 feet (+20/Rank) of the Adept. Communication takes the form of telepathically communicating thoughts (including orders) to the subject and of reading the subject's mind. Base Chance is 40% (+3/Rank). The Experience Multiple for this talent is 150 and it may not be resisted.

2. Detect Aura (T-2)

Whenever confronted by an object or being whose nature is unknown to him, the Adept's player may tell the GM that he is attempting to detect the Aura of the being or object. The GM rolls D100. If the resulting number is less than or equal to the modified Perception of the Adept, the Aura is detected. The Adept's Perception is subject to modification in the same manner as any Base Chance. This talent may be Actively (but not Passively) resisted.

In addition to any other modifications, the Adept's Perception is modified as follows:

For every 10 feet (after the first 10) separating the Adept from the being or object whose Aura he wants to read. -1

For each Rank the Adept has with the Detect Aura Talent +5

The results of detection are the same as those given for this talent in 39.3. The Experience Multiple for this talent is 50.

[89.4] General Knowledge Spells

1. Spell of Summoning Small Land Mammals (G-1)

Experience Multiple: 100

Base Chance: 60%

Range: 40 miles + 5 additional/Rank

Duration: Immediate

Resist: May not be resisted

The Adept may summon on monster (+2/Rank) from the Small Mammals group. Only one type from this class may be summoned per cast. The monster summoned must be native to the area. The summoned monster will appear in 5 minutes (-30 seconds/Rank) after the spell is cast. The monster appears in an uncontrolled state, and there is a 20% chance that it will attack someone or something upon appearance.

2. Spell of Summoning Fish and Other Aquatics (G-2)

Experience Multiple: 125

Base Chance: 35%

Range: 40 miles +5 additional/Rank

Duration: Immediate

Resist: May not be resisted

The Adept may summon one aquatic non-mammal (+1/Rank), or 10 pike or piranha (+10/Rank). The summoned monster(s) must be native to the area, and only one type may be chosen per cast. The summoned monster(s) will appear in 10 minutes (-30 seconds/Rank) after the spell is cast. The monster(s) appears in an uncontrolled state, and there is a 90% chance that it will attack someone or something upon appearance. There is a 100% chance that piranha will attack upon appearance.

3. **Spell of Summoning Lizards and Kindreds, Snakes, Insects and Spiders (G-3)**

Experience Multiple: 100

Base Chance: 35%

Range: 40 miles +5 additional/Rank

Duration: Immediate

Resist: May not be resisted.

The Adept may summon one monster (+1/Rank) from among the three classes, Lizards and Kindred, Snakes, or Insects and Spiders. Note that Killer Bees and Fire ants appear in groups of 30, each group counting as one monster for purposes of this spell. Only one type of monster from among those subsumed under these three classes may be summoned per cast. The monster summoned must be native to the area. It will appear in 30 minutes (-1/Rank) after the spell is cast. The monster appears in an uncontrolled state, and there is an 85% chance (100% for Killer Bees and Fire Ants) that the monster will attack someone or something upon appearance.

4. **Spell of Summoning Common Avians (G-4)**

Experience Multiple: 125

Base Chance: 55%

Range: 40 miles +5 additional/Rank

Duration: Immediate

Resist: May not be resisted.

The Adept may summon one monster (+1/two Ranks or fraction) from the Common Avian group. Only one type from this class may be summoned per cast. The monster summoned must be native to the area. The summoned monster will appear in 5 minutes (-1/Rank) after the spell is cast. The monster appears in an uncontrolled state, and there is a 40% chance that it will attack someone or something upon appearance.

5. **Spell of Summoning Riding Beasts (G-5)**

Experience Multiple: 125

Base Chance: 55%

Range: 40 miles +5 additional/Rank

Duration: Immediate

Resist: May not be resisted.

The Adept may summon one Beast (+1/Rank) from among Riding Animals. Only one type of from this class may be summoned per cast. The beast summoned must be native to the area. The summoned beast will appear in 10 minutes (-30 seconds/Rank) after the spell is cast. The Beast appears in an uncontrolled state, and there is a 35% chance it will attack someone or something upon appearance.

6. **Spell of Summoning Apes and Prehumans (G-6)**

Experience Multiple: 125

Base Chance: 50%

Range: 40 miles +5 additional/Rank

Duration: Immediate

Resist: May not be resisted.

The Adept may summon one monster (+1/Rank) from among the Apes and Prehumans. Only one type from this class may be summoned per cast. The monster summoned must be native to the area. The summoned monster will appear 20 minutes (-1/Rank) after the spell is cast. The monster will appear in an uncontrolled state, and there is a 65% chance that it will attack someone or something upon appearance.

7. **Spell of Summoning Felines (G-7)**

Experience Multiple: 150

Base Chance: 45%

Range: 40 miles +5 additional/Rank

Duration: Immediate

Resist: May not be resisted.

The Adept may summon one monster (+1/Rank) from among the felines. Only one type of monster from this class may be summoned per cast. The monster summoned must be native to the area. The summoned monster will appear in 15 minutes (-1/Rank) after the spell is cast. The monster appears in an uncontrolled state, and there is a 75% chance that it will attack someone or something upon appearance.

8. **Spell of Binding Lesser Beasts (G-8)**

Experience Multiple: 200

Base Chance: 40%

Range: 20 feet + 10 additional/Rank

Duration: D10 hours x Rank (x1, if unranked)

Resist: May be actively and passively resisted.

The Adept may bind to his will any one (+1/Rank) monster that is within range and is a member of one of the following groups: Apes and Prehumans, Felines, Small Land Mammals, Common Avian, Fish, Other Aquatics, Lizards and Kindred, Snakes, Insects and Spiders, Lesser Undead, and Riding Animals. Upon casting this spell, the Adept must announce what type of monster he wishes to affect with this spell. Only one type of monster from among all of these classes will be affected by each cast, though any number of binding spells may be effect at the same time. A monster bound by this spell immediately ceases all action at the moment the spell takes effect. It becomes stationary and remains so until given orders by the Adept who is exorcising the binding. If the Adept cannot communicate with a bound monster, the monster remains stationary until the binding is broken. Once communication is established (via T-1 or G-10), the Adept may order the monster to do his bidding, and it will obey his orders without hesitation. However, a bound monster will obey orders literally. If told to attack another monster, for instance, it will attack immediately and continuously until told to stop. If the object of the attack is killed, the bound monster will continue to attack the corpse. Similarly, if told to march west, the monster will march in the direction ordered, even over a precipice, without complaint, unless told to stop upon reaching such a precipice. Bound entities need not remain within range of the Adept for the binding to remain in effect.

Note: This spell requires a good deal of interaction between the GM and the Adept's player. It is recommended that the GM require the Adept's player to state aloud the exact wording of any order, even if it is communicated telepathically. The GM then determines case by case what interpretation is to be placed upon the order by the bound subject. There is no rule that all bound subjects must react in the same manner to the same order, so much is left to the creativity of the GM.

A Binding of this type is broken whenever a General Knowledge Counterspell of this College is successfully cast over the bound subject or the space they occupy is part of a

Ritual of Dissipation (Q-1 of the College of Naming Incantations) or whenever a counterspell is cast over the bound subject or the area they occupy by the Adept controlling it. This type of binding does not require that the Adept maintain concentration upon the subject to maintain the spell. Once bound, the subject cannot break the binding alone. Unless the binding is dissipated as described herein, the subject will remain bound for the duration of the spell.

An Adept may have bound at any one time a number of subjects equal to his Rank (+1) with this spell. He may have bound at the same time subjects of any number of classes, so long as he does not have bound more subjects than he is capable of controlling. Whenever an Adept attempts to bind one or more subjects that would cause him to exceed his Rank + 1, the spell automatically fails (no backfire), and any previously bound subjects are released as though the Adept had performed a counterspell over them.

In all cases, every 10 Pike or Piranha, and every 30 Killer Bees or Fire Ants, count as one monster for purposes of this spell. Whenever a binding is broken, there is a 70% chance that the bound monsters will attack someone or something, usually the closest entity.

9. Spell of Summoning Lesser Undead (G-9)

Experience Multiple: 300

Base Chance: 15%

Range: 40 miles +5 additional/Rank

Duration: Immediate

Resist: May not be resisted.

The Adept may summon one (+1/two Ranks or fraction) monster from the Lesser Undead class. Only one type of Lesser Undead may be summoned per cast. The Lesser Undead must be native to the area. They will appear in 5 minutes (-20 seconds/Rank) after the spell is cast. The monsters appear in an uncontrolled state, and there is a 70% chance that any Lesser Undead except Ghosts will attack someone or something upon appearance. Ghosts never attack.

NOTE: This spell may be cast only at night or in a place which is not exposed to the direct rays of the sun.

10. Spell of Communication with Lesser Undead (G-10)

Experience Multiple: 250

Base Chance: 45%

Range: 45 feet +5 additional/Rank

Duration: 1 hour (+1/Rank)

Resist: May not be resisted.

The Adept may communicate telepathically with any Lesser Undead within range for the duration of the spell. Communication must be active in nature; that is the Adept's thoughts will be known to the Undead only when he "beams" them directly to the monster, and only those thoughts which the Undead wish to impart to the Adept will be known to him.

11. Wall of Thorns Spell (G-11)

Experience Multiple: 200

Base Chance: 30%

Range: 15 feet +15 additional/Rank

Duration: 15 min +15/Rank

Resist: May only be passively resisted.

The Adept may cause a wall of thorns to grow out of any soil (but not out of solid rock). The wall will be 1 foot thick, 10 feet high, and 20 feet long. The Adept may instead choose to have the wall take the form of a circle 1 foot thick, 10 feet high, and with a radius of 5 feet. The Adept may increase the height and thickness by 3 inches per Rank. An entity touching the wall will either successfully resist or suffer D-3 damage (not absorbed by armor) due to wounds inflicted by the enchanted thorns. Chopping it down can destroy the wall (or a hole can be cut through which the party may pass). However, only magical or silvered weapons will cut through the entangled branches and thorns. 100 points of damage are required to chop down the wall entirely; to successfully chop a hole through the wall requires 10 points (+1/Rank of the creating Adept).

12. Spell of Summoning Fog (G-12)

Experience Multiple: 100

Base Chance: 30%

Range: 40 miles +5 additional/Rank

Duration: Immediate

Resist: May not be resisted.

The Adept may summon a bank of fog equal to 100 cubic feet in volume (+50/Rank). The fog will arrive in 10 minutes (-30 seconds/Rank) and will reduce visibility to 20 feet (-2/Rank). It will last until burned away naturally by the sun. The fog is not created by the Adept, but summoned. Therefore, the Adept could not summon fog in an area or at a time when it would not normally be found (mid-afternoon on a sunny day in the desert, for example). The Base Chance for this spell is modified by the addition of the following numbers:

If the terrain is plain or waste -10
For each knot of wind in the area -1

If the terrain type is field, rough, or woods +5
If the terrain type is marsh or ocean +15
If the spell is cast during the night +20
If the spell is cast within 3 hours (before or after) dawn +30

13. Empath Spell (G-13)

Experience Multiple: 200

Base Chance: 25%

Range: Adept must touch subject.

Duration: Immediate

Resist: May not be resisted.

The Adept may feel the emotions and physical sensations currently experienced by the spell's target. In addition, the Adept may absorb wounds from Endurance and Fatigue at the rate of 2 points cured for every 1 that the Adept agrees to subtract from his own Fatigue (never Endurance). Thus, an Adept could remove 6 Damage Points from a character by inflicting 3 Damage Points on himself.

14. Summon Energy Spell (G-14)

Experience Multiple: 400

Base Chance: 20%

Range: Adept with less than Rank 10 must touch subject. From Rank 10 and above: 10 feet (+1/Rank above 10).

Duration: Immediate

Resist: May be actively and passively resisted.

The Adept must touch the target of this spell while casting. The touch is automatic, but the spell must be prepared normally. Upon successfully doing so, the Adept may gather from the target 1 point of Fatigue (Endurance when Fatigue is exhausted) +1 point/three Ranks or fraction. These points are added to the Adept's Fatigue (never Endurance). The Adept's Fatigue may never be raised above its normal maximum level (Fatigue Value) via this spell, although previously lost Fatigue may be regained up to that maximum and additional Fatigue and Endurance may always be drawn from a victim and dissipated into the ether once the Adept's maximum has been reached. The Base Chance of the spell being successful is modified by subtracting the target's Willpower from the Adept's Willpower and adding the result to the Base Chance, unless the target is unconscious or stunned, in which case only the Adept's Willpower is added.

[89.5] General Knowledge Rituals

1. Ritual of Conjuring Lesser Beasts (Q-1)

The Adept may conjure one (+1/Rank) monster from the following classes: Apes and Prehumans (+20), Felines (+15), Small Land Mammals (+10), Common Avians (+5), Fish (+3), Other Aquatics (+2) Lizards and Kindred (+5), Snakes (+7), Insects and Spiders (+10), and Riding Animals (+10). The Base Chance for this ritual is 35% (+3/Rank). In addition, the number following each class listed is added to the Base Chance whenever an entity from that class is the subject of the conjuration. Only one type (e.g., House Cats or Leopards, not both) may be conjured per ritual. The ritual lasts for one full hour. At the end of that time, if the ritual is successful, the desired number and type of entity appears within 50 feet of the Adept in a bound state. If the ritual is unsuccessful, nothing occurs. If the ritual backfires (the dice roll is 30 higher than the Cast Chance), the desired number and type of entities appear in an unbound state within the Circle of Protection and automatically attack the Adept and/or his companions. The Experience Multiple for this ritual is 250.

2. Ritual of Conjuring Lesser Undead (Q-2)

The Adept may conjure one (+1/Rank) Lesser Undead of the one desired type. The Base Chance for this ritual is 20% (+3%/Rank). The ritual takes one hour to perform. If the ritual is performed successfully, the desired type and number of Lesser undead appear within 100 feet of the Adept in a bound state. If the Adept rolls 25 or more higher than the success chance for the ritual, the ritual backfires, and the desired number and type of undead appear within the Circle of Protection, which is broken, and the conjured Undead immediately attack the Adept and/or his companions. The Experience Multiple for this ritual is 400.

[89.6] Special Knowledge Spells

1. Spell of Communication with Fantastical Beasts (S-1)

Experience Multiple: 300
Base Chance: 40%
Range: 200 feet +30 additional/Rank)
Duration: 1 hour +1/Rank
Resist: May not be resisted.

The Adept may communicate telepathically with any Fantastical Avians or Fantastical Monsters within range for the duration of the spell. Communication must be active in nature; that is, the Adept's thoughts will be known to an entity only when he "beams" them directly to that entity, and only those thoughts which the entity wishes known will be imparted to the Adept.

2. Spell of Communication with Greater Sentients (S-2)

Experience Multiple: 150
Base Chance: 65%
Range: 100 feet +20 additional/Rank
Duration: 1 hour +1/Rank
Resist: May not be resisted.

The Adept may communicate telepathically with all Humans, Shape-changers, Giant Humanoids, Fairy Folk, Earth Dwellers, Merfolk, Summonables, and Greater Undead within range and may understand the speech of Dragons within range. As in the case of S-1, communication must be active in nature.

3. Spell of Summoning Great Land Mammals (S-3)

Experience Multiple: 150
Base Chance: 45%
Range: 40 miles +5 additional/Rank
Duration: Immediate
Resist: May not be resisted.

The Adept may summon one (+1/Rank) monster of the Great Land Mammal class. Only one type from this class may be summoned per cast. The monster must be native to the area. The summoned monster appears in 15 minutes (-1/Rank) after the spell is cast in an uncontrolled state. There is a 15% chance that the monster will attack someone or something upon appearance.

4. Spell of Summoning Aquatic Mammals (S-4)

Experience Multiple: 175
Base Chance: 60%
Range: 40 miles +5 additional/Rank
Duration: Immediate
Resist: May not be resisted.

The Adept may summon one (+1/Rank) entities of the Aquatic Mammals class (except Merfolk). The maximum number summoned cannot, however, exceed the maximum number usually found together. Only one type must be native to the area. The summoned entity appears within 10 minutes (-30 seconds/Rank) after the spell is cast. The entity appears in an uncontrolled state, and there is a 10%

chance that it will attack someone or something upon appearance.

5. Spell of Summoning Humanoids (S-5)

Experience Multiple: 300
Base Chance: 20%
Range: 40 miles +5 additional/Rank
Duration: Immediate
Resist: May be passively resisted.

The Adept may summon one (+1/Rank) entities of the Giant Humanoid and Earth Dweller classes, or one (+1/Rank) Humans and Shape-changers. The maximum number summoned may not, however, exceed the maximum number usually found together. Only one type from among all those subsumed by these classes may be summoned, and that type of entity must be native to the area. The summoned entity appears within 15 minutes (-30 seconds/Rank) after the spell is cast. The entity appears in an uncontrolled state, and there is a 75% chance that it will attack someone or something upon appearance.

6. Spell of Summoning Fairy Folk (S-6)

Experience Multiple: 400
Base Chance: 10%
Range: 40 miles +5 additional/Rank
Duration: Immediate
Resist: May be passively resisted.

The Adept may summon one (+1/Rank) entity of the Fairy Folk. The maximum number summoned may not, however, exceed the maximum number usually found together. Only one type of Fairy Folk may be summoned per cast, and that type must be native to the area. The summoned entity appears within 15 minutes (-1/Rank) after the spell is cast. The entity appears in an uncontrolled state, and there is a 15% chance that it will attack someone or something upon appearance.

7. Spell of Binding Greater Beasts (S-7)

Experience Multiple: 300
Base Chance: 35%
Range: 20 feet +10 additional/Rank
Duration: D10 hours x Rank (x1, if unranked)
Resist: May be actively and passively resisted.

This spell works in the same manner as G-8 of this College to bind Great Land Mammals, Fantastical Avians, Aquatic Mammals, Fantastical Monsters, Creatures of Night and Shadow, Trolls, Ogres, Fairy Folk (other

than Elves), Earth Dwellers (other than Halflings, Orcs, Dwarves) and Greater Undead (other than Vampires). This spell does not affect Humans, Giants, Elves, Shapechangers, Dwarves, Orcs, Titans, Halflings, and any other races the GM may allow players to generate characters from.

8. Spell of Controlling Person (S-8)

Experience Multiple: 550

Base Chance: 35%

Range: 40 feet +10 additional/Rank

Duration: D10 minutes x Rank (x1, if unranked)

Resist: May be actively and passively resisted.

The Adept gains control of the every action of one member of a player character race within range. He may control the physical activities of that person, but may not cause him to cast spells. The subject always has his TMR reduced by 50% for the duration of this spell. The spell continues in effect until the Adept's concentration is broken or he releases the victim. As in the cases of S-7 and G-8 of this College, the Adept gains complete compliance with his wishes, but its controlled entity obeys literally. Should the Adept order the controlled entity to perform an action which the entity finds highly repugnant (killing a friend) or suicidal (jumping off a cliff), the GM rolls D100. If the result is less than or equal to four times the entity's Willpower, the entity does not perform the act, and the spell is dispelled. Otherwise, the act is performed. With this exception, this spell operates in all ways the same as S-7 and G-8 of this College.

9. Spell of Using Animal Senses (S-9)

Experience Multiple: 200

Base Chance: 25%

Range: Touch

Duration: Concentration; maximum of 5 min +5/Rank

Resist: May be passively resisted.

The Adept may use this spell to allow himself to see, hear, smell and taste the same things as the target of this spell senses for the duration of the spell. Any entity subsumed under the title Lesser Beasts (see T-1 of this College) may be used for this spell. The target must first have been Bound before the spell is attempted, and the Adept must communicate with the target for the duration of the spell. Thus, the Adept may use the target as his

external eyes, ears, etc., as the beast may be sent away to spy or do any other task with the Adept as its guide, so long as the beast remains within range of the Communication Talent (T-1).

10. Spell of Summoning Entities of Light (S-10)

Experience Multiple: 125

Base Chance: Variable (see below)

Range: Works at any range.

Duration: Immediate

Resist: See below.

The Adept may summon one (+1/Rank) entities from the Creatures of Light classes. Any combination of entity types may be summoned so long as the maximum number summonable is not exceeded. The entities summoned must be native to the area. Creatures of Light may be summoned only during the day or on a night when the moon is between three-quarters and full and is not occluded by clouds, fog, and so on. A summoned entity will appear within 10 minutes (-30 seconds/Rank) after the spell is cast. The Base Chance and Resistance possibilities of the spell vary according to the relationship between the Adept and the entities being summoned. If the Adept is a known Servant of Light, the Base Chance is 60%, and the spell cannot be resisted. If the Adept is neutral, the Base Chance is 40%, and the spell may be passively resisted. If the Adept is known to be allied with Darkness, the Base Chance is 20%, and the entity may passively resist at a bonus of +20 to their Magic Resistance (-1/Rank of the Adept casting the spell). The Creatures of Light are normally intelligent entities (since serving them will involve a choice on their part), and the option to attack upon appearing is up to the GM.

11. Spell of Summoning Entities of Darkness (S-11)

Experience Multiple: 125

Base Chance: Variable (see below)

Range: Works at any Range.

Duration: Immediate

Resist: Variable (see below).

The Adept may summon one (+1/Rank) entities from the Creatures of Night and Shadow or Creatures of Darkness classes. Any combination of entity types may be summoned, so long as the maximum number summonable is not exceeded. The entities summoned must be native to the area. Creatures of Night and Shadow may be summoned only at night or in an enclosed area where sun does not directly penetrate.

Creatures of Darkness may be summoned only at night. A summoned entity appears within 10 minutes (-30 seconds/Rank) after the spell is cast. It always appears in an uncontrolled state, and there is an 80% chance it will attack someone or something upon appearance. The Base Chance and Resistance possibilities of the spell vary according to the relationship between the Adept and the entities being summoned. If the Adept is known to be aligned with Darkness, the Base Chance is 70%, and the spell may not be resisted. If the Adept is neutral, the Base Chance is 40% and the spell may be passively resisted. If the Adept is a known Servant of Light, the Base Chance is 10%, and the entities may actively resist at a bonus of +20 to their Magic Resistance (no modifier due to the Adept's Rank).

Note: Bats appear in groups and each group equals one entity for purposes of this spell.

12. Spell of Summoning Fantastical Avians (S-12)

Experience Multiple: 275

Base Chance: 35%

Range: Works at any range.

Duration: Immediate

Resist: May not be resisted.

The Adept may summon one (+1/five Ranks or fraction) of any of the Fantastical Avians class. The maximum number summoned may not, however, exceed the maximum number usually found together. Only one type of entity may be summoned per cast, and that type must be native to the area. A summoned entity will appear in 10 minutes (-30 seconds/Rank) after the spell is cast. It will appear in an uncontrolled state, and there is a 55% chance that it will attack someone or something upon appearance.

13. Spell of Summoning Fantastical Monsters (S-13)

Experience Multiple: 275

Base Chance: 25%

Range: Works at any Range.

Duration: Immediate

Resist: May not be resisted.

The Adept may summon one (+1/five Ranks or fraction) Fantastical Monster. The maximum number summoned may not, however, exceed the maximum number usually found together. Only one type of entity may be summoned from this class per cast, and the entity must be native to the area. A summoned entity will appear in 20 minutes (-1/Rank) after the spell is cast.

It will appear in an uncontrolled state, and there is a 90% chance that it will attack someone or something upon appearance.

14. Spell of Summoning Greater Undead (S-14)

Experience Multiple: 400

Base Chance: 15%

Range: Works at any range.

Duration: Immediate.

Resist: May not be resisted.

The Adept may summon one (+1/three Ranks or fraction) Greater Undead. The maximum number summoned may not, however, exceed the number usually found together. Only one type may be summoned per cast and the type summoned must be native to the area. A summoned entity will appear within 10 minutes (-30 seconds/Rank) after the spell is cast. It will appear in an uncontrolled state, and there is an 85% chance that it will attack someone or something upon appearance.

15. Spell of Summoning Summonables (S-15)

Experience Multiple: 450

Base Chance: 20%

Range: 40 miles +5 additional/Rank

Duration: Immediate

Resist: May not be resisted.

The Adept may summon one (+1/five Ranks or fraction) entity of the Summonables class. Note that only one Djinn, Efreet, or Elemental of any type may be summoned at one time, and only one type of entity may ever be summoned per cast. A summoned entity appears 10 minutes (-30 seconds/Rank) after the spell is cast, in an uncontrolled state. There is a 75% chance that the entity will attack someone or something upon appearance.

16. Spell of Bodily Possession (S-16)

Experience Multiple: 550

Base Chance: 10%

Range: 5 feet +5 additional/Rank

Duration: 1 hour +1/Rank

Resist: May be actively and passively resisted.

The Adept may occupy the body of any one entity within range, if that entity fails to resist. While the spell is in effect, the Adept's own body is unoccupied. He has left it and now occupies another body; but his ego is tied to his own body by a blue cord of energy which appears as an aura that may be observed in the same way that an aura may be detected. So long as the Adept's

ego is tied to his body, he may return to it in a number of seconds equal to [(20 seconds-1/Rank) x number of hundred-foot increments separating the body occupied by the Adept and the Adept's own body]. There is no stretching limit to the cord, which may pass through any material. If the Adept's ego is ever separated from his body by cutting the cord that binds the two, the Adept may never return to that body, and he is instantly cast out of the body he occupies. The Adept then becomes a Spectre and is played by the GM. The Adept may never be resurrected or otherwise reenter the game should this happen. His body remains intact, but he is dead. An Adept may direct the actions of any entity whose body he occupies as if it were his own body. However, should the Adept attempt to impel the possessed entity to anything suicidal, the GM roll D100. If the result is less than or equal to the Willpower of the possessed entity, the Adept is cast out and returns to his own body. He may not attempt to reoccupy an entity from which he is cast until he casts the spell anew. When checking to see if the Adept is cast out, subtract the Adept's Rank with this spell from the Willpower of the possessed entity.

Note: No Willpower check is made if the possessed entity attempts (under the Adept's direction) to do something repugnant to the possessed entity; only suicidal actions elicit a Willpower Check. An Adept may be cast out of a body of another entity only by a Willpower Check or by a Ritual of Dissipation (see 39.5, Q-1) or by having the cord that binds his ego and body cut. A cord may be cut only by someone who detects its aura and strikes it with a silvered or magical weapon. Unless one of these events occurs, the Adept remains in control or returns to his own body automatically at the end of the spell. The spell is always broken whenever the Adept exits the possessed body for any reason. The Adept may reenter an entity's body only by casting a new spell.

While the Adept is out of his own body, it remains stationary in a supine position. If the Adept exits his body while standing, the body will fall, and there is usually some chance of resulting damage. The body may be carried along by the Adept (while he possesses another body) or by his companions, or it may be left where it lies. However, the body is inanimate so long as the Adept is not in it, and the

body may not move, cast spells, or perform any other action. The Adept will not know the state or location of his body (if it is attacked or moved) until he returns to it. If the body is killed (Endurance reduced to zero), the Adept will die upon returning to his dead body. If the Adept's body is possessed when he returns to it, the Adept re-enters the body normally, but is not in control unless the ego in control of the body attempts to cause the body to commit a suicidal act, and any subsequent successful Willpower Check or Ritual of Dissipation will lead to the casting out of the alien ego. If a backfire occurs, the backfire table is not consulted. Rather, the Adept's ego will leave his body but will not enter the target's body. Instead, the ego will find itself D10 miles away from the body in a random direction, floating in mid-air. It may then return normally (but may take a great deal of time getting back). While in possession of another entity's body, the Adept uses his own Willpower and Magical Aptitude, but all other characteristics of the alien body are used in place of the Adept's own characteristics. This includes all Ranks, actual magical knowledge, skills, attributes, and so on.

The Adept always knows everything the possessed entity knows, in addition to what the Adept's own mind (attached to the ego) knew. However, since the possessed body is not trained to perform the same skills and magic as the Adept, the Adept may not use his own skills and magic while in control of another body. If the host body is killed, the Adept may return to his own body immediately or stay with the host. The Adept will die if he is still in the host body D10 + Rank hours after the host body's death, however, a host body that is dead and still occupied by an alien ego may not be resurrected.

17. Spell of Summoning Dragon (S-17)

Experience Multiple: 650

Base Chance: 17%

Range: 40 miles +5 additional/Rank

Duration: Immediate

Resist: May be passively resisted.

The Adept may summon one Dragon (GM's choice of what type, if any, appears). The Dragon appears within 20 minutes (-1/Rank) after the spell is cast. The Dragon appears in an uncontrolled state, and will immediately attack, despoil, and devour the summoner and his companions,

regardless of what he may do to anyone else present.

[89.7] Special Knowledge Rituals

1. Ritual of Conjuring Greater Beasts (R-1)

This ritual works in exactly the same manner as Q-1, except that it may be used only to conjure Great Land Mammals (+10), Fantastical Avians (-5), Aquatic Mammals (-5), Giant Humanoids (-10), Fairy folk (-7), Earth Dwellers (-5), Fantastical Monsters (-15), Creatures of Night and Shadow (+3), and Greater Undead (-20). The Base Chance for this ritual is 25% (+4/Rank). It lasts for one hour. The Experience Multiple for this ritual is 400. It may backfire on a roll of 25 or more, higher than the Base Chance and the results are those listed in Q-1.

2. Ritual of Animation of the Dead (R-2)

The Adept may animate D10 + Rank corpses of any type that are within 20 feet (+5/Rank). The ritual must be performed within a Pentacle and Circle of Protection. The ritual, which takes one hour to perform, has a Base Chance of 30% (+3/Rank) and an Experience Multiple of 350. If the animated corpses are recently dead, they will be Zombies. Otherwise they will be Skeletons. Dead who are animated in this manner remain permanently animated until destroyed. They arise in an uncontrolled state, but outside the Circle of Protection. The ritual backfires on a roll 30 or more, higher than the Base Chance. If it backfires, the Circle is broken, and the undead may freely enter the Circle and attack the Adept and his companions.

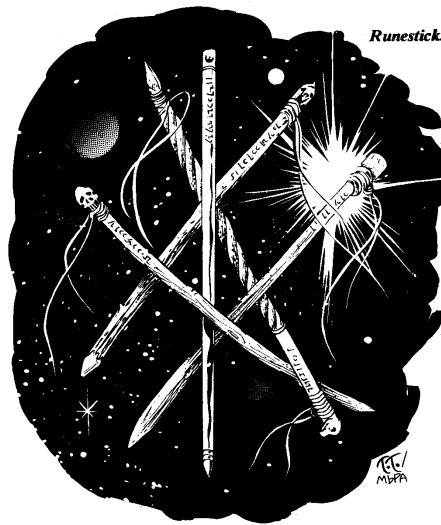
90. THE COLLEGE OF RUNE MAGICS

The College of Rune Magics is concerned with the use of special symbols of power to shape mana into desired forms. A Rune is a graphic symbol representing some actual, elemental, or mystical force. In rare cases, additional Runes may be developed or discovered which employ part of existing Runes. However, much of the power of the Runes derives from their constant usage over many centuries, and most useful Runes will be known to all Adepts of this College (or at least be readily available to them with a slight amount of research).

In addition to the power of the Runes themselves, part of the power of this College derives from the use of special materials to construct the Runewands and Runesticks into which the Runes are usually inscribed. The Runewand Table (90.8) and Runestick Chart (90.9) describe the special properties of various types of Runewands and Runesticks.

[90.1] Adepts of the College of Rune Magics may use their non-talent powers only with the aid of either a Runewand or one or more Runesticks, in most cases.

Adepts may use their talent magic without restriction and may use some spells by merely inscribing the appropriate Rune on an item to be enchanted. In most cases, spells and rituals of this College require the Adept to employ Runesticks or his personal Runewand in casting the spell or performing the ritual. As part of his initiation into the mysteries of this College, the Adept will be required to prepare a Runewand for himself. Usually, one or more teachers will participate in this endeavor as well. If the runewand being manufactured is of exceptionally costly materials, the Adept will be required to go into debt to pay for those materials, but in most cases the material will be of some cheap, common wood, and the Adept's labor during his apprenticeship will be sufficient to cover the cost.



Runewands are of three basic types: Rods, Staffs, and Sceptres. All three operate in basically the same manner. However, in addition to its magical properties, a Staff may be used

as a normal weapon, having the exact same characteristics as a Quarterstaff (although it may be lighter in construction). A Sceptre may also be used as a weapon, having the characteristics and appearance of a ceremonial Mace. A Rod may never be used as a weapon, since it is usually nothing more than a switch or hollow tube, looking much like a traditional magic wand.

When a character is initiated into the College of Rune Magics, the character's player rolls D100, consulting the Runewand Table to determine the type of Runewand the Adept receives from his teachers. An Adept may later equip himself with a different type of Runewand, or create (or purchase) another Runewand of the same type to replace a previously possessed Runewand that has been damaged, destroyed or stolen.

An Adept may own any number of Runewands, but may use only one at a time. Runewands are created by performing the Ritual of Fashioning Runewands (Q-2). Runewands are, for all purposes and definitions, considered magic weapons. In order to use a Runewand manufactured by someone else, the Adept must successfully read the Runes inscribed on the Runewand, using Talent T-3. If he fails to do so, he may not use that Runewand. Even if he successfully reads the Runes inscribed on a Runewand which he did not manufacture, the Adept still suffers a penalty when using the Runewand. This penalty takes the form of a decrease of 20 in the Base Chance for any spell or ritual performed with the aid of that Runewand.

Runesticks are small sticks carved of various woods or soft materials (which do not interfere with the flow of mana) and incised with Runes appropriate to the purpose of the Runesticks. Runesticks may be manufactured out of any material listed on the Runestick Chart. Only Runesticks incised with Runes appropriate to a particular spell or ritual may be used for performance of that spell or ritual. Unlike Runewands, Runesticks are not multipurpose tools which can be used for a variety of spells or rituals. At the time they are manufactured, the Adept creating them must state the spell or ritual for which they can be used. Usually, a Runestick may only be prepared for use in any one spell or ritual. Exception: The Warding Rune is used in a variety of spells and

rituals, and Runesticks containing this rune may be used in any of them. Runesticks are fashioned and prepared using the Ritual of Fashioning Runesticks (Q-1).

An Adept may use Runesticks fashioned by someone else, but he must first successfully read the Runes incised on them, and the Base Chance of an Adept attempting to perform a ritual or cast a spell with Runesticks manufactured by someone else is reduced by 10.

In some cases, the Adept may have to draw or carve a Rune into an object to be enchanted instead of using Runesticks or a Runewand to perform the task. The Adept may use any substance that will adhere, dye or otherwise mark the surface to be enchanted in order to write the Rune. Some substances, however, will be more efficacious than others in effecting the desired enchantment (see 90.2). Any tool may be used to carve a Rune into a substance, so long as the tool is hard enough to do the job and is not composed of Cold Iron. Exception: The Adept may use a tool containing Cold Iron if the Cold Iron is neutralized as per 29.1 of the *DragonQuest* rules.

[90.2] The Base Chance of performing a talent, spell, or ritual of the College of Rune Magics is modified by the addition of the following numbers:

The talent, spell, or ritual requires the use of Runesticks, and the Runesticks used by the Adept are:

Made of Gilded Metal	+ 20
Made of Silvered Metal	+ 15
Made of Mistletoe	+ 10
Made of Ashwood	+ 8
Made of Oak	+ 8
Made of Cedarwood	+ 5
Made of Aspenwood	+ 3
Made of Chestnut	+ 3
Made of Pinewood	- 5
Made of Yarrow	- 5
Manufactured by someone other than the Adept	- 10

The talent, spell, or ritual requires the use of a Runewand, and the Runewand used by the Adept is:

A Truesilver Sceptre	+ 25
A Gilded Sceptre	+ 22
A Silvered Sceptre	+ 18
A Copper Rod	+ 15
An Ebony Rod	+ 14

An Ivory Rod	+ 12
An Ash Staff	+ 10
A Cedar Rod	+ 10
A Blackthorne Staff	+ 8
A Bronze Sceptre	+ 8
An Oak Staff	+ 5
A Willow Rod	+ 2
Manufactured by someone other than the Adept	- 20

The talent, spell, or ritual requires the drawing of a Rune on an object to be enchanted and the substance used to draw the Rune is:

Fresh Blood from a Dragon	+ 50
Fresh blood from member of a character race	+ 20
Ink impregnated with particles of platinum *	+ 15
Ink impregnated with particles of gold **	+ 10
Ink impregnated with particles of silver ***	+ 5
Fresh blood from mammalian being	+ 5

Average cost of 90 Silver Pennies for enough ink to draw one Rune (i.e., to cast one spell). ** Average cost of 60 Silver Pennies for enough ink to draw one Rune. *** Average cost of 5 Silver Pennies for enough ink to draw one Rune. In all cases, the weight of one vial with sufficient ink to draw one Rune is 5 ounces. Two per vial is subtracted from the Fatigue of any entity from which blood is drawn for this purpose. The blood used must always be fresh (less than 8 hours old). It normally takes one minute to draw a Rune. Note that, in most cases, these modifiers are not cumulative. As an exception, modifiers for the type of Runewand or Runestick used are added to the modifiers pertaining to materials of a particular type.

In addition, the Cast Chance is affected by all modifiers listed in 27.7 of the *DragonQuest* game rules, except that the number of hours spent preparing a spell has no effect on the Cast Chance of the spell, as in the case of other Colleges. Rune Magicians may not engage in Ritual Spell Preparation as outlined in 32.1.

The Rank of an Adept in the Ritual of Fashioning Runewand and the Ritual of Fashioning Runestick does not effect the efficacy of a spell cast using the Runesticks or Runewand created via those rituals. It affects only the actual performance of the rituals of fashioning.

[90.3] Talents

1. Read Ancient Languages (T-1)

All Adepts of the College of Rune Magics have a 10% chance (+3/Rank) of knowing any ancient ("dead") language or dialect encountered at a Rank equal to their Rank with this talent. There is 40% chance (+3/Rank) that the Adept will be able to puzzle out the type of language if he does not know it. If the Adept puzzles out the language (from clues such as root words that are similar to words in known languages), he will have Rank with that language equal to half his Rank with this talent (round up) after spending 20 hours (-30 minutes/Rank with this talent) attempting to master the nuances of the language.

An Adept may increase Rank with an ancient language that he has puzzled out by spending one week per Rank practicing the language until he knows it at the same Rank as his Rank with this talent. If he wishes to gain Rank with an ancient language which is greater than his Rank with this talent, he must follow the normal procedure to gain Rank with a language as described in 49 and 87 of the *DragonQuest* game rules. Rank with this talent is exactly analogous to Rank with spoken or written languages as described in 49. Thus, a character of Rank 5 with this talent would be able to read and write an ancient language he knew with the proficiency of someone who knew that language at Rank 5 (300 to 5000 word vocabulary, concepts peculiar to the language or alien to the character understood). This talent's Experience Multiple is 250.

2. Decipher Codes and Ciphers (T-2)

Any Adept of this College has a 25% chance (+3/Rank) of being able to break any code or cipher if he studies it for 12 hours (-1/Rank, +1/Rank of the Adept who created the code or cipher with T-4). The Adept's chances of breaking a cipher or code are decreased by 3 for every Rank the Adept who created the code or cipher had with T-4 (Create Codes and Ciphers) of the College.

The Adept must concentrate on breaking the code or cipher for an unbroken period of time equal to that necessary to break the code or cipher before a D100 can be made (by the GM) to determine his success. This talent's Experience Multiple is 250.

3. Read Runesticks (T-3)

Any Adept of this College has a 30% chance (+3/Rank, -3/Rank of the creator with Q-1) to successfully read the Runesticks of another Adept of the College of Rune Magics without assistance. If assisted by whoever created the Runesticks, there is a 70% chance (+3/Rank, -3/Rank of the creator with Q-1) of detecting misinformation given in the guise of assistance. Only Runesticks which have been successfully read may be employed to cast a spell or perform a ritual of this College. Runesticks which have been "successfully" read, but incorrectly assessed due to false assistance, may be used, but they will automatically backfire.

The GM always rolls to determine success or failure at the moment this talent is applied. An Adept automatically reads the Runes (though not necessarily correctly) when assisted by the creator of the Runes. The composition of the Runesticks being read has no effect on the chance of reading those Runesticks. This talent's Experience multiple is 100.

4. Create Codes and Ciphers (T-4)

An Adept of the College of Rune Magics can create a code or cipher which a normal character or NPC would have only a 1% chance of breaking, but which another Adept of this College would have a greater chance of breaking. The Rank of the code or cipher's creator modifies all attempts to break the code or cipher by -3/Rank. The Experience Multiple for this talent is 150. It takes one hour to create a code or cipher.

5. Summon Wand (T-5)

An Adept can summon to him any Runewand he has created that is within 10 feet (+10/Rank) of him. The Adept simply wills the wand to come to him (requires a Pass Action in combat) and the Runewand will leap into his hand. The composition of the Runewand has no effect on the Adept's chance of summoning it. The Base Chance to successfully use this talent is 40% (+3/Rank). The talent's Experience Multiple is 250. Note: This talent can operate only if the path between the Adept and his Runewand is not blocked by anything which the Runewand could not normally pass through (such as a wall or person). Only the Runewand is summoned; nothing surrounding it or attached to it travels with it to the Adept.

[90.4] General Knowledge Spells

1. Detect Aura Spell (G-1)

Experience Multiple: 100

Base Chance: 45%

Range: Unlimited within sight.

Duration: Immediate.

Resist: May only be actively resisted.

The Adept must point his Runewand at the object of the spell and pronounce the name of the Detect Aura Rune. The spell then operates in the same manner as the Detect Aura talent (T-1) of the College of Naming Incantations (see *DragonQuest* game book, page 43). This spell may be attempted only once per encounter.

2. Spell of Darkness (G-2)

Experience Multiple: 75

Base Chance: 45%

Range: 15 feet (+15/Rank)

Duration: 15 minutes/Rank

Resist: May not be resisted.

The Adept creates a volume of darkness (1000 cubic feet) of any shape he desires. At Ranks 1 through 5, the spell creates darkness equal to a cloudy night. At 6 through 10, it creates darkness equal to a sealed room. At Rank 11 or higher, it creates absolute blackness that no non-magical light source (including torches) can penetrate. The volume of darkness created may be increased by 500 cubic feet/Rank. In all cases, the darkness will emanate from the tip of the Adept's Runewand, but will last for only so long as the Runewand remains unbroken and in the Adept's possession.

3. Spell of Light (G-3)

Experience Multiple: 75

Base Chance: 50%

Range: 15 feet (+15/Rank)

Duration: 15 minute/Rank

Resist: May not be resisted.

One 10-foot cube (1000 cubic feet) area may be brightly lit. This lighted area may be of any shape (even pencil-thin), but must emanate from the tip of the Adept's Runewand and will last only so long as the Runewand remains unbroken in the Adept's possession.

4. Spell of Pyrogenesis (G-4)

Experience Multiple: 75

Base Chance: 40%

Range: Touch of Runewand.

Duration: Immediate

Resist: May only be passively resisted.

One small flammable object or entity may be caused to burst into flame

by the touch of the Adept's Runewand. Thereafter, the flames are fueled by the object or entity. They may be extinguished normally. Note: This spell is meant to be used to light matches and cause insects and small furry animals to burst into flames. It is not meant for use against human-sized figures.

5. Curse Spell (G-5)

Experience Multiple: 500

Base Chance: 20%

Range: Touch with Runewand

Duration: Until dispelled.

Resist: May be actively and passively resisted.

The Adept may curse one target, which he must touch with his Runewand, with any of the possible minor curses listed (following) that he has the necessary Rank to employ Rank Possible curse). The touch is automatic, but the spell must be prepared normally.

1-5: The Adept may afflict the target with hallucinations that will reduce the target's Perception by 5 in addition to any specific effects. The GM and the Adept must work out the exact nature of the hallucination at the time that the curse is made.

Hallucinations should however, be of a minor, generalized nature. For example: seeing colored lights in the distance, hearing sounds like the clanking of weaponry, smelling meat cooking from time to time, and so forth. The severity of the hallucination (and the decrease in Perception) will be more pronounced if the spell takes double or triple effect.

6-10: The Adept may afflict the target with increasing physical debilitation that will decrease Physical Strength by 1 immediately, and will subtract 1 from Endurance at the end of each day until the curse is finally dispelled.

11-15: The Adept may afflict the target with total loss of any one sense (sight, smell, touch, hearing, taste) for a number weeks equal to the Adept's Rank with this spell. The loss of a sense takes place immediately.

16-20: The Adept may afflict the target with extreme paranoia and nightmares. The target will recover only 1 Fatigue Point per hour for taking a nap, and only 2 per hour from sleeping. In addition, the target will feel hag-ridden and imagine himself pursued by phantasms.

He will, unless the curse is first dispelled, eventually become more and more estranged from reality, distrustful of his friends and companions, and obsessed with the idea of destroying his enemies (who he will think are "all around"). If the curse is not dispelled within D10 x a number of days equal to the Willpower of the target (minus 2 x the Adept's Rank with this spell), the target will completely lose touch with reality. He will then plot to destroy his friends in the belief that they are "out to get him" and will exhibit other bizarre behavior. He will be cured of the advanced stage of this affliction only by having the curse dispelled and then spending a number of days equal to the Adept's Rank x D10 in rest and recuperation.

6. Spell of Illusion (G-6)

Experience Multiple: 250

Base Chance: 30%

Range: Unlimited within sight.

Duration: Until dispelled.

Resist: Must be disbelieved instead of resisted.

The Adept places a single Runestick carved with the Rune for the spell and a Rune representing an object or entity of his choice on the ground, afloat in the water, etc. The stick will then appear to all, except the Adept, to be the same object or entity as the Rune incised on the Runestick. The image will be inanimate and will remain even when touched. However, the illusion can be disbelieved and can be assigned a difficulty factor, as outlined in 38 (*DragonQuest* game rules, page 42), based on the Adept's Rank with this spell.

Note: The illusion will appear to be full-sized even though the small stick represents the object or entity, and will have tactile, auditory, olfactory, and visual elements (all though it will lack the mobility of the object it represents).

7. Control Entity Spell (G-7)

Experience Multiple: 550

Base Chance: 10%

Range: Touch.

Duration: So long as worn.

Resist: May be actively and passively resisted.

The Adept must successfully bind three Runesticks containing the Binding Rune onto the entity being controlled. This may mean that the Adept or one or more of his companions will have to enter Close Combat with the entity in order to bind the sticks to it.

(50% Base Chance, plus 5 per character helping to subdue the object of the spell. Decrease by 1 for each point by which the Physical Strength of the spell's object exceeds the strength of the strongest character attempting to subdue it. Increase the chance by 1 for each point by which the Physical Strength of the object is less than that of the strongest character trying to subdue it.) In other methods, the Adept may be able to induce the entity to put the sticks on itself voluntarily (via trickery, for example). Once the sticks are in place, a Cast Check is immediately made to determine whether or not the sticks function. The spell need not be prepared, and no Fatigue is expended to cause it to take effect.

Note: This is an exception to the normal casting of a spell which is mandated by the unusual nature of the Runesticks. Once cast, this spell remains in effect until the Runesticks are no longer bound to the target (who may not remove them himself). Until that time, the target will freely do the bidding of the Adept, acting in all ways as his loyal servants (even to the extent of fighting with anyone trying to remove the Runesticks from him).

8. Spell of Purification (G-8)

Experience Multiple: 200

Base Chance: 30%

Range: Contact with Runestick.

Duration: Immediate

Resist: May not be resisted.

The Adept may turn any aqueous substance into potable water by touching the substance with a Runestick that has the Purification Rune incised into it. The Adept may purify 1 quart (+1/Rank) by volume with this spell. **Note:** This spell may be used to neutralize poison in solution.

9. Runelock Spell (G-9)

Experience Multiple: 200

Base Chance: 30%

Range: Painted on target.

Duration: Until dispelled/broken

Resist: May not be resisted.

This spell may be cast over any portal (door or window) that can normally be opened or closed. It effectively locks the portal with an unpickable lock. The portal may still be forced open by brute strength. In this case, the Physical Strength of all the figures attempting to force the portal are totalled and multiplied by the Difficulty Factor of the task. The Difficulty Factor is always a function of the Rank of the

spell: if the Rank of the spell is 1 through 5, the Difficulty is 2.0; if Rank 6 through 10, the Difficulty Factor is 1.5; if Rank 11 through 20, the Difficulty Factor is 1.0. In order to place a Runelock on a portal, the Adept must draw or paint the Runelock Rune on the portal. Only then may he cast the spell. **Note:** Portals which could not normally be opened with ease by brute strength (e.g., a 16-ton bronze gate with frozen hinges) would still fail to open easily to brute strength if Runelocked. The difficulty of opening the portal must be checked separately from the difficulty of breaking the Runelock.

[90.4] General Knowledge Rituals

1. Ritual of Fashioning Runesticks (Q-1)

The Adept must use this ritual to actually carve the appropriate Rune(s) in a stick fashioned of any material listed in 90.9 (The Runestick Chart). At the time the Adept fashions the Runestick, the Adept's player must announce what Runes are being cut into the stick (i.e., what spell or ritual the Runestick can be used to perform). Careful records must be kept of the number and type of Runesticks carried by a character. Whenever an Adept wishes to cast a spell or perform a ritual using the Runesticks in his possession, he prepares the spell or performs the ritual normally, using the Runestick(s) to cast a spell only once it is prepared. Until a spell is cast, the Runestick is unaffected by the preparation. However, once a Cast Check is made, whether successful or not, the Runesticks used in that spell or ritual are used up. They retain the power necessary to keep the spell or ritual in effect for its normal duration, but are otherwise of no magical value. They can never be "recharged" or reused.

The materials of which they are composed lose all magical properties after having been used in Runesticks. Thus, gold used in Runesticks could not be melted down and used in new Runesticks (or used to neutralize Cold Iron in a weapon). Once they have been fashioned as part of this ritual, Runesticks are permanently imbued with the power of the spell or ritual represented by the Rune(s) cut into them. Only one spell or ritual may be imbued in each stick. It takes a length of time equal to that listed in the "Time" column of the Runestick Chart (-1 minute/Rank, but with a minimum of 1 minute). Only one stick may be produced

per ritual. It costs 10 Fatigue (-1/three Ranks or fraction) to perform the ritual, the Base Chance of successfully performing it is 55% (+3/Rank), and there is no backfire. This ritual's Experience Multiple is 100.

2. Ritual of Fashioning Runewand (Q-2)

The Adept may employ this ritual to create a Runewand out of any of the materials listed on the Runewand Table (90.8). The implement is fashioned by inscribing Runes into the material's surface, which describe its use, name, and history. Once the Runewand has been fashioned and consecrated in this ritual, it remains fully effective unless and until it is broken or otherwise destroyed. It takes 1 to 4 week to perform this ritual, depending on the type of material used to fashion the Runewand. The total time necessary to fashion a Runewand is decreased by 1 day for each Rank the Adept has with this ritual (minimum of 1 day to perform this ritual), and the ritual costs 10 Endurance (- 1/two Ranks with this ritual). The Endurance loss will heal normally. The Adept may interrupt the ritual to eat and attend to housekeeping (maximum of 2 hours per day) and to sleep (maximum 8 hours per day), but any break longer than 10 hours results in the ritual failing and the materials used being ruined. Any Endurance expended on this ritual is expended on the completion of the ritual, not during its course. Once the ritual is completed, the Adept determines whether or not it has been successful. The Base Chance for this ritual is 30% (+3/Rank). All materials used in an unsuccessful ritual are destroyed or ruined.

If the ritual is successful, the Adept may use the Runewand thereafter to cast spells and perform rituals that require the use of a Runewand. In addition, he may store a maximum of 1 Fatigue Point in the Runewand at Rank 0, and 1 additional Fatigue Point for every 2 or fraction Ranks he has with the Ritual of Fashioning Runewand at the time the Runewand is fashioned. Fatigue is stored in a Runewand simply by touching the Runewand and willing one or more Fatigue Points to enter the Runewand. Fatigue Points stored in the Runewand are subtracted from the Fatigue of the Adept. Once stored in the Runewand, Fatigue Points remain there indefinitely and can be used by the Adept to cast spells at any time that he is holding the Runewand while making a

Cast Check. A character may add Fatigue to a Runewand any number of times, so long as the Runewand has the capacity remaining to store the Fatigue each time the wand is "recharged." This ritual's Experience Multiple is 300. A backfire results in the destruction of the materials used in the Runewand.

3. Ritual of Warding with Runesticks (Q-3)

The Adept sets up a pattern of Runesticks inscribed with the Ward Rune (as fashioned by Q-1). This pattern may consist of 3, 5, or 7 sticks composed of any material listed in 90.4. If 3 Runesticks are used, the Base Chance is 20%. If 5 Runesticks are used, the Base Chance is 30%. If 7 sticks are used, the Base Chance is 40%. All Base Chances are increased by 4 per Rank. This ritual takes 2 hours (-5 minutes/Rank) to complete. During the ritual, the Adept must place the Runesticks containing the Runeward symbol in a roughly circular configuration around the area to be warded (presumably remaining inside that area). At the end of the ritual, if it is successful, a Runeward exists that will help to protect those inside it from magic. No magic item (amulet, talisman, weapon, etc.) can be brought into the warded area, though items already inside the warded area can be taken out. The area to be warded is a sphere with a diameter, in feet, of (10x) the number of sticks used.

Any magical creature or magic-user attempting to enter the warded area must make a Resistance Check, or it will be unable to enter the area. The entity's Magic Resistance is decreased by a number equal to the Rank of the Adept with this ritual for a 3- Runestick ward, twice the Rank for a 5-Runestick ward, and three times the Adept's Rank for a 7-Runestick ward.

In addition, if the Runesticks used are all of Rown, no entity which is wholly or partially form another plane (such as demons, devils, imps, hellhounds) will ever be able to cross the Runeward to enter the warded area. The Runeward is automatically and permanently broken if any magical entity or magic-user succeeds in passing it. However, so long as it is in effect, all spells cast into the warded area from outside will have their Base Chance reduced by 20 if it is a 3-Runestick ward, by 30 if it is a 5-Runestick ward, and by 40 if it is a 7-Runestick ward. Backfire from this ritual results not only in the destruction of the Runesticks, but in

D10 damage to the Adept's Endurance as well.

Note: The same Runesticks which are used for this ritual may be used in the Ritual of Healing (Q-4) and may also be used in conjunction with the Runestick(s) necessarily to the casting of some other spell of this College to create a Ward as described in 32.4. The Experience Point Multiple for this ritual is 200.

4. Ritual of Healing (Q-4)

The Adept creates a warded area by setting up a Runeward as described in Q-3. However, only the 7-Runestick Runeward may be used. The Runeward is set up around the entity to be healed. The Runeward used for healing in this manner also confers on those within the warded area the same protection as does Q-3, but the Runeward is broken if anyone inside exits it during the ritual, and the ritual must be abandoned or started over from scratch. The Runesticks used are consumed as though the ritual had been performed to its conclusion. The Base Chance for this ritual is 50% (+4/Rank). It lasts 7 hours at the end of which any one living entity within the Runeward (Adept's choice as to who) is cured of all Fatigue and Endurance losses, plus any non-magical diseases, fevers, or infections which the entity may suffer. The ritual does not reconnect severed limbs or resurrect the dead. It is possible for the ritual to backfire. If it does so, the entity being healed dies immediately (in addition to whatever other backfire results are rolled). The Adept must expend 10 Fatigue to employ this ritual. It has an Experience Multiple of 300.

Note: Only types of material listed in the Runestick Chart may be used to make Runesticks used in this ritual except for Elder and Yew. In addition, if the Runesticks used in this ritual are made of Walnut or Elm, the number of hours the ritual requires is reduced to 5.

5. Runes of Sight (Q-5)

The Adept may gain insight into the future by casting the Runes of Sight (Runesticks which have Runes cut into them representing the cosmic balance). It takes one hour to cast these Runes and the Adept may perform no other action during that time. The performance of this ritual allows the Adept to exercise any of the following functions during its course:

A. Limited Precognition: This action is executed as a talent, but with the same results as for the Spell of Limited Precognition (G-2) of the College of Sorceries of the Mind. It has a Base Chance of 30% (+2/Rank).

B. Divining Enchantment: This action is executed as a ritual in the same manner as the Ritual of Divination (R-1) of the College of Naming Incantations. It has a Base Chance of 55% (+4/Rank).

Only one of these two functions may be performed for each casting of the Runes of Sight. The Experience Multiple for this ritual is 250. It requires 3 Runesticks incised with the appropriate Runes to perform this ritual.

6. Ritual of Sending (Q-6)

The Adept must paint his forehead with a Sending Rune before retiring to sleep at night. He then will spend an entire 8-hour period (or until awakened) in communication with any

entity of his choice who is also sleeping during that time. The entity may resist the communication through successful Passive Resistance. Otherwise, the entity will answer all questions in a yes/no fashion. The Base Chance for this ritual is 30% (+4/Rank) and it has a range of 40 miles + 20 additional miles per Rank. The Experience Multiple for this ritual is 350.

Note: This ritual does not allow communication with entities at other planes of existence.

[90.6] Special Knowledge Spells

1. Runewall Spell (S-1)

Experience Multiple: 300

Base Chance: 30%

Range: 15 feet (+15/Rank)

Duration: Until dispelled.

Resist: May only be passively resisted.

The Adept places a single Runestick incised with the Warding Rune on the Ground and performs the Spell. The stick will, if the spell is successful, metamorphose into a translucent wall of force 1 inch thick, 10 feet high and 20 feet long that may be manually shaped by the Adept (and by no one else) into any shape of his devising (e.g., pillar, circle, dome). The Adept may alter the height or length of the wall by 1 foot per Rank. Anyone coming in contact with the wall will rebound from it unless they successfully resist. Even if they do successfully resist, they will be unable to penetrate the wall. In addition, if the Runestick used to create the wall was made of Elder, anyone who fails to resist will be thrown to the ground and suffer D-2 (+1/Rank with this spell) damage.

2. Spell of Summoning Totem Spirits (S-2)

Experience Multiple: 100

Base Chance: See following text.

Range: Adept touches Runestick.

Duration: Immediate.

Resist: May not be resisted.

There are three great Totem Spirits; Athotarho, Tseghi, and Argotac. Each is represented by a Rune that corresponds to his name. In order to summon one of these three spirits, the Adept must hold in his hand a Runestick incised with the Rune corresponding to the spirit he desires to summon. Only one such evil spirit can be summoned per spell. As part of the spell cast, the Adept must cast the Runestick to the ground at his feet. The Runestick will then explode harmlessly and, in its



place, the desired spirit will appear. The Totem Spirits have the following characteristics:

ATHOTARHO is a small (four feet tall) masked hunter with a spear. He has no talents or magic to speak of, but he is a Rank 10 Ranger specializing in Woods, a Rank 8 Beast Master specializing in Common Land Mammals, a Rank 4 Thief, a Rank 5 Assassin, and a Rank 3 Military Scientist. He habitually dresses in animal skins and his buttons, fastenings, weapons, etc., will be finely-carved bone. He will refrain from using metal weapons if possible, though he suffers no special damage from Cold Iron per se. Athotarho has a running speed of 250 yards per minute.

PS: 18 **MD:** 20 **AG:** 19 **MA:** 10
WP: 21 **EN:** 18 **FT:** 20 **PC:** 23
PB: 7 **TMR:** 6 **NA:** Skin absorbs 6 DP.

Weapons: Athotarho has no special weapons, but will carry a bone shortsword, spear, dagger, and short bow (with 20 arrows in a quiver) upon appearing. He will have maximum Rank with all these Weapons.

Comments: Athotarho will gladly accompany anyone who promises good hunting and fighting, but will demand many petty honors and first pick of all food (especially freshly-killed animals) and prisoners (if any). He will enslave any prisoners and shabbily use them until he parts company with the Adept. Then he will kill his slaves rather than allow them to be freed or used by others. If denied first pick of either food or captives, Athotarho will become restive and unhappy, and will seek to betray whoever he considers primarily to blame for denying him his due. At the end of each day there is a 20% chance that Athotarho will depart to answer the call of some other Adept.

This Base Chance is decreased by 1 per Rank the Adept currently accompanied by Athotarho has with this spell. Athotarho will immediately disappear upon answering another summons and will not reappear unless summoned again.

ARGOTAC appears as an aged priest in rough brown robes. He always carries an obsidian dagger with which he will kill any prisoners given to his care. His eyes are dark and frightening, and his skin is pale and clay-like. Argotac possesses no magic per se. However, he has the talent

Spirit of Argotac



of forcing any character who looks into his eyes (except the Adept) to roll on the Fright Table (see 44.8 on page 57 of Book II). Argotac is a Rank 3 Ranger specializing in Waste, a Rank 8 Beast Master, specializing in humans, a Rank 5 assassin and a Rank 7 Spy. He has a running speed of 300 yards per minute.

PS: 16 **MD:** 15 **AG:** 15
WP: 30 **EN:** 16 **FT:** 20 **PC:** 22
PB: 7 **TMR:** 5 **NA:** Skin absorbs 3 DP.

Weapons: Argotac is not a warrior in the normal sense, but he will use his dagger in combat (Rank 3) and he has Rank 7 in Unarmed Combat. He will use non-metal weapons if required and will pick up and use metal weapons in a dire emergency, but he normally avoids Cold Iron which makes him uncomfortable (though it does no special damage).

Comments: Argotac will accompany and assist the Adept in exchange for a promise of a life each day. At the end of

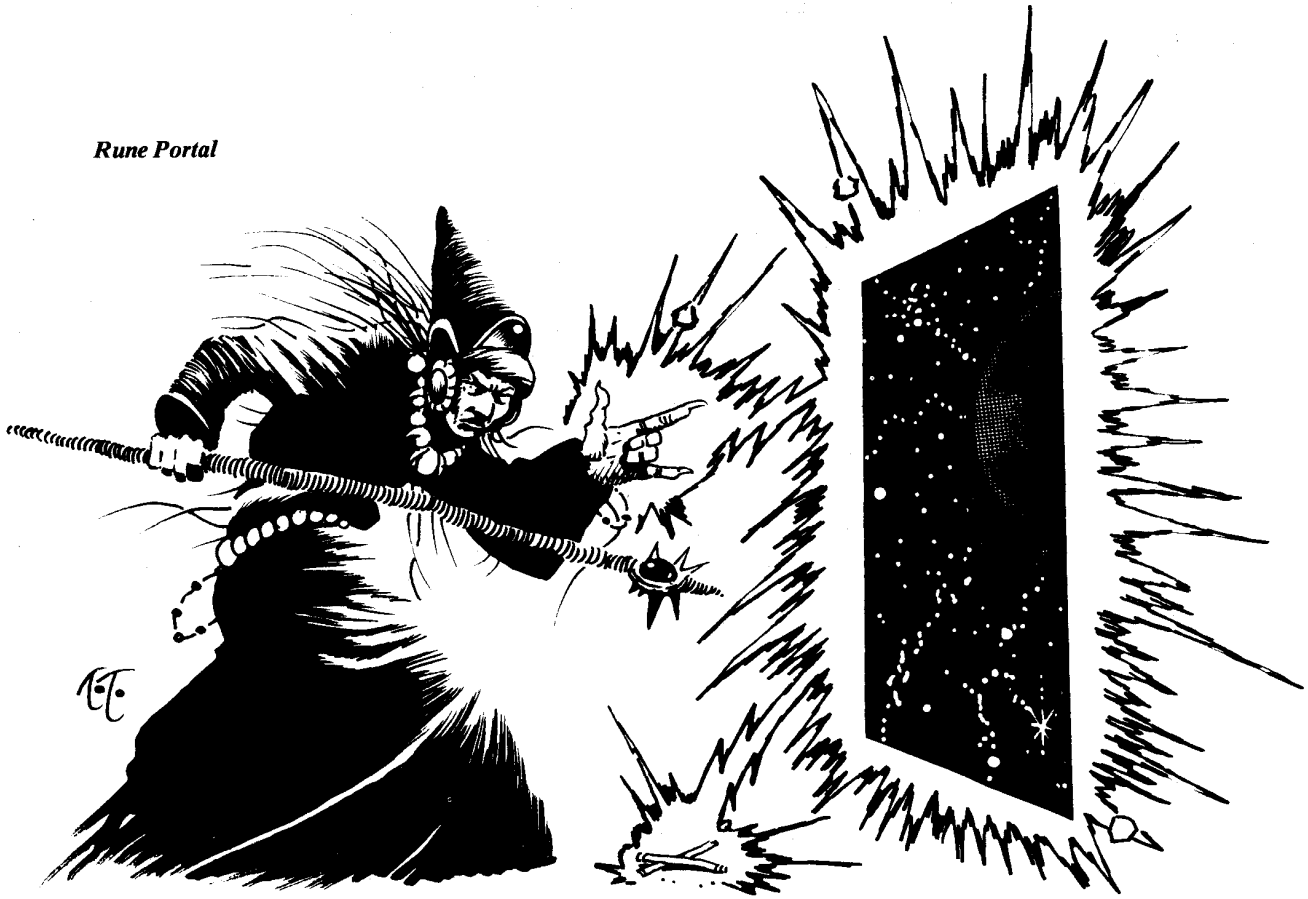
any day that Argotac has not been provided with a prisoner to kill, there is a 70% chance that he will depart and not return unless summoned by a new spell. The Base Chance of Argotac departing is decreased by 1 per Rank of the Adept and is increased by 10 for each day that Argotac has accompanied the Adept since he was last given a life by that Adept. There is a 10% chance that Argotac will attempt to kill the Adept or one of his companions prior to departing the group.

TSEGI is a great grey hawk with a 7-foot wingspan. He possesses no special skills, talents, or magic. Tseggi has a flying speed of 1200 yards per minute.

PS: 22 **MD:** 24 **AG:** 24 **MA:** 12
WP: 15 **EN:** 24 **FT:** 30 **PC:** 24
PB: 8 **TMR:** 24 **NA:** Feathers absorb 4 DP.

Weapons: Tseggi can attack in Melee or Close Combat with either beak (Base

Rune Portal



Chance of 55% doing D+1 Damage) or 2 talons (Base Chance of 70% doing D+4 Damage) without penalty in the same Pulse. His beak is Rank 5 and his talons are Rank 6.

Comments: Tseghi will gladly accompany the Adept and assist him under the same terms as Athotarho (except that he will see any captives as merely another form of food). There is a Base Chance of 10% that Tseghi will depart at the end of each day. Once departed, he will not return unless again successfully summoned by the Adept. The Base Chance that Tseghi will depart is decreased by 1 per Rank of the Adept whom Tseghi is accompanying. Tseghi will never voluntarily go underground or indoors.

All three Totem Spirits are manifestations of the greater spirit they represent. Thus, for example, the Argotac Totem Spirit is only a manifestation of the greater spirit that is Argotac, an ancient evil that has always existed on this plane. Accordingly, when "Argotac" is summoned, a small part of the consciousness that is the greater Argotac

becomes physically manifested in the Runestick used to summon him. The implication here is that there may be a large number of Totem Spirits which are but small parts of the total Argotac consciousnesses. However, no portion of any of the three consciousnesses will ever meet another portion of the same consciousness. If there is ever a danger of this happening, all portions of the same consciousness coming into physical proximity (sight, sound, or smell) of each other automatically rejoin the superconsciousness. The Base Chance of performing this spell successfully depends on the being that is summoned:

If the Adept is attempting to summon Tseghi	35
If the Adept is attempting to summon Athotarho	30
If the Adept is attempting to summon Argotac	20

Should this spell backfire, the Backfire Table is not consulted. Instead, the summoned Totem Spirit will attack and attempt to destroy the summoner. In addition, the Base Chance for this spell is reduced by 5 when attempting to summon a Totem Spirit which, upon its

previous summoning, attacked as a result of backfire.

3. Spell of Creating Rune Portal (S-3)

Experience Multiple: 300

Base Chance: 50%

Range: Touch Runestick

Duration: Immediate

Resist: May not be resisted.

The Adept must place a Runestick with the Portal Rune on it in the ground and touch it while casting the spell. Once the spell is successfully cast, the Runestick is immovable. It becomes the terminus for a future attempt at teleportation. Once the terminus has been established, the Adept may, at any future time, use another Runestick which was carved at the same time and is a mate of the Runestick which was used as a terminus to travel back to the original terminus. There can be only one "mate" for the terminus, and it too must contain the Portal Rune and must be of the material as the terminus Runestick. In order to teleport to the terminus, the Adept simply places the mate in or on the ground and casts this spell. If unsuccessful, both Runesticks are

destroyed. If successful, the mate of the terminus is activated and becomes a terminus too. Thereafter, anyone who touches one terminus will be teleported to the other terminus and will appear standing within five feet of that terminus (travel time is one Pulse). A terminus may be used any number of times until destroyed (by being broken, dissolved, melted or burned), but may never be moved. Casting a Special Knowledge Counterspell of the College of Rune Magics over it destroys a terminus. Once a terminus is destroyed, the mate of the Runestick used to form that terminus will no longer function (though this will not necessarily be known until someone tries to use the mate). If a terminus is destroyed during the Pulse while a being is in transit between the two, he is destroyed and his molecules are dispersed over known space. Note: The Base Chance for this spell is decreased by 1 for every 5 miles separating the two Runesticks and is increased by 15 if the Runesticks are shaped from Willow.

4. Spell of Visitation (S-4)

Experience Multiple: 250

Base Chance: 30%

Range: 2 miles (+2/Rank)

Duration: 5 min (+5/Rank)

Resist: May not be resisted.

The Adept must cast the Runes of Far-seeing (three matched Runesticks) on the ground before him while performing the spell. If successful, the Adept will be able to send a ghost-like image of himself instantly to any location within range that the Adept has physically occupied at least once in the past. He will be present at that location in all ways except bodily (i.e., he may communicate and use all his senses while his image is there, but may not be harmed by any attack). The image "mimics" the actual actions of the Adept, and may move no more than 10 feet (+10/Rank) from the spot where he materialized, which may be anywhere at the location the Adept wishes. Thus, if the Adept desired his image to talk, he must actually speak the words wherever he is physically located. The image cannot use magic spells, talents, or rituals. Also, if the Adept is in a location that would prevent him from moving, the image may not move either. Then the visitation time has expired (or anytime prior that the Adept wishes), the image will quickly fade and immediately travel back to the Adept. The image will leave an "aura" trail

which, if detected by a Detect Aura talent or spell, gives the compass direction at which the Adept would be located, but not the distance.

5. Spell of Truth (S-5)

Experience Multiple: 300

Base Chance: 30%

Range: 15 feet (+15/Rank)

Duration: 1 hour (+1/Rank)

Resist: May only be passively resisted.

Prior to casting this spell the Adept must first draw a Truth Rune on the forehead (or over the brainpan) of the spell's target. The spell may only be cast over one target entity of the Adept's choosing and the Adept must touch the target to cast it. If unsuccessful, a new Truth Rune must be drawn on the target before the spell can be attempted again. A successful spell that is not successfully resisted causes the target to be unable to speak falsehood for the duration of the spell and will answer any question put to him. In addition, the target will see through any illusion, magical trap or other object, entity or apparition which is magical in nature and which is within range. The target automatically disbelieves any illusions within range and sees true nature of all things, it does not gain knowledge of True Names or see through solid walls, but merely penetrates altered appearances.

6. Spell of Banishment (S-6)

Experience Multiple: 300

Base Chance: 30%

Range: Touch with Runewand.

Duration: Immediate.

Resist: May be actively and passively resisted.

The Adept may banish any one entity from another dimension to its own plane of existence. In order to do so, the Adept must touch the target entity with his Runewand at the moment he completes the spell. If successful, the spell results in the entity immediately returning to its own dimension unless the entity successfully resists. Otherwise, the entity remains on this plane. If the entity's reaction is to attack the Adept, the Base Chance of the entity's attack being successful is increased by 20, and 2 is added to any Damage Check resulting from the attack (in addition to any other modifiers to that check). The touch is automatic, but the spell must be prepared normally.

7. Smite Spell (S-7)

Experience Multiple: 300

Base Chance: 15%

Range: Touch with Runewand.

Duration: Immediate.

Resist: May only be possibly resisted.

The Adept must, at the moment he the spell, touch the target he intends to smite with the Runewand. The target may passively resist if the spell is successful. If the target fails to successfully resist, he suffers D-3 (+3/Rank) damage. The touch is automatic, but the spell must be prepared normally.

8. Spell of Creating Runeweapon (S-8)

Experience Multiple: 400

Base Chance: 20%

Range: Adept must touch Runestick

Duration: 1 hour (+1/Rank) used, and it must remain in sight.

Resist: May not be resisted.

The Adept must use a Runestick incised with a Deathrune and with a Rune representing the type of Runeweapon he wishes to create. The Adept holds the Runestick while casting the spell. Upon successfully completing the cast, the Runestick will have become transformed into a magical weapon of whatever type the Rune incised on the Runestick indicated (short sword, dagger, glaive, etc.). Since the substance of the weapon is magical, the Adept will be able to wield the weapon without suffering the penalties associated with Cold Iron. Further, the weapon will be useable against those entities normally affected only by magical weapons, but will otherwise have the same properties as a normal weapon of the same type. An entity using a Runeweapon will never drop the weapon and there is never any chance of the weapon breaking. Additionally, the entity cannot be disarmed. The Base Chance of casting this spell is increased by 10 if the Runestick is Elder or Yew and is decreased by 20 if the Runestick is Walnut or Elm. In addition, if Runesticks of Yew are used, and at least one point of effective damage is inflicted on a target, the wound will be poisoned, causing D-6 (+1/Rank) damage per Pulse for D10 Pulses due to poison. Any entity may use a Runeweapon once it is created.

9. Binding Spell (S-9)

Experience Multiple: 600

Base Chance: 20%

Range: Touch element with stick.

Duration: 30 min (+5/Rank)

Resist: May not be resisted.

The Adept may gain control of any element by using this spell. He must possess a Runestick containing the Binding Rune and the Rune representing the element to be bound, and he must touch the element with the Runestick at the moment he casts the spell. An Adept may bind 500 pounds of earth (+500/Rank), 500 gallons of water (+500/Rank), 1000 Cubic feet of air (+500/Rank), or all fire within a 10-foot radius (+15/Rank). He may do anything with the element except form an elemental. This spell may not be cast over an area occupied by an elemental and cannot be used in any way to control an elemental.

[90.7] Special Knowledge Rituals

1. Ritual of Casting the Runes (R-1)

The Adept must prepare a piece of paper or vellum on which are written the Runes of Doom. The entire ritual of preparation takes an hour. At the end of the hour, the Adept chooses which of the demons from the College of Greater Summonings will be the executor of the doom and writes this name on the paper as well. The Adept's player must actually write this information down since it will only come into play in the future. Once the ritual is prepared, the Adept then passes the sheet of paper on to the victim whom he has chosen. The victim must voluntarily accept the paper (though he need not know what is on it and it may be foisted on him by trickery). Once he accepts it, the demon named on the paper will hunt him down and kill him. Even if the demon is destroyed, it will return as soon as it is able and continue the hunt (see the College of Greater Summonings for how demons recover from injury and "death" in their own dimension). Only by passing the paper on to another entity who voluntarily accepts it can the doom be transferred. The Experience Multiple for this ritual is 500. The Base Chance of its success is 15% (+5/Rank). If the ritual backfires, the Adept loses D10+2 Endurance.

2. Ritual of Creeping Doom (R-2)

The Adept creates 13 Runesticks by carving the appropriate maledictions into human bones. He then performs a ritual over them (duration 1 hour) and buries the sticks beneath the dwelling of someone he wishes to curse. It is best if the victim's name is carved on the bones as well, otherwise others in the house may become ill instead. For each month that the bones remain in or under the victim's dwelling, he must make a Resistance Check, the Base Chance for which is composed of the victim's Endurance multiplied by the Difficulty Rating of the resistance. At Rank 0 through 5, the Difficulty Rating is 4; Rank 6 through 10, the Difficulty Rating is 3; Rank 11 through 15, the Difficulty Rating is 2.5; Rank 16 through 18, the Difficulty Rating is 2; Rank 19 through 20, the Difficulty Rating is 1.5.

If the victim fails to resist, he suffers a wasting disease and loses D-3 Endurance for purposes of future resistance (only). If he fails to resist for three straight months, he dies. The Experience Multiple for this ritual is 300. The Base Chance of the ritual working is 20% (+4/Rank).

Note: Generally, the victim of these maledictions will not know exactly what is wrong with him. Should he discover the bones, he may remove the curse by removing the bones from the house. Other means of destroying the curse will not normally suffice, although the sufferer would show immediate improvement upon leaving the house and sleeping elsewhere for a few weeks. There is no chance of this ritual backfiring.

2. Ritual of Rune Sacrifice (R-3)

The Adept performs this ritual within a warded area as described in Q-3. Once the area has been warded and all participants are positioned within the wards, the Adept takes an hour to perform this ritual. During this time, the Adept must prepare a sentient being (preferably human or humanoid) for sacrifice by painting the victim's body with Death Runes. The Adept then, at the end of the ritual, strikes the conscious victim once with his Runewand. If the ritual succeeds, the victim dies immediately and the Adept advances two Ranks in one spell (not ritual) of his choice. The victim does not die, and the Adept suffers D+4 damage and does not advance if the ritual fails. If may be actively, but not passively resisted by the victim. The Base Chance

for this ritual is 50% (+3/Rank), and the Experience Multiple is 700. If the ritual backfires, the Adept's Runewand is immediately shattered and the Adept suffers D+8 damage to Endurance in the explosion. No one else is harmed.

3. Ritual of Dimension Portal (R-4)

The Adept must have learned the True Name of another dimension from a Namer in order to perform this ritual. He prepares a Runestick containing the Portal Rune and the Rune representing the True Name of that other dimension. He then takes one hour to prepare the portal, laying the Runestick on the ground where he wants the portal to appear. At the end of an hour, a check is made to determine if the ritual has been successful. The Base Chance of Success is 20% (+3/Rank). If the ritual succeeds, a portal immediately appears leading into the dimension represented on the Runestick. Anyone entering that portal will be in the other dimension (after a travel time of one minute). The portal will be a two-way terminus, and those in the other dimension will be able to cross into this dimension through the portal. The portal remains for a number of hours equal to 3 plus the Rank of the Adept with this ritual, plus the results of a D10 die roll (made by the GM). It is destroyed permanently at the end of that time or whenever a Special Knowledge Counterspell of the College of Rune Magics is cast over the area it occupies. The Experience Multiple for this ritual is 600. If the ritual backfires, an entity native to that dimension (GM's choice) enters the Adept's dimension and will immediately attack the Adept and his companions.

[90.8] Runewand Table

Dice	Runestaff	Weight (Pounds)	Value (SP's)	Cost (SP's)	Time (Weeks)
01-15	Oak Staff	5	500	55	2
16-30	Blackthorne Staff	4	600	60	2
31-45	Ash Staff	5	800	60	3
46-55	Willow Rod	1	400	55	1
56-65	Cedar Rod	1	700	75	2
66-73	Ivory Rod	1	900	80	2
74-81	Ebony Rod	1	1200	90	3
82-89	Copper Rod	1	1500	55	3
90-97	Bronze Sceptre	7	1000	90	3
98*	Silvered Sceptre	6	1800	200	4
99*	Gilded Sceptre	6	2400	500	4
100*	Truesilver Sceptre	6	3000	900	4

Runewand: The type of Runewand. **Weight:** The average weight in pounds of a Runewand made from this material. **Value:** The value in Silver Pennies of the Runewand in the open market as a magic item or object d'art. If sold as merely a piece of wood or lump of metal, one third the value given in the Cost column of this table should be used instead. **Cost:** The cost in Silver Pennies of the materials (including incense, oils, etc.) which will go into the preparation of the Runewand if manufactured by the Adept instead of purchased by him. **Time:** The amount of time in weeks required to create a Runewand of this type, given the necessary materials and tools.

*This type of Runewand must be paid for by the Adept out of the proceeds of his first 6 months adventuring or the money lenders from whom he gained the wherewithal to have the item made will send one or more assassins to "collect."

[90.9] Runestick Chart

Material	Weight (Ounces)	Value (SP's)	Cost (SP's)	Time (minutes)
Ashwood	1.0	5	1	15
Aspenwood	1.0	3	2	15
Cedarwood	1.0	6	2	10
Chestnut	1.0	3	1	10
Elder Wood	1.0	7	2	10
Elmwood	1.0	6	2	10
Gilded Metal	2.0	150	80	240
Oak	2.0	10	2	20
Mistletoe	0.5	3	1	10
Pinewood	0.5	2	1	5
Rowan	1.0	8	4	15
Silvered Metal	2.0	20	10	240
Walnut	1.0	4	1	15
Willow Wood	0.5	2	1	15
Yew	1.0	3	2	10
Yarrow	1.0	2	1	10

Material: The type of material of which the stick is composed. **Weight:** The weight in ounces of one Runestick made of this material. **Value:** The value in Silver Pennies of one Runestick made of this material. **Cost:** The cost of the materials necessary to make one Runestick in Silver Pennies, not counting the cost of tools. **Time:** The amount of time in minutes (not hours) necessary to manufacture one Runestick of this type. Some spells and rituals require the use of Runesticks made of certain materials only. In other cases, any type of Runestick on this chart will do, but the modifiers in 90.2 apply.

91. THE COLLEGE OF SHAPING MAGICS

The College of Shaping Magics is concerned with the fashioning and animation of non-living matter, with the conjuration of enchantments of an enduring nature and, most importantly, with the creation of potent magical items.

[91.1] The arts of the College of Shaping Magics may require special knowledge, special equipment, the expenditure of money, time, and endurance, and the presence of companions.

Most of the ritual magic of this College may only be practiced within a Shaper's Workshop, a composite of the shops of artisans of many different types. Tools used in metallurgy, alchemy, blacksmithing, weaving, carpentry, the fashioning of gems, and dozens of other trades will all be found in the shop of a powerful Shaper. A Shaper will have some knowledge of each of these trades, but will often hire others to perform menial tasks, or those beyond his expertise. The cost of hiring artisans is accounted for in the costs of the materials need to perform each ritual.

The cost to establish a Shaper's shop is equal to 5,000 Silver Pennies+(8,000 x the Shaper's highest Rank with any Ritual requiring a workshop). A shaper may pay up to 20% less than the standard cost, in which case his shop is "poorly-stocked" and he suffers the penalty noted in 91.2. Conversely, a shop is "well-stocked" if a Shaper pays at least 1.5 times the standard amount.

10% of a shop's cost must be expended yearly to pay for maintenance. If this amount is not paid, the value of the shop is degraded by 20% (possibly altering its status as well- or poorly-stocked). A Shaper's shop is ranked. The Rank of the shop must equal or exceed the highest Rank of any of his rituals requiring a shop. A Shaper may upgrade his shop at any time that it is not "poorly- stocked" by expending 10,000 Silver Pennies for each Rank he wishes to raise the shop.

EXAMPLE: A Shaper's highest Rank with any ritual is 7. He expends [5000+(8000x7)]x1.5=91,500 Silver Pennies to buy a well stocked shop. Each year he must pay 9,100 Silver Pennies, or the shop's value will degrade to 73,200 Silver Pennies (and the Shaper will lose the benefits associated with a well-stocked shop). A poorly-stocked shop which suffers a degradation of 20% in value may not be used to aid in the performance of Shaping magics.

The materials required for many of the rituals of this College will often be quite expensive or rare. Nevertheless, any materials needed for a ritual must be available or the ritual may not be performed. Most of the rituals of the College of Shaping Magics require a far greater investment of time than the rituals of other Colleges. Some rituals will require only a few hours, but most will require weeks and even years.

It should be noted that rituals extending for periods of 24 hours or more do not require the intensive concentration of the rituals of other Colleges. The Adept is working and supervising the work of others, but is not involved in constant concentration. He may eat, sleep (8 hours a day), and perform other activities requiring less than 2 hours a day while he in the ritual itself), however. Note that these restrictions will often mean that a Shaper will lose practice in his skills or weapons while performing an extended ritual.

In order to perform certain powerful rituals, a Shaper must permanently reduce his Endurance. Whenever Endurance is reduced in this way, Fatigue is reduced as well (according to the scale given in 5.3). In rare situations, a Shaper will be required to permanently sacrifice his bodily form and become a spectre in order to perform a difficult ritual. The Shaper may not "heal" his Endurance loss.



Several rituals will require the presence of other Adepts or of persons with knowledge of particular skills or languages. Such persons must be coerced, bribed, or otherwise convinced to help by the Shaper. The usual rate of payment for participation in a Shaper's project is 400 Silver Pennies multiplied by the number of weeks the ritual takes. Naturally, the longer the ritual, the more difficult it will be for a Shaper to find a person who will be interested in the first place. Assisting people must be present for at least half of each week of the ritual.

[91.2] The following numbers are added to the Base Chance of performing any ritual of the College of Shaping Magics:

Ritual is performed in high-mana area	+ 25
Adept spends at least 50% extra on materials (if any)	+ 5
Adept performs ritual in well-stocked workshop	+ 5
Adept performs ritual in poorly-stocked workshop	- 15
Ritual is attempted outside workshop (possible only for Q-1, Q-2, Q-3, Q-4, R-1)	- 20
Ritual is performed in low-mana area	- 40

[91.3] Talents

1. Detect Enchantment (T-1)

Adepts of this College have the ability to determine whether an item, person, or area within 50 feet (+10/Rank) is currently under an enchantment. This enchantment may be an operating spell, a ward, an invested spell, or any other magical charm. Magical beings (conjured or summoned) may also be detected by this Talent. It does not tell what type of enchantment, only whether or not there is an enchantment. The Talent operates automatically with a Base Chance of 3 x Magic Aptitude (+3/Rank), but the Base Chance rises to 4 x MA (+3/Rank) if an Adept physically examines (touches) a particular item or place for enchantment. The Experience Multiple for this talent is 100.

[91.4] General Knowledge Spells

1. Spell of Mending (G-1)

Experience Multiple: 200

Base Chance: 50%

Range: Touch

Duration: Permanent

Resist: May not be resisted.

Any single broken item weighing up to 10 pounds (+10/Rank) may be mended. Note that a fractured item can be made whole if all pieces are present when the spell is enacted (if any are missing, the repaired object will have a hole where the missing piece would be). A mended object becomes exactly as it was before it was broken, so if it was deformed in some way (i.e., a sword was bent) it would retain that deformity.

2. Spell of Enchanting Weapons (G-2)

Experience Multiple: 200

Base Chance: 35%

Range: 10 feet (+3/Rank)

Duration: 30 sec x(D-2)xRank (x1 if unranked)

Resist: May not be resisted.

Increases the Base Chance to hit with the weapon over which it is cast by 1 (+1/Rank), and increases the damage done by the weapon by 1 for every 3 or fraction of 3 Ranks.

4. Spell of Enchanting Armor (G-3)

Experience Multiple: 200

Base Chance: 30%

Range: 10 feet (+10/Rank)

Duration: 30 min (+30/Rank)

Resist: May not be resisted.

2/Rank is subtracted from the Strike Chance of any character using a physical weapon to attempt to hit a target wearing armor enchanted by this spell. Enchanted armor also absorbs 1 additional point of damage for every 4 or fraction of 4 Ranks attained. Note that the spell must be cast on armor (never on an unarmored individual).

4. Congeal Air Spell (G-4)

Experience Multiple: 300

Base Chance: 30%

Range: 20 feet (+10/Rank)

Duration: 20 sec (+10/Rank)

Resist: May be actively resisted.

This spell thickens the air around any one entity, reducing movement and inhibiting its combat abilities. An affected entity loses one



third of its TMR and its Base Chance in any form of attack is reduced by 10.

The spell also diverts all blows directed at the affected entity, however, so 2 is subtracted from any damage inflicted against it. Congealed air may be breathed without harm.

5. Congeal Water Spell (G-5)

Experience Multiple: 400

Base Chance: 30%

Range: 25 feet (+15/Rank)

Duration: 1 min (+30 sec/Rank)

Resist: May be actively resisted.

This spell gives a volume of 50 (+10/Rank) cubic feet of water a gelatine-like consistency, keeping any entities within that volume from sinking, and making swimming and combat impossible. The spell cannot be cast at living beings. Water-breathing creatures may breathe congealed water.

[91.5] General Knowledge Rituals

1. Ritual of Shaping Rag and String Golem (Q-1)

This ritual allows a Shaper to form a small golem out of bits of rag and string (which must be available to perform the ritual). Rag and string golems have the following characteristics:

Description: Rag and string golems are 1 to 2 feet tall and are humanoid in form. Their skin will have the color and texture of the rags from which they are formed.

Talents, Skills, and Magic: When a rag and string golem is created, its Shaper and any other characters present may imbue the golem with a number of abilities. Up to 5 times the Shaper's Rank with this ritual of Ranks of any spells, talents, skills, weapon ability, or linguistic knowledge may be imbued in the golem. Two, however, is subtracted from this maximum for each individual ability bestowed. For example, a golem is formed by Shaper with Rank 6 (in Q-1). Up to 30 (6x5) Ranks each of abilities could be put into the golem (-2 for each separate ability). Thus the golem could be a Rank 6 healer, Rank 0 spy, have Rank 4 with dagger, have Rank 2 in a language, have Rank 3 in the Spell of Mending, and have Rank 3 with the sling, totalling 18 ranks. The maximum possible since the golem has 6 different abilities or (6x2) = 12. No ability may be imbued in a golem unless the Adept or a some other character participating in the ritual has Rank in the ability at least equal to the Rank imbued. A rag and string golem may never learn rituals, nor may it ever know spells or talents from more than one College. A

rag and string golem does automatically know the Shaper's Language at whatever Rank the Shaper himself knows it, and this ability does not count against the total that may be imbued in the golem.

Movement (Running): 100.

PS: 7 **MD:** 18 **AG:** 19 **MA:** 18

EN: 3 **FT:** 3 **WP:** 16 **PC:** 15

PB: 10-18 * **TMR:** 8 **NA:** None

* Depends on rags used.

Weapons: Rag and string golems may use any weapons allowed by their strength. Rag and string golems may never use armor or shields, however, and the spell-casting ability is affected by the presence of cold iron exactly as the ability of a normal Adept.

Comments: Rag and string golems are by far the most intelligent of golems. They may receive and carry out very complicated instructions without flaw. They can also converse with their masters and any other being with whom they share a language. These golems can act freely and modify the letter of their orders to follow the intent behind them. Commands can also be given in general terms, and the golems will improvise as they go along. Rag and string golems will always serve their creator faithfully.

They will never serve anyone other than their creator except during extremely limited periods (less than a day) and at the creator's request. The ritual by which rag and string golems are formed may be enacted outside a Shaper's workshop, although it has a lower Base Chance when performed outside a shop. The ritual requires a minimum of two hours, regardless of where it is performed, however, the Spell of Animating Golems (S-5) must be cast over the rag and string immediately following the ritual by which it is created, or the golem will fall apart. Once animated, a rag and string golem lasts until it is killed (loses all its Endurance), or until the Special Knowledge Counterspell of Shaping Magics is cast over it.

The Base Chance for this ritual is 40% (+2/Rank), and the Experience Multiple is 250. There is no backfire.

2. Ritual of Shaping Clay Golem (Q-2)

A Shaper may use this spell to shape clay into the form of a golem. Clay must be available for the ritual to be performed. Clay golems have the following characteristics:

Description: Clay golem is a humanoid, and is between 4 and 8 feet in height. The golem is the type of the clay from which it is formed.

Talents, Skills, and Magic: Clay golems have no talents, skills or magical abilities.

Movement (Running): 100

PS: 5-15 plus (2xRank)

MD: 6-10 **AG:** 4-8 **MA:** 0

EN: 14-20 plus Rank

FT: 25-30 plus Rank

WP: 19 **PC:** 10 **PB:** 8

MR: 2 **NA:** none

The larger the golem, the greater the Physical Strength, Endurance, and Fatigue, but the lower the Manual Dexterity and Agility, within the ranges provided.

Weapons: Clay golems may use any weapon they are physically capable of using (see PS and MD requirements on Weapons Chart), although they may never take Rank with a weapon. They may attack with their hands in Close or

Melee Combat with a Base Chance of 40% and doing +7 damage.

Comments: Clay golems are mindless. They can follow simple commands (e.g., "Attack him", "Carry these boulders to the top of that hill"), but can do nothing complex. They will follow only the commands of their Shaper.

A minimum of one hour must be spent shaping a clay golem. This ritual can be performed anywhere, although its Base Chance suffers an unfavorable modification if it is performed outside of a Shaper's workshop. Once shaped, a clay golem must be animated via S-5 before its clay dries out or it will be unable to be animated, a clay golem remains active for 5 + Rank (with Q-2) hours. Clay golems may never be re-animated. The clay of which they are composed may be reshaped, however.

The Base Chance for this ritual is 25% (+3/Rank), and the Experience Multiple is 300. There is no backfire.

3. Ritual of Magic Divination (Q-3)

This ritual is identical to the ritual of the same name of the College of Naming Incantations.

4. Ritual of Investment (Q-4)

This ritual is identical to the Investment Ritual described in *DragonQuest* (32.3), except that its Base Chance is 2xMA (instead of 1xMA), and its Experience Multiple is 250, not 300.

THE PREPARATION RITUALS

Rituals Q-5, Q-6, Q-7, Q-8, Q-9, Q-10 and Q-11 are all Preparation Rituals. These rituals can be used to prepare specific types of objects with enchantments of various sorts. Once a preparation ritual has been successfully completed, the Shaper must then perform the appropriate Binding Rituals (R-9 to R-22) to complete item's enchantment.

When an item is prepared by one of the following rituals, it is imbued with specific spells, talents, skills, weapon abilities, or language knowledge. Any number and combination of these may be imbued by one ritual. For example, a ring might be imbued with the spells "Armor of Earth," "Navigation," and "Shadow Form," plus the talent "Detect Aura," Rank 4 in the Mechanician Skill, Rank 3 with the broad-sword, and Rank 7 in spoken Elvish. Ritual knowledge may

never be bestowed on an item, however. Once a Shaper has decided what abilities will be implanted on a given item, that item's Shaping Index can be found, and the Shaper can determine from that Index several important parameters relating to the item's construction: how long it will take to prepare the item; how much its production will cost; whether the Shaper must lose any Endurance to produce the item.

An item's Shaping Index is determined by adding one value for each ability with which an item is to be bestowed. The value for each type of ability is determined differently, as described in the following:

Spell and Talents with Experience

Multiples: The ability's Experience Multiple.

Talents without Experience Multiples: 50

Skills: Add 100 to (the amount of experience needed to rise to the Rank in the skill which is going to be bestowed on the item divided by 10). For example, Rank 7 in the Healer Skill would add 1570 to an item's Shaping Index: $100 + (14700/10)$. Note that 14700 (the amount needed to rise from Rank 6 to 7) was used as opposed to the cumulative amount that would be required to rise to Rank 7 from scratch.

Languages: Divide the experience needed to rise to the level of ability in question by 10; e.g., the ability to speak a language at Rank 8 would add 225 to an item's Shaping Index ($2250/10$). Note again that the experience cost to rise from Rank 7 to 8 is used in the calculation.

Weapon Ability: Total the amount of experience needed to attain the Rank with the weapon, and divide by 5. Thus, if an item were to be imbued with Rank 10 rapier, its Shaping Index would be increased by 3000. $[(200+ 200+ 200+ 200+ 200+ 500+ 500+ 2,000+ 4,000+ 4,000)/5]$. Note that this procedure differs from those preceding in that the total experience needed to rise to a Rank is used, as opposed to the experience needed to rise only one Rank.

Characteristics: Total the amount of experience needed to attain the amount of point gain, assigning every

first point raised as indicated and every second follows appropriately, and divide by 10. If an item were to be imbued with a Perception increase of 3 and an Endurance increase of 2, its Shaping index would be 1000, or $[(1000+750+750) + (5000+2500)]/10$. The time required to prepare an item is found as follows;

The row on the Magic Item Creation Chart (91.8) corresponding to the item's Shaping Index is found. This row is cross-referenced with the "Time" column of the Chart to find the time needed for the preparation rites.

The cost (in Silver Pennies) to prepare an item is found by multiplying the item's normal cost (its price if it were not enchanted) by the number in the "Cost" column of the Magic Item Shaping Index. This number is then multiplied by the "Cost Factor" listed in the preparation ritual used to find the total cost of that ritual.

The row of the Magic Item Creation Chart corresponding to the item's Shaping Index is also used to determine if the Shaper must lose any Endurance loss indicated on the Chart must be permanently expended to perform the preparation ritual. The Endurance loss is divided evenly through the length of time spent on the ritual. Thus, if an item takes one year to produce, and 7 points of Endurance must be lost in its production, one point would be lost on the 52nd, 104th, 156th, 208th, 260th, 312th, and 364th days. Any Endurance expended is permanently lost, regardless of whether the ritual is eventually successful. Note that, in rituals extending to five years or more, a Shaper must expend a minimum of 20 Endurance Points, and becomes a Spectre at the conclusion of the ritual. The character becomes a Spectre regardless of the success of the binding rituals completing the item's enchantment. Only the Shaper who prepares an item may perform a binding over that item.

An Adept capable of casting each of the spells and possessing each of the talents to go into an item must be present for at least half the of time spent on the item's preparation ritual. Thus, at least three Adepts would have to participate in the preparation ritual of an item endowed with spells from the College of Fire Magics and Naming Magics, a Fire Mage, a Namer, and the Shaper himself. In the same way, any skill, weapon knowledge, or language ability must be known by one character participating in an item's preparation

ritual for the abilities to be bestowed on that object. Any number of characters can contribute knowledge to the specific item. An ability can never be bestowed on an item with a higher Rank than that of the contributing character (e.g., if an item were to be bestowed with Rank 4 ability in the Healer Skill, some character participating in the ritual would have to have at least Rank 4 in that skill. An item may be imbued with a number of attributes equal to or less than the Rank with the applicable ritual of the Shaper creating the item. A character need not be an Adept to contribute non-magical abilities to an item. Each character contributing to an item must be present for at least 50% of the item's preparation ritual, regardless of the number of abilities he contributes to the item.

The effect of having an item bestowed with a particular ability is to allow the item's wielder to use any ability as a talent, without the necessity of any extraordinary effort or expenditure of fatigue. An item enchanted with any spell or talent allows the wielder of the item to use that item as if it was permanently invested (see 32.2) with the spell(s) or talent(s). Enchanted weapon Rank given an item's wielder the ability to use a weapon at a Rank equivalent to that to which the item was enchanted, plus any Rank he might have himself. Thus, a character who himself has Rank 5 with the rapier would be considered to have Rank 13 if he was wearing a ring bestowed with Rank 8 with the rapier. The ability in a skill or language of the wielder of an item is not cumulative with any ability bestowed on that item. Rather, the higher of the two Ranks in an ability is available to the wielder. For example, if a character has Rank 7 in the Spy Skill, and he wears a ring with Rank 9 in that skill, the character would be treated as if he had Rank 9, not Rank 16. Only those spells designed to affect only the wielder or some facet of his own person may be imbued into an object by preparation and binding rituals. Investment rituals may be performed on already enchanted items. This is designed to prevent "kill" spells, such as the Bolt of Fire from the College of Fire Magics, from freely being placed into items. New enchantments may be added to already enchanted items. A new preparation ritual is undergone (with already bound abilities not being factored into the

Shaping Index). However, one roll on the Shaping Accidents Table must be made for each new enchantment added to an already enchanted item, in addition to the normal checks for shaping accidents (see following). Note, however, that invested spells are considered a different form of enchantment altogether, and do not require a roll for shaping accidents even when added to an already enchanted item. All spell and talents imbued in an item function at the Rank of the Adept who provided the spell during the preparation ritual; e.g., if an Adept with Rank 6 Witchsight provided that spell during an item's enchantment, the Witchsight provided by that item to its wielder would have a range of 105 feet --15+(15x6) -- per that spell at Rank 6. Preparation rituals all have a Base Chance of 90 (+1/Rank).

This Base Chance may be modified per 91.2 but modified Base Chances in excess of 100 are treated as 99. Cast Checks for preparation rituals are not made at the end of the ritual, however, but at the end of each week during the course of an item's preparation. If the Cast Chance is missed at any point, the ritual does not necessarily fail entirely. Instead, the GM rolls on the Shaping Accidents Table (91.9) to find the results of the failed Cast Check.

5. Ritual of Amulet Preparation (Q-5)

This ritual allows the Shaper to use amulets as receptacles to various abilities. The wearer of the amulet is considered the wielder of the item. Amulets are primarily used for defensive oriented spells, and may not be imbued with abilities that are offensive. The Experience Multiple for this ritual is 100, and the Cost Factor is 25.

6. Ritual of Preparing Arms and Armor (Q-6)

This Ritual allows the Shaper to prepare arms and armor as magical receptacles. The person carrying or wearing the item receives the benefits of its enchantment. Weapons enchanted in this method break only when the wielder rolls above 5xMD, and drop only when the wielder rolls above 4xMD. The Experience Multiple for this ritual is 200, and the Cost Factor is 30.

7. Ritual of Preparing Enchanted Clothing (Q-7)

The Shaper may use this ritual to prepare clothing with enchantments. The wearer of the clothing is considered its wielder. The Experience Multiple for this ritual is 175, and the Cost Factor is 20.

8. Ritual of Preparing Enchanted Furniture (Q-8)

Any type of furniture may be magically endowed by this ritual. The GM will have to decide who is considered the wielder of enchanted furniture. A magical chair, for example, would endow its benefits to one who sits in it, but the wielder of a bookcase of desk is more difficult to determine. The Experience Multiple for this ritual is 100, and the cost factor is 10.

9. Ritual of Preparing Talismans and Minor Artifacts (Q-9)

This ritual works on small items, such as statuettes, locket, pens, and paperweights. The GM will have to decide exactly how these items are used. The Experience Multiple for this ritual is 200 and the Cost Factor is 30.

10. Ritual of Preparing Staves and Wands (Q-10)

Wizard's staves and magic wands (other than Runewands) may be enchanted by this ritual. A person must actually hold a staff or wand to receive the benefits of its enchantment. The Experience Multiple for this ritual is 150, and the Cost Factor is 50.

11. Ritual of Preparing Greater Artifacts (Q-11)

Large objects (such as towers, rooms, or arches) may be enchanted by this ritual. Enchantments bestowed upon such artifacts will usually affect large areas (for example, the interior of a room), bestowing their effects on all in the area. Thus, only abilities that could affect an area and more than one entity can be enchanted into a greater artifact. The Experience Multiple for the ritual is 100, and the Cost Factor is 50.

[91.6] Special Knowledge Spells

1. Spell of Creating Mudsluck (S-1)

Experience Multiple: 300
Base Chance: 30%
Range: 30 feet (+15/Rank)
Duration: 30 sec (+10/Rank)

Resist: May not be resisted

An area 20 (+10/Rank) feet square becomes slick with a 1/4-inch film of mud. Every entity within the affected area must roll less than or equal to twice its Agility on D100, or it will fall. If an entity does fall, a roll of less than its Agility must be made before it can rise.

2. Spell of Shaping Elementals (S-2)

Experience Multiple: 400
Base Chance: 10%
Range: 30 feet (+10/Rank)
Duration: 5 min (+1Rank)
Resist: May not be resisted.

A volume equal to two cubic feet x Rank containing one of the four elements may be shaped by the Adept into any form desired, and will retain that form for the duration of the spell. Thus, a sail of air could be created that could propel a boat, or a spear of fire which could actually be thrown (although it would burn the hand of the thrower). Note that the spell cannot be cast over any living entity or over an Elemental.

3. Spell of Neutralizing Golems (S-3)

Experience Multiple: 350
Base Chance: 20%
Range: 10 feet (+5/Rank)
Duration: Immediate
Resist: May be actively and passively resisted.

If this spell is successful, any one magically animated golem will be deactivated (i.e., will become a lifeless statue). Deactivated golems can, in most cases, be reanimated via the Spell of Activating Golems.

4. Spell of Binding Golems (S-4)

Experience Multiple: 400
Base Chance: 15%
Range: 15 feet (+5/Rank)
Duration: 10 min (+5/Rank)
Resist: May be actively and passively resisted.

Any uncontrolled golem may be controlled by the casting Adept if the spell is successful. See the descriptions of golems to determine the nature of the commands that may be given golems.

5. Spell of Activating Golems (S-5)

Experience Multiple: 450
Base Chance: 15%
Range: 10 feet

Duration: Depends on type of golem.

Resist: May not be resisted.

This spell will animate golems that have been prepared via Q-1, R-2, R-3 or R-4 but are not already animated. Once a golem has been activated, the caster must immediately roll less than 2x(Willpower + Rank) to gain control of the golem. If the roll is not made, the golem is uncontrolled, and its actions must be determined by the GM (it will probably attack everything around it). If this spell backfires, there is a 40% chance that the golem being activated is destroyed, in addition to any other backfire results.

[91.7] Special Knowledge Rituals

1. Ritual of Turning Stone to Flesh (R-1)

This ritual allows the Adept to turn one entity that has been turned to stone by enchanted creatures or magical means back into flesh. Only entities that are naturally living but have been turned to stone are affected by this ritual. Any clothing or other items that were turned to stone with a figure are restored to their normal state with that figure. The Base Chance of this ritual is 55% (+3/Rank), and the Experience Multiple is 200.

2. Ritual of Shaping Stone Golems (R-2)

A shaper may use this ritual to craft a golem of stone. The crafting requires a minimum of three months, and the use of a shop worth at least 40,000 Silver Pennies. The materials needed for this ritual cost 15,000 Silver Pennies. The golem is carved from a solid block of stone. Stone golems have the following characteristics:

Description: Stone golems are humanoid figures about 12 feet tall. Their bodies will be the color and texture of the stone from which they were carved.

Talents, Skills, and Magic: A Stone golem has no talents, skills, or magical abilities.

Movement Rate (running): 100

PS: 20 plus Rank

MD: 5-13

AG: 3-9 **WP:** 30

EN: 20 plus Rank

FT: 27 plus 1.5xRank, rounded up

PC: 7-12

PB: 6-10 **TMR:** 2

NA: 5-7, depending on hardness of stone used.

The larger the golem, the lower the Manual Dexterity and Agility within the spans give. Only magic weapons can harm stone golems, and any weapon that strikes a stone golem must be checked for breakage per the normal breakage chance. Only magic that affects stone can have any effect on stone golems.

Weapons: Stone golems may use any weapons, but they never have any Rank. They may attack with their hands in Melee Combat with a Base Chance equal to their (Shaper's Rank x4)%, or in Close Combat with a Base Chance of (50+Rank)%, doing (D-3)+Rank damage either way.

Comments: Stone golems are basically mindless automatons, and can perform only simple tasks. Stone golems remain unanimated after their formation until the Spell of Animating Golems (S-5) is cast over them. They may remain unanimated following their creation for any length of time without harmful effect. Once animated, a stone golem remains active for 3 hours (+30minutes/Rank in R-2). At the end of this time, the golem becomes a stone statue. It may be re-animated by S-5 any number of times, until it is destroyed (i.e., until the Special Knowledge Counterspell of Shaping Magics is cast over it, or until its Endurance is exhausted).

This ritual is automatic, but each week during the golem's construction there is a 1% chance of a shaping accident. If such an accident does occur, the GM should roll on the Shaping Accidents Table (91.9) to determine the effect.

3. Ritual of Shaping Iron Golems (R-3)

A Shaper may use this ritual to cast a golem from iron. The casting requires a period of at least four months and the use of a Shaper's workshop costing at least 50,000 Silver Pennies. The materials and laborers needed in the construction of a golem of this type cost 20,000 Silver Pennies. Iron golems have the following characteristics:

Description: Iron golems are humanoid figures of iron, standing between 6 and 10 feet tall. Gemstones are often used for the eyes. Weapons will often be built

into the arms of these golems as living parts of their bodies.

Talents, Skills, and Magic: Iron golems have Rank 5 with any weapon built into them. Only magical weapons and spells affecting iron can harm iron golems, and any weapons that strike them must be checked for breakage.

Movement Rate: 150

PS: 40 plus 2xRank
MD: 7-12 **AG:** 5-10 **MA:** 0
EN: 35 plus 2xRank
FT: 40 plus 2xRank
WP: 40 **PC:** 7-12 **PB:** 8
TMR: 8 **NA:** 8

The larger the golem, the lower the Manual Dexterity and Agility (within the ranges given).

Weapons: An iron golem may carry any weapon, although it only gains the bonus of Rank 5 with weapons with which it is cast. Such weapons can break, though they may never be dropped. Iron golems can carry shields, but may never wear armor. Iron golems may attack with their hands in Melee Combat with a Base Chance of (40+Shaper's Rank)% of doing (D+ Shaper's Rank) damage. In Close Combat, their Base Chance rises to (55+Shaper's Rank)%, although damage remains the same as in Melee.

Comments: Iron golems are mindless, killing automatons. They can perform only very simple commands, but become deadly fighters once in combat. Iron golems can never be stunned.

Once shaped, an iron golem is inanimate until the Spell of Animating Golems (S-5) is cast over it. There is no detrimental effect to leaving an iron golem unanimated for a period of time before the spell is cast. Once animated, an iron golem remains active for one hour (+15 minutes/Rank with R-3). After the time, it reverts to an iron statue, but may be re-animated by S-5. This ritual is automatic, but there is a 1% chance of a shaping accident each week during an iron golem's casting. If there is an accident, check the Shaping Accidents Table (91.9) to determine the exact result.

4. Ritual of Shaping Flesh Golems (R-4)

This ritual may be used to fashion a golem from parts of different corpses. The crafting requires at least

six months, and all the pieces that are to go into the golem must be found before the ritual can begin. A workshop costing at least 80,000 Silver Pennies must be available in order to fashion this creature. In addition to pieces of corpses, materials costing 20,000 Silver Pennies are needed for this ritual. An alchemist of at least Rank 8 must also be present throughout the ritual, the cost of whose hiring has not been included in the cost of materials. Flesh golems have the following characteristics:

Description: A flesh golem may be put together from different creatures within a species, or from any number of different species. For example, a troll could be fashioned with the brain of a human and the wings of a gargoyle; or an ogre could be made with the strength of one ogre (presumably a powerful one), the endurance of another hardy one, and the brains of a bright ogre. Seams will show wherever parts are sewn together, and all flesh golems will exude a horrible rotting odour.

Talents, Skills, and Magic: Flesh golems never retain any of the skills or spell-casting ability of the creatures from which they are made, but do retain any talents appropriate to the parts of a creature used. Thus, a golem made with the eyes of a basilisk would be able to turn creatures to stone in the same manner as a normal basilisk.

Movement Rates: Variable, according to the golem's size and method(s) of locomotion.

PS: Average the Physical Strength of the creatures from which the golem's muscle tissues were taken.

MD: Average the Manual Dexterity of the creatures from which the golem's muscles and brain were taken.

AG: Average the Agility of the creatures from which the golem's muscles and brain were taken.

MA: None.

EN: Average the endurance of the creatures from which the golem's muscles and internal organs were taken.

FT: As for Endurance, but the creature from which the golem's lungs were taken counts twice within the average.

WP: Add 10 to the Willpower of the creature from which the golem's brain was taken.

PC: Variable, depending on the quality of the eyes, ears, and mental abilities of the creatures that were used.

PB: Variable, but never more than 6.

TMR: Variable (depends on Agility, per 5.6, and on the GM's discretion).

NA: Depends on the creatures from which the golem's skin was taken.

Weapons: A flesh golem may use any natural weapons (such as claws or fangs) built into it, as well as any weapons that it can carry. Flesh golems will have Rank in weapons equal to the Rank in weapon of the creature whose primary arm was used to construct the golem. If the flesh golem has no primary arm, it may have no Rank in weapons.

Comments: The GM will have to use his discretion in allowing combinations of creatures. It would be absurd to allow a golem to be built with a dragon's head on the body of a wolf, or even on the body of a human -- due to discrepancies in size, for instance. Flesh golems can be harmed by any sort of weapon or magic. Flesh golems need not be animated immediately following the creation, but each day that goes by before they are animated lowers the Base Chance of the Spell of Animating Golems (S-5) by 3%. Once animated, a flesh golem will remain active until it is killed or dispelled (by the Special Knowledge Counterspell of Shaping Magics cast as a ritual). A flesh golem will almost always (99%) obey its creator, but the GM must determine the complexity of commands it is capable of executing based on the intelligence of the brain used to fashion the golem.

The Experience Multiple for this ritual is 500. The ritual is automatic, but there is a 1% chance that an accident will occur each week during a flesh golem's creation. Roll on the Shaping Accidents Table (91.9) to determine the effects of an accident.

5. Ritual of Warding Demons (R-5)

A Shaper may use this ritual to produce the shields described in Section 47 (the College of Greater Summoning) of *DragonQuest*. The Shaper's cost in Silver Pennies for materials, the amount of time needed, and the Rank needed with this ritual before a particular type of shield can be produced are as follows:

Shield	Cost	Months	Minimum Rank
Versus Dukes	3,000	3	0
Versus Princes	3,000	3	3
Versus Presidents	4,000	4	5
Versus Earls	5,000	4	7
Versus Marquis	7,000	5	9
Versus Kings	15,000	6	12

A Shaper must be assisted for one week out of each month by the Adept of the College of Greater Summonings who knows the ritual of summoning demons of the type the shield being manufactured wards against. Any Adept may construct as many as Rank/3 (round up) shields of any one type simultaneously, so long as the material for each are paid for at the rates described above.

The Experience Multiple for this ritual is 400. The ritual is automatic, but there is a 1% chance an accident will occur each week during the shield's creation. An accident results in a random demon (GM's discretion) being summoned to the Shaper's shop, the results of which are to be determined by the GM.

6. Ritual of Binding Investments (R-6)

This ritual allows a Shaper to greatly increase the potency of the investment ritual, allowing an invested spell to be used an unlimited number of times. Thus, if the Spell of Malignant Flames was invested in an object by the normal investment ritual and R-6 was successfully cast over the object, the Spell Malignant Flames could be cast from the item an unlimited number of times. Anyone using the item would still have to check to see if the spell goes off successfully each time the item is used.

The Base Chance for this ritual is 5% (+3/Rank), and the Experience Multiple is 500. A Backfire results in the spell affecting the Shaper and any other Adepts who may be present.

7. Contain Monster (R-7)

This ritual allows an Adept to contain within a receptacle, any being except those listed in the College Greater Summoning. The receptacle must first be prepared via Q-5, Q-6, Q-7, Q-8, Q-9, Q-10, or Q-11. Shaping Index for a containment is 120. Containment may be performed in conjunction with the bestowal of other abilities in an item without penalty. After an item has been prepared, the ritual is performed over it. The being to be contained must be present throughout the ritual, which it may both actively and passively resist. If the ritual is successful, the entity is contained within the item. If the ritual is unsuccessful, there is a 20% chance the prepared receptacle has been ruined and may not be used for the containment, otherwise, the ritual may be repeated. Essentially, the contained entity disappears from this plane. It may be released upon the command of the wielder of the containing object, and will reappear within 5 feet of the object, and serve the object's wielder without question or regard for its own safety. The item's wielder may return a creature to the item by touching the item to the creature. An Adept of the College of Lesser Summoning must be present for 50% of the time of the preparation of the containing object.

The Base Chance for this ritual is 35% (+3/Rank), and the Experience Multiple is 350.

8. Contain Greater Summoning (R-8)

This is a much more subtle version of R-7. It is performed in the same way, and has exactly the same effects, save that it operates on the creatures listed in the College of Greater Summoning (section 47) of *DragonQuest*. A member of the College of Greater Summoning must be present throughout half of the ritual of preparing the containing item. The

shaping Index for this form of containment is 1,800. A demon must be bound before it can be contained within an item, and even then it may both actively and passively resist. Other creatures (such as devils and incubi) need not be bound, but they also have a chance to resist. Even once contained in an item, Greater Creatures will often influence the item's wielder, making the item seem to have a will of its own. The item will sometimes resist movement or become heavy, or make the wielder attack his friends, or cause the item to cast a wrong spell as if it has some enchantment in addition to the containment. In cases where the being contained in an item continues to resist in this manner, the resistance will only be effective if the Willpower of the individual wielding the item is less than or equal to the Willpower of the entity contained in the item.

The Base Chance for this ritual is 35% (+2/Rank), and the Experience Multiple is 500.

THE ENCHANTMENT BINDING RITUALS

Following the completion of one of the Preparation Rituals (Q-5, Q-6, Q-7, Q-8, Q-9, Q-10, or Q-11), an item will have been prepared with certain abilities. Each ability with which an item was imbued must be bound to the item before that ability can be used. Only the Adept who performed the Preparation Ritual for an item may perform a Binding Ritual upon that item. An ability need not be bound to an item immediately following a Preparation Ritual, but the item cannot be used until the abilities contained within are bound.

Spells and magical talents may only be bound by the Binding Ritual pertaining to their College, while any other abilities may be bound by R-22. Each ability of any sort must be bound individually, however, even if more than one ability bestowed on an item is from the same College. If a particular Binding Ritual does not succeed, there is a 20% chance that the ability to be bound is not lost, the Shaper may repeat the ritual and attempt to bind it again immediately after or at a later one.

A Shaper may thus repeat the various Binding Rituals until all abilities capable of bound within a prepared item have either been bound into it or lost. Each of the following

Binding Rituals has a Base Chance of 50% (+2/Rank) and an Experience Multiple of 250.

- R-9 Ritual of Binding Shaping Magics
- R-10 Ritual of Binding Ensorcelments and Enchantments
- R-11 Ritual of Binding Illusionary Magics
- R-12 Ritual of Binding Naming Magics
- R-13 Ritual of Binding Air Magics
- R-14 Ritual of Binding Water Magics
- R-15 Ritual of Binding Fire Magics
- R-16 Ritual of Binding Earth Magics
- R-17 Ritual of Binding Celestial Magics
- R-18 Ritual of Binding Black Magics
- R-19 Ritual of Binding Necromantic Conjurations
- R-20 Ritual of Binding Spells of Lesser Summoning
- R-21 Ritual of Binding Rune Magics
- R-22 Ritual of Binding Non-Magical Abilities.

23. Ritual of Naming Artifacts (R-23)

This allows a Shaper, working with a Namer (who must be present during the entire ritual), to imbue an enchanted with an Individual True Name. This works as a Ward preventing usage of the item unless the wielder utters the True Name before each and every activation. Activation is defined as the use of the item in such a manner that its magical properties are called into play. Unlike a Ward, even a Namer cannot dispell this magic.

The only way in which the Name may be taken away or changed is for the individual Shaper and Namer to perform this ritual successfully again over the item (and at the same phase of the moon as the original ritual) and they may rename or unname the item as they wish. This Individual True Name becomes known to the Naming Demons, as do all Individual True Names. The Shaper or Namer cannot be forced to reveal the Name by any means.

The ritual takes one hour to perform, and a diamond worth 5,000 Silver Pennies must be crushed during the ritual. The Base Chance is 50% (+5/Rank), and the Experience Multiple of the ritual is 100.

24. Ritual of Warding Artifacts by Magical Aptitude (R-24)

This works as Ward R-23, except that Magic Aptitude is imbued into the item to prevent unwanted use. An Adept must be present with a Magical Aptitude at least equal to or greater than the Magical Aptitude desired. This may be the Shaper himself. As the ritual is performed, a Ward is imbued such that any entity attempting to activate the item whose Magical Aptitude is less than that imbued will not be able to use the item, and will in fact take [(D-4)+Shaper's Rank] points of damage directly to Endurance if the entity tries.

The ritual takes three hours to perform, and a rubellite tourmaline worth 500 Silver Pennies must be crushed during the ritual. The Base Chance is 2x Shaper's MA (+3/Rank), and the Experience Multiple is 150.

25. Ritual of Ancient Divination (R-25)

Through this ritual, an Adept may discover what magic has been placed on an object which, because of the amount of time since enchantment, is beyond the capabilities of Q-3. The ritual requires a stocked workshop worth at least 30,000 Silver Pennies and a Crystal of Vision from the College of Ensorcelments and Enchantments worth 4,000 Silver Pennies (this crystal is reusable). The Base Chance to determine the exact nature of each separate enchantment is the Adept's Magic Aptitude plus (+5/Rank). Five is subtracted for each decade since the item was enchanted. Each enchantment is revealed individually, and therefore an item which had six different enchantments placed on it would need at least six distinct rituals, which may have different Cast Chances (due to the possibly differing ages of each enchantment). The ritual takes six hours, and if the ritual backfires, the Crystal of Vision is destroyed, and the Shaper suffers Endurance damage equal to the Endurance cost required to shape the item. The Experience Multiple is 450.

[91.8] Magic Item Creation Chart

Shaping Index	Time	Cost	Endurance Lost
01-50	2 months	2	0
51-125	2 months	3	0
126-200	2 months	4	0
201-300	2 months	5	0
301-400	2 months	6	1
401-500	3 months	7	1
501-600	4 months	8	1
601-750	5 months	10	2
751-900	6 months	20	2
901-1100	7 months	30	3
1101-1400	8 months	40	4
1401-1700	9 months	50	5
1701-2000	11 months	75	6
2001-2500	1 year	100	7
2501-3000	2 years	200	8
3001-4000	3 years	400	10
4000+	5 years	500	20*

* A minimum of 20 Endurance Points must be lost and, in addition, the shaper becomes a Spectre at the completion (successful or not) of the binding rituals.

Example of Shaping Magic

In addition to those magic items presented, a wide variety of enchanted items can be made available through the arts of the College of Shaping Magics. What follows is an example of the creation of a powerful magic item.

An Adept of the College of Shaping Magics has Rank 10 with the Ritual of Preparing Talismans and Minor Artifacts (Q-9). Using this Ritual, he may imbue any talisman or minor artifact with up to 10 abilities. The Shaper is contemplating a quest in which great speed, stealth, and combat ability will all be at a premium, and so he designs a ring (considered to be a minor artifact) to be endowed with the following attributes:

- A Pegasus to be Contained within.
- Rank 6 Ranger Skill, specializing in Woods
- Spell of Quickness (S-12 of the College of Ensoelments and Enchantments).
- Spell of Blending (G-4 of the College of Earth Magics).
- Rank 5 ability with the Mattock.
- Strength of Stone Spell (S-3 of the College of Earth Magics).
- Spell of Vapor Breathing (G-10 of the College of Necromantic Conjurations).
- Speak to Shadow Creatures (T-1 of the College of Celestial Magics).
- Detect Aura (T-1 of the College of Earth Magics).

One additional ability could be added without going over the limit of 10, but in order to minimize the cost of the ring and the time to produce it, the Shaper decided not to include a tenth attribute. The Shaping Index of the ring is calculated as follows.

Containing the Pegasus has a Shaping Index of 1200 (see R-7 of the College of Shaping Magics). To progress from Rank 5 to Rank 6 in the Ranger Skill, 5,650 Experience Points must be expended; the Shaping Index for the Ranger Skill at Rank 6 is therefore 665: $(5650/10)+100$. The Experience Multiple for the Spell of Quickness is 300 and so the Shaping Index is 300 as well. Similarly, the Shaping Index for the Spell of Blending is 50.

Rank 5 ability with the Mattock (presumably a weapon the Shaper uses frequently) has a Shaping Index of 300: $(50+ 50+ 100+ 200+ 400+ 700) / 5$

= 300). The Shaping Index of the Strength of Stone Spell is 200, and the Shaping Index of the Spell of Vapor Breathing is 150, per those spells' Experience Multiples. The Talents, Speak to Shadow Creatures and Detect Aura, have Shaping Indexes of 50 and 75, respectively. The total Shaping Index of the Ring is thus $1200 + 665+ 300+ 50+ 300+ 200+ 150+ 50+ 75 = 2,990$.

Looking on the Magic Item Creation Chart (91.8), the Gamesmaster determines that the item will require 2 years to Prepare. Assuming that an ordinary ring costs 3 Gold Shillings, this sum is multiplied by the 200 as indicated by 91.8, and again by 30, the Cost Factor of Q-9, to find that 18,000 Gold Shillings must be spent to enchant the Ring. In exchange for this expenditure, the Ring may be composed of just about any material, may be encrusted with gems, and may be intricately carved, at the Shaper's option. Alternatively, it may be fashioned as a completely unadorned band. The cost to construct the Ring is constant, regardless of its adornment and ornamentation or lack thereof.

The Ring's Preparation must be performed in a Shaper's workshop of at least Poorly Stocked condition. The condition of the shop will affect the Cast Chance of both the Preparation Ritual and the Binding and Containment Rituals (see 91.2). One point of Endurance must be expended by the Shaper every 91st day during the 2 years the ring is fashioned, so by the end of the 2 years a total of 5 points (per 91.8) will have been expended.

Several persons would have to assist the Shaper in the manufacture of the Ring: an Adept of the College of Ensoelments and Enchantments who knows the Spell of Quickness; Adepts of the College of Earth Magics who know the Spell of Blending, the Strength of Stone Spell, and have the Detect Aura Talent (automatic); an Adept of the College of Necromantic Conjurations who knows the Spell of Vapor Breathing; and an Adept of the College of Celestial Magics who would contribute the Talent, Speak to Shadow Creatures. In addition, an Adept of the College of Lesser Summoning must be present to watch over the Containment of the Pegasus. If neither the Shaper nor any of the others has Rank 6 in the Ranger Skill (specializing in Woods) or Rank 5 (or higher) with the Mattock, additional individuals must be available to contribute the missing abilities. Each individual participating in the Shaper's shop for at least 12 months during the Ritual. A pegasus would have to be present throughout the entire Ritual.

The Rank at which each of the 4 Spells and 2 Talents imbued in the Ring would operate, will be equal to the Rank of the mage supplying the Spell of Talent with that particular ability. The Shaping Index is never affected by the Rank of a Spell of Talent. At the end of each week during the Ring's construction (during the Preparation Rituals), the Gamesmaster secretly rolls D100. Each time that a 100 is rolled, he must make a second roll (also secret) on the Shaper's Accident Table (91.9). If, for example, on the 34th roll, the Gamesmaster were to roll a 100 and then roll an 87 on the Shaping Accidents Table, the item will become more effective by D5 times. If a 2 were then rolled, the Gamesmaster would double the item's effectiveness, multiplying the Ranks of its abilities by 2, or adding completely new (and equally formidable) abilities (which the Shaper would probably have to discover by accident). The Shaper would then have a 65% chance -- $25+(4 \times 10)$ -- of detecting something unexpected that happened, and then a 50% chance (5×10) of detecting the exact nature of the occurrence once the fact some error has occurred has been detected.

Assuming there are no more accidents, at the end of two years the item will have been fully Prepared. It is still unusable until the Binding Rituals have been put over it, however. The Pegasus must also be contained via R-7. Assuming the Shaper has Rank 5 in this Ritual, he has a Base Chance of 50. If he rolls a 51 or higher (missing the Ritual), he must check to see if it is still possible to Contain the Pegasus. On a roll of 01-20 on D100, the Pegasus may not be Contained (due to the ruining of the receptacle), and much of the Shaper's effort over the preceding two years will have been wasted. On a higher Roll, he may try again to Contain the Pegasus. Eventually, the Pegasus will either be Contained or the Containment will be rendered impossible. Every time the Containment Ritual is performed, the Pegasus will get a chance to resist. If it resists successfully, the Shaper is considered to have missed his Cast Chance, with the indicated 20% chance of losing the Containment entirely. Note that, at the end of the two-year period, the Shaper would have lost 8 Ranks in each and

every one of his Skills, as per 48.6, due to lack of practice.

[91.9] Shaping Accidents Table

Roll	Effect
01-20	Imperfection has no positive or negative effects.
21-30	Imperfection does not damage the functioning of the item, but does mar it in a way that reduces its beauty (and thus resale value).
31-35	Item is rendered useless.
36-40	Helpers other than Assisting mage (if any) injured during construction. Roll 2D10 for damage which is applied directly to Endurance. Gamesmaster should determine if the Adept's helpers (whether injured or not) which to continue with the ritual and, if so, under what terms (usually better pay) they will do so.
41-47	Shaper injured during construction. Roll 2D10 for damage, applied as above.
48-50	Assisting mage (if any) is injured and takes D10 damage as above. Gamesmaster should determine if the injured mage wishes to continue with the ritual.
51-55	Gamesmaster rolls D100. Item will function at that percentage of its intended original efficiency. For example, if an item was intended to do damage and the Gamesmaster rolls a 50, the item will do half the damage it would have done had the accident not occurred. If this result occurs more than once during the construction of a particular item, the item is completely useless.
56-60	Item works as intended except each time the item is used, the user must expend D10 Fatigues Points, the exact number to be expended to be determined anew with each use.
61-85	Item will do something different from what was intended. What the item does is up to the Gamesmaster's discretion (although it should be related to the item's initial purpose). In any event, there is a 70% chance the item will be less useful than intended, and a 30% chance that it will be more useful.
86-91	Increase the efficiency of the item by D5 times. Any on aspect of what the item was intended to do may be increased of the overall effectiveness may be increased, at the Gamesmaster's discretion.
92-93	The name of an entity from another plane was accidentally uttered during the rites of construction, and the being comes to the Shaper's workshop to wreak vengeance. There is a 70% chance that the entity will be a demon, devil, or imp, and a 30% chance that it will be something else of the Gamesmaster's option.
94-95	95 Item does the reverse of what it was intended to do. The Gamesmaster will have to decide whether this means the item will affect a different party than intended, or whether the reversal has a different effect.
96-100	Item has been taken over by an entity from another plane (demon, devil, imp, hellhound, spectre, etc.). The item may force any wielder to attack his friends, or demand blood sacrifices, etc., at the Gamesmaster's option. If the item was not intended to contain a spirit in the first place, the spirit has a 10% chance of breaking loose, (leaving the item otherwise undamaged) each time the item is used.

NOTE: Each time the Gamesmaster rolls on the Shaping Accidents Table, there is a $20+(4 \times \text{Rank})$ chance the Shaper will notice something has gone wrong with the ritual. If an imperfection is noted, the Shaper has a chance equal to $(5 \times \text{Rank})\%$ of determining the exact nature of each individual imperfection (e.g., "The item has been taken over by a demon."). If the result of this die roll is 30 or higher than the Shaper's chance of detecting an imperfection, the Shaper will think he has detected an imperfection (of the GM's choice) which, in actual fact, is not there. If an imperfection is noted and the Shaper decides to start again from scratch, there is a 40% chance the original materials can be re-used.

92. MAGICAL RESEARCH AND SPELL CONSTRUCTION

Magical Research and Spell Construction is concerned with the means whereby Adepts may augment their existing magical knowledge or ability. Only Adepts may construct and develop new spells. There are two main methods of doing so:

1. **Research:** This method is used to rediscover lost wisdom.
2. **Experimentation:** This method is used to explore new paths of hitherto undiscovered knowledge.

The one method which may not be used is to simply have an Adept of another College of Magic teach the spells of his College to an Adept desiring to expand his knowledge. Effectively, members of different Colleges are speaking different languages because their magical knowledge is couched in arcane metaphysical terms commonly understood by practitioners of the same College, but not capable of fitting into the same body of thought and experience which makes up any other College. Therefore, while it is possible for the same exact spell to be cast by Adepts of two different Colleges, the means by which the spell is cast and the state of mind of the Adepts will be completely different. Some from of research will always be required to discover a means of casting a spell which is not part of an Adept's College, even when the spell is perfectly comprehensible to Adepts of some other College.

Whenever the GM or the players desire to add a new spell to *DragonQuest*, the following procedure is followed:

Step 1: The individual desiring the addition of the spell to the game writes out the following information:
 The Type of Spell (see 92.1).
 The Target Nature of the spell (see 92.2).
 The Number of Targets affected by the spell (see 92.3).
 The Damage Type (if any) of the spell (see 92.4).
 The possible Resistance of the spell (see 92.5).
 The Special Attributes (if any) of the spell (see 92.6).

Each of these types of information is termed a Special Characteristics. The first five

characteristics are listed on the Spell Construction Chart. Beneath each spell characteristic of that chart there is one or more descriptive phrases. When writing out the spell, the player should choose for each characteristic, the one phrase which most closely represents the nature of the spell ignoring those characteristics which do not apply. Detailed discussions of each phrase are provided under the section dealing with the characteristic described by that phrase. Special Attributes are discussed in 92.6. A spell may have any number of special attributes.

Step 2: The GM refers to the Spell Construction Chart to determine the Base Chance, Experience Multiple, Difficulty Factor and Cost of the spell. Each item is represented by a column on that chart, and each column contains a list of numbers representing the value of the spell's component characteristics for purposes of determining these four elements of the spell.

In order to determine any of these elements, the GM selects one number from the span provided opposite each spells characteristics and adds all of the numbers selected together. Where a span of numbers is provided, the GM should use the highest number in the span if the player creating the spell desires that it work as a talent instead of a spell, or if the particular combination of spell characteristics selected seems overly effective to the GM. The lowest number in the span should be used if the spell is designed to work as a ritual instead of a spell, or if the GM finds the combination selected to be particularly weak or ineffective. Otherwise, a number from the middle of the span which the GM feels provides a proper balance between the overall effectiveness of the spell and its cost should be chosen.

When a number has been chosen for each characteristic that applies to the spell type entry each under Type of Spell, Target Nature, Number of Targets, Damage Type, and Resistance of Spell, the entries are added together to form a single number which, in the cases of Experience Multiple, Difficulty Factor, and Cost equals the element represented by that column. The sum derived for Base Chance is subtracted from 100 to find the Base Chance for the spell. In some cases, it will simply be impossible to make a particular combination of

elements into a spell using this process because a negative Base Chance will be derived. The GM should, in such cases, disallow the spell or require that it be performed only as a ritual of a duration equal to at least one hour for every 1% (or fraction) the Base Chance is below 1.

Example: Sinjab the Kurd, an Earth Magician, desires to employ a spell designed to (1) Transmute (2) Single Target (3) which is a Cold Iron Object (4) using a spell which May not be resisted. The Spell Construction Chart lists the following numbers for each phrase:

Characteristics	Experience Base Chance	Difficulty Multiplier	Factor	Cost (SPs)
Transmutation	25-35%	80-120	30-40	500
Single Target	0-10%	5-40	5-15	50
Cold Iron Object	45-55%	100-140	45-55	300
No Resistance	20-30%	30-170	30-40	350
Total	90-130%	215-470	110-150	1,200

Subtracting the totals under the Base Chance column from 100 yields a number between 10% and -30%. The Experience Multiple for the spell would range from 215 to 470. The Difficulty Factor would be 110-150, and the cost to develop the spell would be 1,200 Silver Pennies.

Step 3: The GM selects a Range and Duration for the spell using existing spell as guidelines. The spell's inventor may request extra range or duration from the GM at this point, but the GM should increase the Experience Multiple, Difficulty Factor, and Cost and decrease the Base Chance of the spell by a percentage directly proportional to the increase in range and duration. When calculating percentage increases, round up to the nearest whole percentage point.

Example (continued): Sinjab's Transmute Cold Iron Spell might have a range of 10 feet and an immediate duration. If Sinjab wished to increase the range by 5 feet (50%), the result would be a decrease of 50% in Base Chance (a BC of 10 would become a BC of 5) and an increase of 50% in Experience Multiple, Difficulty Factor, and Cost. Thus, an Experience Multiple of 215 would become 323, and a Difficulty Factor of 110 would become 165. The spell's cost would be increased to 1,800 Silver Pennies. **Note:** The GM may wish to round increases up to the nearest increment of 5. All increases are cumulative. Therefore, an increase of 20% in range and 15% in duration would cause a 35% increase in Experience Multiple, Difficulty Factor, and Cost, and a 35% decrease in Base Chance.

Step 4: Once all of the spell's basic characteristics have been determined, the GM should adjudicate the effect of Rank on the spell. Generally, Rank should increase range and duration (where appropriate), number of targets, Base Chance, and damage, all by a constant increment for each characteristic. The effects of Rank should be determined using existing spells as guidelines.

Step 5: All of the spell's characteristics and a description of its effects should be

written out by the GM in *DragonQuest* format and the spell should be assigned a number and code. All spells researched by a player are considered Special Knowledge Spells (Special Knowledge Rituals, if the player wishes them to function as rituals rather than spells). However, all such spells have an ordinal number for purposes of learning or advancing in Rank one greater than the highest ordinal number given for any Special Knowledge Spell (or ritual, where appropriate) for this College. The GM should present the player with this written spell description along with a separate statement of the spell's relative Difficulty Factor and Cost.

Example (continued): Sinjab's spell would be written up by the GM as follows:

S-29. Spell of Transmuting Cold Iron

Experience Multiple: 215

Base Chance: 10%

Range: 10 feet (+5/Rank)

Duration: Immediate

Resist: May not be resisted.

The caster may transmute 1 (+1/Rank) object made of Cold Iron within range into some other substance of his choice. The transmutation is permanent until dispelled by magic. **Note to Sinjab:** The total cost of developing this spell will be 1,200 Silver Pennies, and it will have a Difficulty Factor of 110.

Once a spell has been designed, the GM may add it to the game for use by one or more NPC's or, if the spell is being designed for a player character, the player character will have to expend time and resources to develop the spell. Upon being handed the spell design, a player character may decide not to develop the spell at that time, in which case, the spell is returned to the GM who marks on it which character requested the design and files it away for future reference. One week of time is expended

by a player character whenever that character's player requests that a spell be designed. This cost represents the time expended in determining the feasibility of the spell and is automatically assessed whether or not the character proceeds to develop the spell immediately.

Whenever a player character decides to develop a spell, that character must state to the GM whether he will research the spell or experiment in an effort to discover it. If a character is researching the spell, he will require access to a library (his own or one borrowed or rented for the occasion). If he is experimenting, the character will require no such facilities, but the Difficulty Factor of a spell is automatically increased by 25 if the development of the spell is to be by a process of experimentation only, instead of research. In both cases, the Adept developing the spell will require materials whose cost is equal to the Cost of Spell in Silver Pennies.

A good magical research library will cost about 30,000 Gold Shillings to develop (less the value of any magical scrolls that the Adept may add to the library as a result of his adventures) and should take between five and ten years to develop. An Adept may use a partially developed research library, but the Difficulty Factor of the spell being researched will be increased by a percentage equal to the percentage difference in efficiency of the partially completed research library and a fully functional library. For example, a research library which was 70% completed would cause an increase of 30% (the difference between 70% efficiency and 100% efficiency) in the Difficulty Factor for any spell researched using that library. It normally costs about 1000 Silver Pennies per week in bribes to gain regular entry to a Royal Library, Guild Library, of similar facility which would serve as a research library.

Penalties for use of such libraries are stringent, however. There are no readily available research libraries open to the public.

Members of the College of Rune Magics who develop a spell by research decrease the Cost and Difficulty Factor of the spell by 20% (after all other modifiers are applied to the spell). Adepts of the College of Ensorcelments and Enchantments who develop a spell by experimentation decrease the Difficulty Factor (only) by 40% (after all other modifiers are applied to the spell). Members of the College of Naming Incantations who develop a spell by research decrease the Cost and Difficulty Factor by 25%.

Upon embarking on the development of a spell (through either research or experimentation), a character's player must announce to the GM how many weeks the character will spend developing the spell. He may take no other action during that period. If the development of the spell during this period is interrupted, the process of development must be performed again from scratch and time spent in unsuccessful development is lost. At the end of the development period, a Development Check is made by the GM to determine if the spell is successfully developed as written. The GM rolls D100. If the resulting number is greater than the Difficulty Factor, the spell is successfully developed and may be used as written by the Adept (who may teach it to others). If the resulting number is less than or equal to the Difficulty Factor, the development is unsuccessful to one degree or another and the GM rolls on the Spell, Talent, and Ritual Development Table (92.9) to determine the effects of the failure. For each week spent in developing a spell the Difficulty Factor for that spell is decreased by 5. Exception: A spell may never have a Difficulty Factor less than 5. No Development Check may be made for a spell which has a modified Difficulty Factor greater than 95.

[92.1] Every spell capable of being developed will be of one of 10 basic types.

1. Spells of Transmutation. All spells which alter the molecular structure of substances, change them from one shape into another, alter their density, and so forth, can be considered Spell of Transmutation, unless subsumed under another type.

2. Spell of Enchantment. All spells that raise undead, control, charm, enchant, allow communication with, bind, effect luck of, increase resistance of, create blight, blessing or rotting, cause disease or curse, animate, or enhance an existing enchantment on an object, entity, or substance. Many spells under this heading could also be considered Spells of Transmutation.

3. Spells of Creation (Fire). All spells involving the conjuration or creation of physical objects or of energy and involve the element of fire.

4. Spells of Creation (Air). All spells involving the conjuration or creation of physical objects or of energy and involve the element of air.

5. Spells of Creation (Earth). All spells involving the conjuration or creation of physical objects or of energy and involve the element of earth.

6. Spells of Creation (Water). All spells involving the conjuration or creation of physical objects or of energy and involve the element of water.

7. Spells of Perception. All spells involving illusions, obscurments, the creation of mental responses to magic (via Spell of Agony or similar device), the creation of darkness or light, the detection of auras or other hidden things, enhancement or dulling of senses, or prediction of the future.

8. Spells of Summoning. All spells involving the calling or summoning of beings of this dimension or any other dimension.

9. Spells of Restoration. All healing, regeneration, raising from the dead, and other types of damage repair.

10. Spells of Locomotion. All spells involving the propelling or levitating of individuals, objects, or substances by the Adept.

These 10 types are general divisions and any given spell may arguably be of more than one type. In general, the GM will readily perceive that the thrust of a spell places it within one of the 10 classifications more than any other. Where such is not the case, the GM should always place the spell within the type of classification least

advantageous to the spell's designer (in terms of Base Chance, Experience Multiple, Difficulty Factor, and Cost). If the spell's designer writes up the spell under one type of classification, that never prevents the GM from using a different type classification which he feels is more appropriate.

[92.2] Every spell that is capable of being developed will affect one of 11 possible targets.

1. Flora. All spells affecting only plants.

2. Lesser Entities. All spells affecting small animals, fish, birds, insects, and such.

3. Greater Entities. All spells designed to affect non-fantastical, non-sentient large animals, fish, and birds.

4. Sentient Entities. All spells designed to affect sentient entities (including player characters and NPC's), but which excludes fantastical entities.

5. Lesser Enchanted Entities. All spells designed to affect fantastical monsters of small size, lesser undead of any non-sentient type, and elementals.

6. Greater Enchanted Entities. All spells designed to affect large fantastical monsters, greater undead, dragons, summonables (other than elementals), large aquatics (whales, kraken, and the like), and large avians.

7. Small Inanimate Object. Any object of roughly the size of: small box, pouch, flask, and so on.

8. Medium Inanimate Object. Any object the size of a chair, small table, or crib.

9. Large Inanimate Object. Any object the size of a bed, dinner table, or other large piece of furniture.

10. Cold Iron Object. All spells designed specifically to affect objects made of cold iron (other than those spells that are used to enchant weapons).

11. Any Unrestricted Target. Any spell designated to affect any target or designed to affect a number of different target classes. The only exceptions are those spells which include as targets

Greater Enchanted Entities or Cold Iron Objects. In such cases, the highest possible numbers are used for Base Chance, Experience Multiple, Difficulty Factor, and Cost.

[92.3] Every spell capable of being developed will affect only a limited number of targets.

1. **Single Target.** Spells that affect only a single target other than the caster.
2. **Multiple Target.** Spells that affect a finite number of targets in excess of one.
3. **Area Spell.** Spells that affect all targets within a given area or range, or affect all such targets the except the caster.
4. **Caster Only.** spells that affect only the caster of the spell.

[92.4] Some spells capable of being developed are distinguished by the type of damage that they either inflict or heal.

There are four types of damage a spell developed during the course of one game can inflict or heal:

1. **Light Damage.** Spells that inflict or heal less than 6 points of damage on the average (with 5 being considered the average roll on D10).
2. **Heavy Damage.** Spells that inflict or heal 7 to 12 points of damage on the average (with 5 being considered the average roll on D10, and 10 being considered the average roll on 2D10).
3. **Killing Damage.** Spells that inflict or heal greater than 13 points of damage on the average, or that are specifically described as usually inflicting or curing terminal results on the victim.

Not all spells cause or heal damage. Those spells that are not specifically designed to kill, heal, or damage a victim directly have no Damage Characteristic. When constructing such a spell, the designer and the GM ignore that characteristic. All damage referred to relates to damage done or healed by the spell unranked against the undefined target. Spells that inflict damage on all targets within an area or heal all targets within the area

are classified according to the damage the could do to or remove from any one target within that area (not according to the damage it could do cumulatively). When constructing a spell, no allowance is made for how much of the damage inflicted by the spell might be absorbed by armor or other forms of protection.

[92.5] There are four classes of resistance possible versus spells.

1. **Active Resistance Only.** Spells that may be resisted only actively, not passively.
2. **Passive Resistance Only.** Spells that may be resisted only passively, not actively.
3. **Active and Passive Resistance.** Spells that may be resisted both actively and passively.
4. **No Resistance.** Spells that cannot be resisted (including illusion-type spells that must be disbelieved instead).

Exception: Spells that affect only the caster and that can not be resisted are considered to have no Resistance Characteristic, and no numbers are added to Base Chance, Experience Multiple, Difficulty Factor, or Cost for such spells.

[92.6] Some spells will have special attributes not covered in the Spell, Ritual, and Talent Construction Chart.

These special attributes include the following:

1. The spell is designed to work as a talent rather than a spell.
2. The spell is designed to work as a ritual rather than a spell.
3. The spell is designed to affect the climate or weather in an area, or to create earthquakes, tremors, volcanic eruptions, openings to the center of the earth, or the like, or to summon celestial bodies, or make major alterations in the earth or stars.
4. The spell involves a major curse or other doom of a significant (and probably deadly) nature.

5. The spell involves some means of dissipating or countering other magic already in effect.

In the cases of paragraphs 1, 3, 4, and 5 preceding, the maximum number should be used for each spell characteristic to reflect the presence of one of these factors. If more than one of these factors is present, half the difference between the higher and lowest number in each span should be added to the highest number in the span for each of the special characteristics which apply. In the case of 2. above, the minimum number in the span should be used. If 2 is used in conjunction with 3, 4, or 5, half the difference between the highest and lowest number in each span is added to the lowest number in the span for each of the special characteristics that apply. The GM may wish to add other special characteristics in addition to the 5 mentioned. Any such added characteristics should be treated the same as special characteristics 1 through 5 insofar as they affect the numbers on the Spell, Talent, and Ritual Construction Chart.

[92.7] The GM must roll on the Spell, Talent, and Ritual Development Table whenever a spell is improperly developed.

A spell is improperly developed whenever the GM rolls a number less than or equal to the Difficulty Factor for that spell on D100 as part of a Development Check (see the introduction to this Section for the procedure employed). An improperly developed spell may still be used in most cases, but improper development can result in a variety of (more or less) adverse consequences relating to the spell's implementation. These may include increases or decreases in the spell's characteristics, increased development cost, an alteration in the spell's primary effect, the creation of side effects attendant upon the casting of the spell, or automatic backfire whenever the spell is cast.

The GM should never tell the developer of the spell anything about the spell except whether the spell has been developed or not, until such time as the developer attempts to cast the spell, increase his Rank with it, teach it to others, or otherwise employ it in such a way that any alteration from its written form would become clear to the developer. The GM should, however,

note any changes in the way the developed spell actually works (as opposed to the way it was supposed to work). The developer may, if the GM desires, be told there is a chance the spell has been improperly developed, or the GM may choose to notify the developer that the development has failed totally (and no usable spell has been developed), or that it has succeeded to an unspecified extent. GM's who desire to keep as much information about the spell secret for as long as possible may wish to routinely roll D100 (ignoring the result) after each Development Check, whether or not it is necessary to roll on the Spell, Talent, and Ritual Construction Chart. This procedure should keep the developer guessing as to just what is happening to his spell.

In some cases, a roll on the Development Table will result in several aspects of the spell's functioning being altered or in the GM having a choice as to what aspects of the spell's functioning will be altered. In such cases, the GM is the sole determiner of how the altered spell will work. In other cases, it may be impossible for a spell of a particular type to be affected by the results of a roll on the Development Table. In such cases, the spell is considered to have been successfully developed as written. There is no effect on the spell due to improper development.

The actual procedure used to determine the effects of an improper development on a spell are as follows: The GM rolls D100 and consults the Development Table. The passage indicated describes the effect on the spell resulting from improper development. This dice roll result is modified by subtracting from it a number equal to the number of weeks spent on developing the spell.

Example (continued): If Sinjab the Kurd's Spell of Transmuting Cold Iron has a Difficulty Factor of 110, and Sinjab spends 10 weeks developing the spell, the modified Difficulty Factor will be 60. The GM makes a Development Check at this point by rolling D100. The result is 23. Sinjab has improperly developed his spell, and the GM must now roll on the Spell Development Table. The Result of this D100 roll is 12. The number of weeks spent in development of the spell (10) is subtracted from this number resulting in a modified roll of 02. A result of 02 falls within the span of 01-05. The description opposite this span of

numbers on the Spell Development Table indicates that despite improper development, the developer is able to successfully formulate the spell as written.

[92.8] Spell, Talent and Ritual Construction Chart

Characteristics	Base Chance	Experience Multiplier	Difficulty Factor	Cost of Spell
<i>Type of Spell</i>				
Transmutation	25 - 35%	80 - 120	30 - 40	500
Enchantment	15 - 30%	80 - 120	20 - 30	300
Creation (Fire)	3 - 13%	30 - 70	5 - 15	300
Creation (Air)	5 - 15%	30 - 70	7 - 17	300
Creation (Earth)	10 - 20%	30 - 70	13 - 23	200
Creation (Water)	5 - 15%	30 - 70	7 - 17	200
Perception	15 - 30%	30 - 70	20 - 30	100
Summoning	15 - 30%	80 - 120	20 - 30	300
Restoration	15 - 25%	50 - 90	20 - 39	200
Locomotion	20 - 30%	120 - 160	25 - 35	200
<i>Target Nature</i>				
Flora	10 - 20%	10 - 40	10 - 15	50
Lesser Entities	15 - 25%	10 - 50	15 - 25	50
Greater Entities	25 - 35%	30 - 70	25 - 35	50
Sentient Entities	35 - 45%	80 - 120	40 - 50	100
Lesser Enchanted Entities	30 - 40%	60 - 100	40 - 50	100
Greater Enchanted Entities	50 - 60%	130 - 170	60 - 70	150
Small Inanimate Object	25 - 35%	30 - 70	15 - 25	100
Medium Inanimate Object	30 - 40%	40 - 80	25 - 30	100
Large Inanimate Object	30 - 40%	50 - 90	30 - 40	100
Cold Iron Object	45 - 55%	100 - 140	45 - 55	300
Area Unrestricted Target	50 - 60%	180 - 220	45 - 55	200
<i>Number of Targets</i>				
Single Target	0 - 10%	5 - 40	5 - 15	50
Multiple Target	5 - 20%	10 - 50	10 - 15	100
Area Spell	10 - 20%	20 - 60	10 - 15	100
Caster Only	15 - 35%*	40 - 85*	35 - 40*	100*
<i>Damage Type</i>				
Damage: Light	1 - 5%	40 - 60	5 - 15	150
Damage: Heavy	5 - 15%	50 - 90	5 - 20	200
Killing Damage	25 - 35%	160 - 200	30 - 40	500
<i>Resistance to Spell</i>				
Active Resistance Only	15 - 25%	20 - 60	40 - 50	500
Passive Resistance Only	10 - 20%	15 - 55	15 - 45	350
Active and Passive	3 - 15%	15 - 50	20 - 30	150
Resistance				
No Resistance	20 - 30%	30 - 100	30 - 40	350

* This number is subtracted from the total for the spell.

Range and Duration are determined by the GM. He may use existing spells as guidelines for establishing proper Range and Duration and should charge more to BC, EM, and Cost if a player desires exceptional Duration or Range for his spell.

[92.9] Spell, Talent, and Ritual Development Table

Roll	Effect
01-05	Despite remarkably poor development, your labors bear the intended fruit. The spell may be cast in future as written.
06	The shades of your fathers smile upon your efforts! The Range, Duration, and Base Chance for your spell are each increased by 30%.
07	The Range, Duration, and Base Chance for your spell are each increased by 10%.
08	Any two of the three characteristics mentioned in 06-07 are increased by 30%.
09	Any two of the three characteristics mentioned in 06-07 are increase by 10%.
10	Luck is again your chattel! The Experience Multiple for this spell is decreased by 20%.
11	The Experience Multiple for this spell is decreased by 10%.
12	A fortuitous accident results in the doubling of your spell's effectiveness. The GM should double the average damage/regeneration done by the spell if possible. If the spell results in no damage or regeneration, the GM should double the Range or (where applicable) Duration of the spell. If the spell has no Duration (i.e., is effective immediately and, more or less, permanently) or definable Range, then this result should be ignored and the spell should be cast as written.
13-15	The spell is properly developed and may, in the future, be cast as written. However, an accident during the development process has led to D10 x 1000 silver Pennies damage to the research library being used to develop the spell. If the library being used belongs to the spell's developer or another player, the library loses 5% effectiveness until the damage is repaired. If the library is a royal, monastic, or other type of library being used by bribery, the developer will have to pay D10 times the amount of damage in Silver Pennies to repair the damage and bribe craftsmen and attendants to keep quiet about the accident. If the spell is being developed by experimentation instead of by research, this effect is ignored and treat the spell as castable as written.
16-17	The spell is properly developed and may, in future, be cast as written. However, an accident during the development process has led to the developer suffering D + 5 Damage Points which are immediately subtracted from the developer's Endurance. This result is ignored if the spell is being developed via research instead of experimentation.
18-19	The arcane terminology used in this spell tends to cause intense perturbations in the mana flow having unpredictable effects on the strength of the spell. The GM rolls D100 prior to each attempt to cast the spell. On a roll of 35 or less, the spell will have double its normal effect. If it is a spell which inflicts or cures Damage Points, then the GM will double the number of Damage Points actually cured or inflicted by the spell. Otherwise, the Base Chance for the spell should be doubled. On a roll of 35 or greater, the spell will have half the normal effect. If the spell normally inflicts or cures Damage Points, the number of points inflicted or cured will be halved (before any are absorbed by armor). Otherwise, the Base Chance for the spell should be halved (round down).
20	The spell is successfully developed, but the terminology and incantations necessary to use it are so involved that the spell can be remembered only with great difficulty. Prior to making a Cast Check for this spell, the GM rolls D100. If the resulting number is less than or equal to 3 x the caster's Magical Aptitude, the Adept proceeds to make a Cast Check. Otherwise, the Adept is unable to remember the spell and may not attempt to cast it for the next 5 hours.
21-22	Any one of the three characteristics mentioned in 06-07 (Range, Duration, or Base Chance) is increased by 20%.
23-24	Any one of the three characteristics mentioned in 06-07 (Range, Duration, or Base Chance) is increased by 10%.
25	The Range and Duration of the spell (if any) are halved and the Base Chance is increased by 30%. Round fractions down.
26	The Range and Duration of the spell (if any) are halved and the Base Chance is decreased by 50%. Round fractions down.
27	The Range, Duration, and Base Chance (where applicable) are halved, but so is the Experience Multiple. Round fractions down..
28	The Range, Duration, and Base Chance (where applicable) are increased by 10%, but the Experience Multiple is increased by 10% also
29	The Range, Duration, and Base Chance (where applicable) are increased by 20%, but the Experience Multiple is increased by 50%.
30	The Range, Duration, and Base Chance (where applicable) are increased by 10%, but the Experience Multiple is increased by 40%
31-35	The Range, Duration, and Base Chance (where applicable) are decreased by 10%. Round fractions down.
36-40	The Range, Duration, and Base Chance (where applicable) are decreased by 20%. Round fractions down.
41-45	The Range, Duration, and Base Chance (where applicable) are decreased by 30%. Round fractions down.
46-50	Any one of the three characteristics mentioned in 06-07 (Range, Duration, or Base Chance) is decreased by 50%. Round fractions down.
51-55	Any two of the three characteristics mentioned in 06-07 (Range, Duration, or Base Chance) are decreased

- by 50%. Round fractions down.
- 56-60 Range, Duration, and Base Chance (where applicable) are decreased by 50%. Round fractions down.
- 61-65 The Experience Multiple for the spell is increased by 75%.
- 66-70 The Experience Multiple for the spell is increased by 100%.
- 71-75 The Experience Multiple for the spell is increased by 100% and Range, Duration, and Base Chance (where applicable) are all decreased by 50%. Round fractions down.
- 76-80 The spell is extremely potent (triple the Range, Duration, Damage Points inflicted or cured, and Base Chance, if appropriate), but drains the Adept whether it is successful or not. Reduce the Adept's Fatigue to zero whenever the spell is cast.
- 81-85 The spell automatically backfires whenever cast.
- 86-90 The spell may be cast as written, but it automatically backfires whenever the caster fails to successfully cast it.
- 91-98 The spell may be cast for half effect (GM should halve as many aspects of the spell as possible). In addition, you suffer a minor curse whenever you successfully cast the spell. The GM should choose any on such curse from those listed on the Backfire Table under entries 61 through 100. The same minor curse should always be inflicted whenever the spell is successfully cast.
- 99-100 Woe to the caster of this spell! Whenever the spell is successfully cast, the GM inflicts on the caster a Major Curse of Rank equal to D10 + caster's MA. The GM may choose any curse from among those listed in 84.4.

If any of these results contradict the workings of the intended spell, talent, or ritual (e.g., indicating a backfire for a talent) the GM should feel free to alter the result or re-roll. The word "spell" in this table refers to spells, talents, and rituals.

93. GUIDE TO MAGICAL ROCKS, STONES, AND GEMS

This section lists those rocks, stones, and gems which are commonly considered to have special magical or chemical properties which make them useful in the performance of magic, manufacture of spells, or performance of alchemical rites. These items may, for the most part, only be used by Adepts of the College of Black Magics to create those amulets listed in T-3 (see 46.3, *DragonQuest* Book Two, page 60), by Adepts of the College of Shaping Magics as vessels for their magic, by astrologers to aid their arts, or by alchemists in preparing potions, elixirs and the like. If a player character acquires any of these items and is not himself an alchemist, astrologer, or Adept of either of these Colleges, he may wish to seek out such individuals and sell the item to them. On the average, a player character will be able to sell to Adepts such items as have value to non-magic oriented consumers (gemstones and related items) at top value while the price such items will fetch in the marketplace will be more uncertain. Usually, player characters will be able to dispose of most gemstones only to buyers interested in their magic properties.

Each of the following items is listed in alphabetical order by its common name. The characteristics of the item are then given as follows:

Market Value: A span of numbers indicating the value of the item in Silver Pennies if sold in the open market.

Magic Value: A span of numbers indicating the value of the item in Silver Pennies if sold to magic-oriented buyers.

Description: A short description of the item in terms of color, cut (if a gemstone), and other physical characteristics.

Use: A description of the magical properties and uses of the item.

Generally, the value of an item will be unrelated to its weight, and most of the stones on this list would have to have their weight measured in grams. Accordingly, it is suggested

that the GM assign a 1 ounce weight to a small bag of gems (a dozen or so stones) and increase the weight by about an ounce for each dozen additional stones. For non-gemstones, weight should be measured in ounces per stone.

AETITES

MARKET VALUE: None.

MAGIC VALUE: 100-200.

DESCRIPTION: A small yellowish stone found in the head, neck, or stomach of an eagle.

USE: Aetites are used to make the Amulet of Aquilaeus described in T-3 of the College of Black Magics, a powerful amulet which brings good fortune and courage to the bearer.

AGATE

MARKET VALUE: 1 - 100.

MAGIC VALUE: 100-150.

DESCRIPTION: A variety of Calcedony characterized by colored bands cutting through the body of the stone. Usually cabochon-cut. Comes in six varieties characterized by color: Red (or Blood Agate), Brown (Tawny Agate), Green (Sea Agate), Black, Moss (Living Agate), and Grey (Dawn Agate).

USE: Agates are used to manufacture the Amulet of Calcedony, described in T-3 of the College of Black Magics. Three stones are required for this purpose, and they must be set in the shape of a triangle. In addition to the normal effects of this amulet, the wearer will be blessed, if the type of Calcedony used is Agate, with the special eloquence and a general feeling of well-being. If a serpent is engraved on the Agate, the Base Chance of any poisonous insect or snake striking the bearer is reduced by 20. If the amulet is placed on the breast of a sleeping woman, she will talk in her sleep, truthfully answering all questions put to her.

ALECTORIUS

MARKET VALUE: None.

MAGIC VALUE: 300 - 500.

DESCRIPTION: Alectorius is a greenish stone found in black cocks. The stone inside the cock will only be found, however, if the cock is killed and cured on an anthill for three days.

USE: The stone is used to manufacture the Amulet of Alectorius described in the College of Black Magics. In addition to the wealth-increasing properties of this amulet, it will prevent thirst if held in the mouth and tends to promote amicable feelings toward the wearer, especially as regards to the opposite gender.

AMBER

MARKET VALUE: 1 - 4.

MAGIC VALUE: 1 - 4.

DESCRIPTION: A translucent or cloudy yellow, green, or brownish fossil resin. Acquires a negative electrical charge when rubbed.

USE: Both Yellow Amber and Red Amber (the brownish variety) may be fashioned into amulets by an Adept of the College of Shaping Magics. Red Amber makes the wearer immune to the Evil Eye Spell (S-9 of the College of Black Magics) and decreases the Base Chance of the wearer contracting a disease or infection (natural, or via magic or minor curse) by 5. Yellow Amber decreases the Base Chance of the wearer contracting a disease or infection by 10. Green Amber may be held against any Type A (puncture) wound to stop the bleeding. The bleeding will begin immediately if the Green Amber is removed from the wound. A special variety of Amber (called Living Amber) contains fossilized insects or animals. This type of Amber may be used as the heart of any type of golem except the flesh golem. Golems with hearts of Living Amber remain active for twice as long as similar golems without such hearts (multiply the total period of activation by two).

AMETHYST

MARKET VALUE: 30 - 500.

MAGIC VALUE: 300 - 600.

DESCRIPTION: A purple gem-quartz. Usually faceted, but sometimes cabochon-cut.

USE: May be used by an Adept of the College of Black Magics to make an Amulet of Amethyst as described in 46.3. Amethyst may also be ground and used in antidotes to poisons. Used in this manner by an alchemist, Amethyst doubles the efficiency of the potion versus magically created poisons. An Adept of the College of Shaping Magics may use Amethyst to fashion an Amulet of Sobriety which makes it impossible for the wearer to become drunk. The Amethyst must be incised with the symbols for the sun and moon and fastened about the neck with a necklace of peacock feathers.

ANTIMONY

MARKET VALUE: None.

MAGIC VALUE: 100 - 700.

DESCRIPTION: A white, metallic element usually found in powdered form or in small pebbles.

USE: Antimony may be fashioned into an amulet by an Adept of the College of Shaping Magics. The amulet increases the resistance of the wearer versus magic of the College of Black Magics, the College of Necromantic Conjurings, and the College of Ensorcelments and Enchantments by 5. It increases the resistance of the wearer versus any spell cast by a demon by 10 (15 if the demon is member of the College of Necromantic Conjurings, the College of Black Magics, or the College of Ensorcelments and Enchantments).

BERYL

MARKET VALUE: 3 - 2500.

MAGIC VALUE: 400 - 2500.

DESCRIPTION: There are 7 distinct types of Beryl, ranging in color from a pale, almost colorless green, yellow, or pink through a vibrant dark green or blue. Beryls are almost always faceted (though the Goshenite Beryl may be cabochon-cut). The types of Beryl, their color and relative value follow:

Type	Color	Value
Aquamarine	Blue-Green	20-400
Black Star	Deep Brown	50-2,500
Emerald	Pale Green / Vibrant Green	10-1,500
Golden Beryl	Yellow	5-1,000
Goshenite	Opaque	3-100
Green Beryl	Pale Green / Yellow	5-500
Morganite	Pink / Pink	30-1,300

Only those gems which have a market value of at least 400 may be used in magic, the others being too inferior in weight or quality to be of value.

USE: Beryls may be used by Adepts of the College of Black Magics to create an Amulet of Beryl as described in 46.3. The amulet has the side effect of making the wearer both impotent and totally uninterested in sexual activity. Beryl may be used by alchemists to create more powerful antidotes to poison, salves, and antipyretics (increase the potency of such creations by increasing their Base Chance of working by 10).

BEZOAR

MARKET VALUE: None.

MAGIC VALUE: 300 - 500.

DESCRIPTION: This stone originates in the stomach of a stag.

USE: May be powdered and mixed in a poison antidote. An antidote created with Bezoar functions as if it was created by an Alchemist of two Ranks higher (see 50.7).

BLOODSTONE

MARKET VALUE: 5 - 100.

MAGIC VALUE: 50 - 125.

DESCRIPTION: A dark green Calcedony with red spherule. Also called Heliotrope. The Jasper spherules in the stone resemble drops of blood, and it is from these that the gem takes its name.

USE: Bloodstones may be used by an Adept of the College of Black Magics to create an Amulet of Bloodstone as described in 46.3. Five such stones set at the points of a pentagon are necessary to manufacture the amulet successfully.

CALCEDONY

MARKET VALUE: 1 - 100.
MAGIC VALUE: 50 - 100.

DESCRIPTION: A type of milky Quartz, generally white. Cabochon-cut or carved.

USE: May be employed by an Adept of the College of Black Magics to form an Amulet of Calcedony. A minimum of three stones are necessary to form the amulet. An Alchemist may grind the stone up and dissolve it in water blessed by a servant of the Powers of Light. The decoction will break all fevers within one hour of drinking. One ounce is required per dose.

CARBUNKLE

MARKET VALUE: 1 - 60.
MAGIC VALUE: 30 - 70.

DESCRIPTION: A deep red gemstone, often classed as a type of Garnet. Cabochon-cut. Often smoky.

USE: May be used by an Adept of the College of Black Magics to create an Amulet of Carbunkle as described in 46.3. Often believed to hinder lust, sadness, and dreams. Half a dozen stones should be set in the amulet to form a hexagon. If all of the stone used are of the highest possible quality, the amulet will take on the additional attribute of monitoring the wearer's life force, growing brighter as the wearer grows in strength and energy and dulling as he tires. It is often used by healers as monitor on seriously ill patients for this reason.

CARNELIAN

MARKET VALUE: 10 - 300.
MAGIC VALUE: 100 - 350.

DESCRIPTION: A deep red quartz often banded in white. Usually cabochon-cut, but sometimes carved.

USE: An Adept of the College of Shaping Magics may use this stone to manufacture an Amulet of Carnelian, which decreases the wearer's chances of contracting a disease or infection by 5%. Any craftsman may fashion Carnelian into a necklace which halves the rate at which the wearer loses fatigue or endurance as a result of having his blood drained by a vampire.

CHELIDONIUS

MARKET VALUE: None.
MAGIC VALUE: 300 - 500.

DESCRIPTION: A red or black stone taken from the craw of a swallow.

USE: The prime ingredient in all potions designed to cure madness or improve a failing memory. May be powdered and mixed by an alchemist into an antidote for senility.

CHRYSLITE

MARKET VALUE: None.
MAGIC VALUE: 100 - 200.

DESCRIPTION: Greenish-yellow transparent type of magnesium iron silicate.

USE: Powdered and taken in large quantities, it is said to be a restorative and curative. An alchemist can make a dose out of three stones sufficient to temporarily check the progress of most diseases in a patient, but the manufacture of the medicine is wearisome and time consuming. An Adept of the College of Shaping Magics can use a piece of the stone to manufacture an Amulet of Chrysolite which will increase the wearer's resistance versus magic of the College of Sorceries of the Mind by 5.

CHRYSOPRASE

MARKET VALUE: 1 - 100.
MAGIC VALUE: 30 - 100.

DESCRIPTION: A bright green or greenish-yellow Quartz which is usually cabochon-cut.

USE: An Adept of the College of Shaping Magics may fashion this stone into an amulet which will increase the wearer's range of vision in the dark by 50%.

CORAL

MARKET VALUE: 1 - 250.
MAGIC VALUE: 25 - 250.

DESCRIPTION: A pink or red stone manufactured by the secretion of certain marine animals. Usually cabochon-cut or cut into polished sections.

USE: May be fashioned by a member of the College of Shaping Magics into an amulet which will increase the wearer's resistance versus the Evil Eye Spell (S-9) of the College of Black Magics by 10. This amulet may also be used in the same manner as an Amulet of Carbuncle to monitor patients under the care of healers. The coral loses its color as the patient wanes and becomes more vibrant as he heals. If this amulet is dipped into a substance containing poison, it will permanently lose color, the coral becoming bone white. An Alchemist may grind Red Coral into a powder useful in curing impotence. One ounce is required per dose, and the powder must be consumed in solution.

DIAMOND

MARKET VALUE: 20 - 20,000.
MAGIC VALUE: 100 - 20,000.

DESCRIPTION: A brilliant, super-hard gem, usually clear with touches of color ranging from pink or green-yellow through blue. Always faceted, if faceting has been discovered in the culture in which adventure occurs. There are actually 5 distinct type of diamonds, all of which may be used in magic.

However, such stones are extremely expensive and generally a maximum of one or two cheap or flawed diamonds will be used in an amulet or talisman. Following is a list of diamonds by type which also gives color and value for each stone.

Type	Color	Value
Clear Diamond	Transparent	20 - 12,000
Pink Clear	Pink	40 - 14,000
Green	Bright greenish-yellow	40 - 14,000
Yellow	Bright yellow	40 - 14,000
Blue-White	Light blue/White	50 - 20,000

USE: An Adept of the College of Black Magics can fashion one or more diamonds into an Amulet of Diamonds as described in 46.3. In addition, Alchemists sometimes use water in which Diamonds have been washed as the solution in which other ingredients are dissolved when manufacturing medicines (increase the medicine's effectiveness by 20). Clear Diamonds worn in a ring may be used by the wearer to increase his Base Chance of casting any spell by 2. The Diamond focuses mana and such rings may be made by any artisan.

EMERALD

MARKET VALUE: 10 - 1500.

MAGIC VALUE: 10 - 1500.

DESCRIPTION: A small Beryl ranging in color from pale green to vibrant green and always faceted.

USE: This gemstone may be used to manufacture an Amulet of Beryl (see Beryl). It also repels insects when worn around the neck (10% chance that any insect landing on the wearer will fly away without attacking). Devils and Imps are also repelled by Emeralds, and there is a 5% chance that any Devil or Imp who approaches within 10 feet of anyone wearing an Emerald or bearing an object containing Emeralds (such as a jewel-studded sword hilt) will immediately retreat as far as possible from that individual and will have to roll on the Fright Table. Snakes are affected in the same way as Devils and Imps, but have a 20% chance of being repelled.

FELDSPAR

MARKET VALUE: 1 - 10.

MAGIC VALUE: 1 - 10.

DESCRIPTION: A milky-white green stone, highly brittle and characterized by a smooth texture.

USE: When worn as an necklace, adds 10 to the wearer's resistance to all spells involving dazzling lights or blindness.

FLINT

MARKET VALUE: 1 - 2.

MAGIC VALUE: 1 - 5.

DESCRIPTION: A hard black stone used in conjunction with steel to strike fires.

USE: Flint is a powerful ward against Incubi and Succubi. There is a 50% chance that no Incubus or Succubus will

willingly approach within 5 feet of a piece of flint unless it is covered (e.g., secured in a bag or draped with cloth).

GALACTITE

MARKET VALUE: None.

MAGIC VALUE: 50.

DESCRIPTION: A stone composed of nitrate of lime and appearing chalky in composition.

USE: A prime ingredient in Love Philtres as described in 46.3. Should be powdered and dissolved in water along with other ingredients.

GARNET

MARKET VALUE: 10 - 1300.

MAGIC VALUE: 500 - 1300.

DESCRIPTION: Small stone, usually milky. Faceted (though Almandite, Grossular, and Pyrope are often cabochon-cut). There are 6 distinct types of Garnet. They are listed along with their color and value. Only Andarite has magical properties.

Type	Color	Value
Almandite	Purple/Brown/Red	1 - 250
Andradite	Yellow-green	10 - 1,300
Grossular	Brown/Orange	1 - 100
Pyrope	Dark red	1 - 125
Rhodolite	Purple/Red	1 - 700
Spessartine	Red/Orange	1 - 500

USE: Powdered Garnet is used to cure skin diseases and an alchemist may use it to make medicines for this purpose. Such medicines will, in addition, arrest (but not cure) leprosy (which is a Major Curse). Any figure wearing a piece of Andradite on his person will be immune to the effects of nightmares.

GOLD NUGGETS

MARKET VALUE: 5 - 60.

MAGIC VALUE: 10 - 1000.

DESCRIPTION: Gold nuggets are usually small (less than an ounce) rough stones of a greenish-black color with golden metallic flecks.

USE: Gold nuggets are greatly prized by magicians far above their numismatic worth. The same nugget which might fetch 10 Silver Pennies on the money market would fetch three or four times that from almost any Adept. The larger the nugget, the greater the discrepancy between numismatic and magical value. It is said that a gold nugget worn about the neck will reduce the rapidity of aging, but such nuggets are primarily used by Adepts of the College of Shaping Magics to manufacture Amulets of the Sun (Gold is governed by the Sun). Such an amulet increases the luck of the bearer as follows: in all D100 dice rolls directly affecting the wearer, the dice roll number is adjusted by 3 in the wearer's favor. If the wearer is sun-aspected, the die roll number is adjusted by 8.

IRON

MARKET VALUE: 1 - 5.

MAGIC VALUE: 1 - 5.

DESCRIPTION: Iron ore is found in large rocks (several pounds or more) of a reddish hue.

USE: Iron ore is primarily used to form objects of Cold Iron. The price of Iron Ore is governed by its quality (the actual iron contents in the ore) and the prices given are for a small wagon load. Iron may be fashioned, while in ore form, into an Amulet of Iron by an Adept of the College of Black Magics as described in 46.3. It may also be smelted and used by an Adept of the College of Shaping Magics to make magical vessels (weapons and the like).

JACINTH

MARKET VALUE: 200 - 400.

MAGIC VALUE: 300 - 400.

DESCRIPTION: A red-orange Zircos, ruled by the sun. Jacinth will change color to reflect the weather, becoming paler and more orange when storms approach and becoming a more vibrant red in bright sunlight. Always faceted.

USE: Jacinth may be fashioned by an Adept of the College of Shaping Magics into an Amulet of Jacinth which will protect the wearer from fascination (+20 to resistance against magic of the College of Sorceries of the Mind and against all spells of binding, controlling, or summoning).

JADE

MARKET VALUE: 40 - 750.

MAGIC VALUE: 40 - 100.

DESCRIPTION: Green or black mineral, frequently mottled with white. Cabochon-cut or carved.

USE: Jade may be powdered and used in medicines to cure diseases or illnesses of the digestion, to help ward infection (decrease the Infection Chance by 10), and to increase stamina. It may also be fashioned by an Adept of the College of Black Magics into an Amulet of Jade as described in 46.3. Note that only small Jade stones (usually the less valuable Nephrite rather than Jadette) will be purchased for magical purposes and only in relatively small amounts. Jade is also a popular material for use in the manufacture of ceremonial weapons. When Black Jade is used for this purpose, it forms a weapon which affects demons, imps, incubi, and succubi in the same manner as a magical weapon.

JASPER

MARKET VALUE: 1 - 1000.

MAGIC VALUE: 1 - 1000.

DESCRIPTION: An opaque Quartz tinted green. Cabochon-cut.

USE: Jasper may be fashioned by an Adept of the College of Shaping Magics into an Amulet of Jasper which increases the wearer's ability to disbelieve illusions by 10. Rare stones flecked with red have the side-effect of inflicting the wearer with lycanthropy if worn when the moon is full. The lycanthropy passes immediately when the Jasper is removed from the person of the wearer.

JET

MARKET VALUE: 1 - 10,000.

MAGIC VALUE: 1 - 10,000.

DESCRIPTION: Jet usually refers to a type of Agate, a deep black stone superficially resembles coal (but much harder). Can be polished to a sheen like marble. Cabochon-cut.

USE: Breathing the vapors of Jet which has been powdered and burned in a censor increases the ability of an individual to disbelieve any illusion by 10 for eight hours thereafter. In addition, any Demon that breathes such vapors must make an immediate roll on the Fright Table. An Adept of the College of Black Magics can fashion the stone into an Amulet of Jet as described in 46.3. This Amulet will contain an inverted cross on one side and a heart on the other and will be disk-shaped.

LAPIS LAZULI

MARKET VALUE: 20 - 150.

MAGIC VALUE: 20 - 30.

DESCRIPTION: A deep blue stone veined with white or gold. May be cabochon-cut, but will usually be found as a form of inlay.

USE: Lapis Lazuli may be ground into a fine powder and burned in a censor. When breathed by an individual, the fumes will have a 20% chance of curing melancholia and a 3% chance of at least partially curing madness.

LEAD

MARKET VALUE: 1 - 5.

MAGIC VALUE: 1 - 5.

DESCRIPTION: A dark dense, soft slate-colored stone found in small veins or rocks. May be made into a soft alloy.

USE: Lead may be used to form a shield against Demonic Presidents. It may also be powdered and used as an ingredient in slow-acting, long-term poisons (see the Alchemist skill). However, Lead is quite common and has very little real value to either magicians or merchants. The values listed are for small wagon loads of the substance.

LODESTONE

MARKET VALUE: 5 - 20.

MAGIC VALUE: 5 - 10.

DESCRIPTION: A natural Magnetite which attracts iron.

USE: Lodestone is used by Rangers and Navigators as an aid to plotting a course across the water or through low visibility areas (wilderness and the like). It may also be used by any character (not necessarily an Adept) to indicate the direction of some desired goal or item. The individual should hold the Lodestone in his mouth for a moment and then suspend it from a string so that it can move freely. If asked the direction of a place or object, there is a 20% chance that the Lodestone will seem to turn and point in the direction of that place or object, or 10% chance that it will seem to do so but will, in fact, be pointing in the wrong direction, and a 70% chance that nothing will happen.

OBSIDIAN

MARKET VALUE: 5 - 1000.

MAGIC VALUE: 500 - 1000.

DESCRIPTION: A black, shiny volcanic glass. May have gold or white snowflake markings or a gold sheen. Sometimes used in jewelry in which case it is cabochon-cut, but it will be used to make stabbing or cutting tools or weapons.

USE: Obsidian is a favorite material for the manufacture of ceremonial and sacrificial knives. When Obsidian is used for this purpose, it is classed as a magical weapon, doing the same damage as a dagger, but having the capacity to wound or kill those entities normally harmed only by magical weapons. When used as a weapon outside of a ceremony, it is not classed as a magical weapon. Only a designated sacrificial being which has been prepared for sacrifice may be harmed by the knife during a ritual of sacrifice. If an entity which can only be harmed by magical (or silvered) weapons and which has not been prepared for sacrifice during a ritual were to interrupt that ritual, for example, the Obsidian knife would not inflict any damage on that individual.

OLIVINE

MARKET VALUE: 10 - 25.

MAGIC VALUE: 10 - 25.

DESCRIPTION: A yellow-green, opaque stone, usually cabochon-cut.

USE: Olivine may be powdered and dissolved in liquid by an Alchemist as a (10% effective) cure for impotence.

OPAL

MARKET VALUE: 5 - 10,000.

MAGIC VALUE: 300 - 12,000.

DESCRIPTION: Small, fairly dense stone which comes in four types, each distinguished by a different color and internal "fire." Always cabochon-cut and highly polished. The four types include:

Type	Color	Value
White	White background /Fire	10-500
Opal		
Fire Opal	Yellow or red background /Fire	10-400
Catseye	Yellow or green background/ Internal fire	5-100
Black Opal	Grey or black background/ Large Internal Fire	100-10,000

USE: All type of Opals, except Catseye, may be set and polished into seeing rings or crystals by a competent jeweler or artisan. They may then be used by an Astrologer of Rank 5 or higher to foretell the future with 5 - 25% greater accuracy. The Astrologer looks into the "fire" present within the Opal and sees there an image in answer to the question asked by him. The image will appear with various amounts of clarity depending upon the quality of the Opal used. There is a 2% Chance that anyone using an Opal for this purpose will be

cursed with Ill Luck as a result. See 86.4 for the operation of this curse.

PEARL

MARKET VALUE: 100 - 5000.

MAGIC VALUE: 100 - 5000.

DESCRIPTION: Small round or oval stones found inside shells. Characteristically, white or yellowish-white, with a minority of Black Pearls being highly prized. Never cut or formed by man.

USE: Pearls may set in an Amulet of Luck manufactured by an Adept of the College of Shaping Magics and will work just like the Amulet of the same name of the College of Black Magics, except that Magical Resistance is increased by 5 instead of 3.

QUARTZ

MARKET VALUE: 1 - 2000.

MAGIC VALUE: 50 - 2000.

DESCRIPTION: Usually translucent stone, geometrically shaped. There are a score of types of this material, of which only those discussed elsewhere are discussed herein. The following list does not include enchantments on stones mentioned elsewhere (including stones aged or heated to give a different texture or hue). Each stone is followed by a description by color and an estimate of Market Value. Almost invariably, Quartzes are cabochon-cut, though some types may be faceted. Stones which have been cabochon-cut or faceted have no magical value unless they are large enough to be carved.

Type	Color	Value
Aquamarine	Blue-green/Yellow	1 - 20
Catseye	Quartz Green/ Yellow/Red/Grey	5 - 60
Cacoxemite	Clear/Violet/Yellow	5 - 60
Citrine	Red/Yellow	1 - 2,500
Rock Quartz	Clear	1 - 500
Rutilated Quartz	Clear/Gold crisscrossed	10 - 150
Smokey Quartz	Grey	1 - 300
Star Quartz	Clear	5 - 100
Tigerseye	Yellow-brown	1 - 100
Tourmalinated Quartz	Clear/Smokey/Black needles	10 - 50
Carnelian	Red/White bands	10 - 300
Moss Agate	Translucent/Green filaments	1 - 1,000

USE: Quartz may be formed by an artisan into a clear polished seeing crystal for use in fortune telling by either Adepts or Astrologers. Only non-smokey Quartzes may be used for this purpose. In addition, Quartz may be shaped into ceremonial or sacrificial daggers which operate in the same manner as Obsidian daggers. Only large Quartzes may be used for this purpose, and those interested in such things will pay three or four times normal Market Value for an appropriate-sized piece of otherwise relatively valueless Quartz.

RUBY

MARKET VALUE: 50 - 6000.

MAGIC VALUE: 50 - 6000.

DESCRIPTION: A vivid crimson stone, faceted.

USE: May be fashioned by an Adept of the College of Shaping Magics into an Amulet of Protection, which will always glow more brightly as danger draws near.

SAPPHIRE

MARKET VALUE: 10 - 15,000.

MAGIC VALUE: 500 - 5000.

DESCRIPTION: A (generally) bluish type of Corundum which may be cabochon-cut or faceted. There are 7 varieties listed:

Type	Color	Value
Black Star	Black	100 - 15,000
Blue	Blue/Violet	10 - 2,000
Sapphire		
Green	Green/Yellow-green	1 - 250
Sapphire		
Orange	Red/Orange	10 - 500
Sapphire		
Purple	Red/Purple	20 - 300
Sapphire		
Star	Red/Blue/Purple/Green	100 - 10,000
Sapphire	Yellow/Orange/Black	
Yellow	Yellow/Gold/Orange	10 - 300
Sapphire		

USE: Sapphires permanently fade to dead black when immersed in most poisons. Star Sapphires glow in the presence of treachery. Their brightness increases as such treachery approaches and dims as it recedes.

TOPAZ

MARKET VALUE: 1 - 1000.

MAGIC VALUE: 1 - 20.

DESCRIPTION: A gemstone composed of silicate of aluminum. Always faceted. May be purple, red, orange, bright yellow, blue, pale yellow, brown, or clear (in descending order of Market Value). Brown Topaz always fades with time, becoming almost eventually. All Topazes have the same Magic Value, which is more or less minuscule in comparison with Market Value.

USE: Topaz may be used in potions designed to stifle lust, make one generous, or cure insanity (5% chance). When used in potions, the Topaz is ground into powder and dissolved in liquid by the Alchemist. Topazes will increase the chance of a potion being created successfully by 10.

TOURMALINE

MARKET VALUE: 1 - 500.

MAGIC VALUE: 1 - 500.

DESCRIPTION: Tourmalines may be one of half a dozen colors or may be bi-colored or multi-colored. They are usually faceted, but may be cabochon-cut on occasion (especially Rubellites, Indicolites, and Tourmalines proper). There are five types of Tourmalines which are listed together with their color and Market Value.

Type	Color	Value
Achroite	Clear	3 - 20
Dravite	Brown	1 - 50
Indicolite	Blue/Blue-green	5 - 100
Rubellite	Violet/Red/Purple	5 - 500
Tourmaline	Bi-colored/Multi-colored	1 - 70
Proper		

USE: Tourmalines always shine with a brightness in direct proportion to perturbations in the flow of mana. The greater the concentration of mana in an area, the greater the flow of magical energy around the surface of the Tourmaline and the brighter it will shine. In Low Mana areas, the Tourmaline becomes dull and lifeless. When in the presence of potent spells (and always during the casting of a spell by the wearer), the Tourmaline also shines exceedingly bright. For this reason, it is a great and valuable indicator of magic, but is not altogether reliable in that it does not distinguish between the presence of powerful magical spells, magical (fantastical) beings, and concentrations of unused mana. The higher the quality of the Tourmaline (and the more expensive it is), the greater the likelihood (from 5% to 40%) that an individual will notice (or be able to differentiate and read) changes in the Tourmaline when not specifically searching for such changes by scrutinizing the stone.

TURQUOISE

MARKET VALUE: 10 - 600.

MAGIC VALUE: 10 - 600.

DESCRIPTION: A light, medium-blue stone spider-webbed with fine black lines. Cabochon-cut in all cases.

USE: Turquoise may be fashioned into an Amulet of Turquoise by an Adept of the College of Shaping Magics. This Amulet will make the wearer immune to the Evil Eye Spell (S-9) of the College of Black Magics.

Notes: Amulets prepared by a member of the College of Shaping Magics may be of any material, and the "vessel" prepared for use could conceivably be prepared to receive almost any spell. All such amulets have a Shaping Index of 50. However, whenever a precious stone, rock, or gem from this list is used in an amulet for which it is specially suited, the Cost Factor for the ritual used to fashion the amulet is reduced by 30% (round up). This same percentage decrease is used whenever one of the items on this list is prepared for use as a vessel for a type of spell that is particularly appropriate to it, even when the stone's use in the manufacture of such an item is not explicitly mentioned on this list. Amulets manufactured by Adepts of the College of Black Magics (and produced with infernal aid) are not subject to this benefit, but neither are they governed by the variations in cost which are built into the arts of Shaping Magics.

Items on this list which need not be made into amulets or potions, medicine, or other compositions in order to have a particular effect may be employed by anyone (including non-Adepts) to achieve that effect.

94. GUIDE TO HERBAL LORE

Magical plants, trees, herbs, roots, leaves, nuts, fruits, and other magical plant products play an important role in *DragonQuest* magic just as they do in all mythologies and magical systems. In the following list are the most common such items. Each entry is given according to the plant's most common name, followed by any nicknames or synonyms in parentheses. The item's most important characteristics are then given as follows:

AVAILABILITY. There are four classes of Availability. These affect the relative value of the item as follows:

COMMON. Those herbs and plants which are common in most areas where humans and humanoids choose to dwell and classified as Common. They have a value from 1 to 5 Silver Pennies for a large basket or bag full of the substance and, in some cases where the magical value of the substance is particularly low, value will have to be measured in copper farthings. 100% chance to be found by a Ranger while in season.

UNCOMMON. Those herbs and plants which are not common to areas where humans and related species dwell, but which are still available at known sites within half a day's walk of such habitations are classified as Uncommon. Uncommon plants and herbs will generally have a value of between 10 and 30 Silver Pennies for a small basketful of the substance. 50% chance to be found by a Ranger while in season.

RARE. Those herbs and plants which are not widely known or which are seldom readily available except by dint of many days walking and searching are classified as Rare. Rare plants and herbs will always fetch at least 50 Silver Pennies per sprig or handful from a local healer or alchemist if nobody else. Often such substances will fetch 10 times that amount if they must be brought from far away. 30% chance to be found by a Ranger while in season.

VERY RARE. Those herbs and plants which are seldom recognizable to individuals other than Rangers specializing in their Habitat or merchants who specialize in dealing in spices and the like, or which grow only

in some one special place and are classified Very Rare. Such substances will range in price from 500 Silver Pennies per sprig, handful, or other appropriate small measure to 10,000 Silver Pennies for something which is Very Rare and blessed with nigh unto miraculous powers. However, characters may have some difficulty disposing of such substances since they will usually first have to educate potential buyers as to the wonderful and mystical properties of their merchandise. Also, the more powerful such an item is and the rarer it is, the more likely it will be that characters will have to travel to a major urban center in order to find a sophisticated (and wealthy enough) market for the substance. The larger the urban marketplace, the more likely that characters will experience a certain amount of interference in their affairs from the city fathers, the watch, or the local guilds who will often want a piece of the action or a right of first refusal on purchase of the item. 10% chance to be found by a Ranger while in season.

HABITAT. The Habitats listed for plants are the same as those listed for monsters. Plants will almost universally be found only in the Habitat(s) listed in this entry.

POTENCY LOSS. The relative loss of potency (and, thus the Market Value) within hours, days, weeks, or months after the item has been picked (or uprooted for transplanting). The Market Value at any point in time will be a percentage of the value at the time the item was picked equal to the percentage of potency remaining. Any effects described to the herb are determined by reducing the effects of the percentage of potency since the herb was picked.

DESCRIPTION. A short physical description of the item, where appropriate, followed by a detailed outline of its uses and powers. Use of most items to manufacture amulets, potions, and medicines is generally restricted to Adepts of Colleges which specifically include the knowledge to manufacture such things or to individuals trained in the Skills appropriate to such manufacturing. These Skills are Alchemist, Healer, and Ranger.

In a campaign setting, herbs will be encountered in three forms: Distillations, Powders, and Fresh.

Distillations are liquid extracts of the herbs produced only by an Alchemist in his laboratory. Powders are small granular mixtures of the herb produced only by an Alchemist in his lab using a mortar and pestle. Fresh herbs are found naturally in the wild and picked or uprooted. The form in which an herb is found affects the way in which it is applied and who may use it.

Herbs are applied in three general ways. An Infusion is made by placing a powdered or fresh herb into wine or hot water (commonly known as "tea"). A Poultice is made by mixing a powdered herb with a small amount of water, or finely chopping fresh herbs and then placing either on a wound or a patch of skin (commonly called a "salve"). The wound or patch of skin would then be bandaged. A Tincture is made by placing a powdered or fresh herb into a solvent (such as alcohol) and then coating a wound or patch of skin (known as an "ointment").

Alchemists prepare herbs for use. They are the only individuals who can either distill or powder an herb. Their powders can be used as described in the preceding, but their distillations are used for the preparations of "potions" which do not need an Adept for completion. Distillations and powdering may be accomplished by Alchemists of Rank 1 or higher.

Distilling an herb prevents it from losing any further potency. It takes an Alchemist (11-Rank) hours to distill one vial (or dose). It takes one full handful of the fresh herb to produce one dose of distillation. The cost to the Alchemist is 5 times the cost of the handful, which he may commonly sell for twice that price on the open market. In its distilled form, the herb's powers may be utilized by anyone. The distillation must be swallowed to take effect. Often the distillation is poured into wine or water, and this is commonly called a solution. Assassins often use distillations in solution to poison their victims. Distilled herbs will keep so long as they are stored in a moisture-proof container.

Rangers are the only individuals who may use an herb immediately when picked fresh. They will often make an infusion, poultice, or tincture and use the herb in that fashion.

Many herbs can be used in only one manner, but a few have numerous uses. As a guide to players, the following

index divides the herbs into four main groups. When a player wishes to find an herb used for healing, for example, he would investigate any of those listed under the Healing Herbs category. All herb descriptions should be examined, as there are herbs which fit into no particular category, and a use may be found for any. Also detailed in the heading for each category are instructions for using the specified type of herb.

ALCHEMICAL HERBS

The following may all be distilled into potions which will have certain quasi-magical effects. Only an Alchemist may distill these and, once distilled, they may be used by anyone. All listed effects are for the quaffing of one dose (one vial).

Angelica, Bloodroot, Cowslip, Cyclamin, Fern, Ginseng, Henbane, Hemlock, Laurel, Marigold, Saint John's Wort, Sunflower, Vetch

HEALING HERBS

The following all work to heal damage, cure disease, infection, fever, and salve skin. Alchemists will produce distillations or powders from those. A Healer may make use of any powder produced by Alchemists to aid their own inherent powers. They expend 2 Fatigue Points when using a powder, in order to activate the powers of the herbs themselves. Rangers use these herbs freshly picked, to make infusions, poultices, or tinctures and heal and salve in that manner. The Healer will also make infusions and so forth, but will be using his powders to do so.

Agrimony, Amaranth, Anemone, Angelica, Basil, Betony, Black Hoarhound, Catgut, Catnip, Bryony, Chervil, Daffodil, Hellbore, Marjoram, Mistletoe, Mugwort, Sage, Saffron, Snakeroot, Satyr Orchid, Valerian

MAGICAL HERBS

These herbs, when dried and then burned as incense or fashioned and worn as Amulets, produce a variety of magical effects. Their use differs greatly from herb to herb. Any Adept may use the incense, and anyone may use the Amulets.

Anemone, Angelica, Asatoetide, Euphorbia, Garlic, Jasmine, Jimson Weed, Laurel, Lotus, Marigold,

Mistletoe, Moonwort, Myrrh, Saffron, Sandalwood, Sunflower, Sweetflag

POISONOUS HERBS

Poisons may only be distilled or powdered by an Alchemist. Some poisons work in their raw state; these and any distilled or powdered may be used by any skilled individual. Anyone but an Assassin will find them hard to buy and even harder to successfully introduce into anyone's food. All the poisons must be ingested to cause harm. Listed with each poison is a "kill %." This is the Base Chance the poison will kill anyone who ingests it, whether in distilled, powdered, or solution form. If in solution, and that solution is drunk by more than one person, divide the percentage by the number of people ingesting (round down) and the result is the "kill %" applied to each drinker. If a person survives a poisoning attempt, reduce his Fatigue to zero until he gets a good night's sleep.

Aconite, Belladonna, Euphoria, Hellbore, Hemlock, Henbane, Holly, Mandrake, Mistletoe

ACONITE (Wolf's Bane, Leopard's Bane, Monk's Hood)

AVAILABILITY: Uncommon.

HABITAT: Field, Marsh, Woods.

POTENCY LOSS: Dried and powdered, Aconite retains potency almost indefinitely. Decrease potency by 10% within 24 hours of its being picked, but otherwise there should be no effect.

DESCRIPTION: A poisonous plant easily recognizable by its pale, hood-shaped flower. Aconite is often believed to have been the first commonly used poison, and it is extremely lethal. Alchemists may powder it and it may be sprinkled in food with a 95% chance that the eater will die. It takes about two hours for the poison to take effect and several more hours for a fatality to occur.

AGRIMONY

AVAILABILITY: Common.

HABITAT: Fields, Woods, Rough.

POTENCY LOSS: Loses 20% of its potency within one day of being picked and 10% per day thereafter down to a level of 20% potency which it will retain for 4-5 months after picking.

DESCRIPTION: A variety of bright yellow-flowered plant of the genus Agrimonia. Agrimony will be an effective



cure (100% BC) for poisoning as a result of snake bite when the leaves are freshly picked. An Alchemist can distill the anti-venom per 50.7.

AMARANTH

AVAILABILITY: Uncommon.

HABITAT: Fields, Woods.

POTENCY LOSS: Loses 40% of potency within one hour of being picked and 10% of remaining potency per week thereafter until reduced to 10% of original potency.

DESCRIPTION: An herb with small red or white flowers often confused with a (seemingly) legendary plant of the same name. The legendary Amaranth is said never to fade and to be the prime ingredient in an amulet which causes the wearer never to age. The plant described herein has no such magical powers. Instead, the petals of the red variety may, when fresh, be made into a poultice, causing the blood to clot and the bleeding to stop within D+2 Pulses. It will heal 1 Endurance Point per day for D10 days.

ANEMONE(Wind Flower)

AVAILABILITY: Uncommon.

HABITAT: Woods.

POTENCY LOSS: Loses 30% of potency in the first 24 hours after picking and a continued loss of 10% of potency per week.

DESCRIPTION: A tall, leafy stalk with large rich purple flowers having black centers. Anemone can grow literally overnight. Steam from the boiling petals may provide anyone who breathes it with a +10 on any Base Chance involving spells which predict the future. A poultice made of the petals has an 80% chance of curing any blindness except that due to a major curse or to loss of eyes.

ANGELICA

AVAILABILITY: Uncommon.

HABITAT: Fields.

POTENCY LOSS: Loses 5% of potency within 24 hours of picking and 1% per week thereafter.

DESCRIPTION: A leafy green herb which may be worn about the body when fresh as a protection against the evil eye. When worn in this fashion, resistance to the Evil Eye Spell (S-9) of the College of Black Magics is increased by 5. An Alchemist may distill potions designed to cure colds, infections, and add 10 to the user's Magic Resistance for D5 hours. Tinctures of this herb brushed on a wound will decrease the chance of infection by 20.

ASATOETIDA

AVAILABILITY: Uncommon.

HABITAT: Woods.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: A gum resin-bearing plant found in deep woods and sometimes cultivated as a house plant. The unpleasant odor of the resin (which may be smeared on the body) is only annoying to most occupants of this plane, but Demons heartily dislike it and Incubi, Succubi, Devils, and Imps will not normally approach within 5 feet of an individual carrying the smell of the resin. However, Hellhounds are maddened by the smell and will immediately attack the wearer of this resin.

BASIL

AVAILABILITY: Common.

HABITAT: Fields.

POTENCY LOSS: Loses 30% of potency within an hour, 50% within 24 hours, and 100% of potency within a week.

DESCRIPTION: A common herb characterized by green waxy brittle leaves. Basil can be used to make a poultice which will cure any type of insect, bee, or wasp bit or sting. The

herb will cure 1 Endurance Point per day for D10 days.

BELLADONNA Deadly Nightshade

AVAILABILITY: Rare.

HABITAT: Woods, Marsh.

POTENCY LOSS: Loses 10% potency within 24 hours of picking. Loses 1% of potency each week thereafter for all purposes except the manufacture of poison.

DESCRIPTION: An herb characterized by black berries and dark crimson leaves. An Alchemist may use Belladonna to distill flying potions (lasting D10 minutes). Both Alchemists and Adepts of the College of Black Magics may distill a powerful poison from Belladonna (100% kill chance). Anyone may feed the berries to a victim they desire to poison, though their bitter taste will probably make the victim unwilling to eat enough to do serious harm. Death is by heart and respiratory failure within several hours of ingestion.

BETONY Wood Betony

AVAILABILITY: Uncommon.

HABITAT: Fields, Woods.

POTENCY LOSS: Loses 1% of potency per week.

DESCRIPTION: An herb of the mint family. Betony may be used by the College of Shaping Magics in any type of amulet involving an increase in the Physical Strength, Endurance, or Fatigue of the wearer. Anyone may brew it into a tea when freshly picked which will allow the drinker to recover Fatigue as if he had just eaten a hot meal.

BLACK HOARHOUND

AVAILABILITY: Uncommon.

HABITAT: Marsh.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: An herb which can be brewed into a tea which works in the same manner as Betony to aid in the recovery of Fatigue. It can also be fashioned by an Adept of the College of Shaping Magics into an Amulet of Calmness which decreases all of the wearer's rolls on the Fright Table (44.8) by 10.

BLOODROOT

AVAILABILITY: Uncommon.

HABITAT: Fields, Woods.

POTENCY LOSS: Loses 1% potency per week.

DESCRIPTION: A weed characterized by fibrous, liquid-bearing roots, the juice from which can be used by an Alchemist

to distill a potion which will act like a control spell on whoever ingests it, causing him to obey the first sentient being he meets as if that being were the caster of the spell.

BRYONY (Snake Grape)

AVAILABILITY: Uncommon.

HABITAT: Fields, Woods.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: A flowering vine with grape-like fruit and tendrils which can be distilled by an Alchemist into a potion which will heal broken bones if drunk three times a day for seven days.

CAPER

AVAILABILITY: Uncommon.

HABITAT: Fields, Rough.

POTENCY LOSS: Loses 1% potency per day.

DESCRIPTION: Capers are the fruit of a small shrub which in bud form may be picked and used by an Alchemist to manufacture a potion which will serve as an antidote to impotence (whether naturally or magically occurring). Capers are also a prime ingredient in Love Philtres and Potions of Fertility (see 46.3).

CATGUT (Turkey Pea, Goat's Rue, Devil's Shoestring)

AVAILABILITY: Uncommon.

HABITAT: Woods, Rough.

POTENCY LOSS: Loses 10% of potency an hour after picking and 1% per hour thereafter.

DESCRIPTION: An herb whose tough roots may be ground and brewed into a tea which functions in the same manner as Betony as an aid to the recovery of Fatigue.

CATNIP

AVAILABILITY: Common.

HABITAT: Fields.

POTENCY LOSS: Loses 1% potency per week.

DESCRIPTION: An herb of the mint family, often domestically grown. Catnip can be distilled by an Alchemist into a potion which will promote healing. Distilled by an Alchemist, it will heal 3 Endurance Points.

CHERVIL

AVAILABILITY: Common.

HABITAT: Fields.

POTENCY LOSS: Loses 20% of potency within one hour and 1% thereafter until distilled.

DESCRIPTION: An herb of the parsley family which can be made into an infusion and used to bathe wounds decreasing the chance of infection by 10 and increasing the chance of the body healing itself if it does become infected by 10. An Alchemist can use it to distill a healing potion, working in the same fashion.

COWSLIP

AVAILABILITY: Common.

HABITAT: Fields, Woods.

POTENCY LOSS: Loses 5% potency per week.

DESCRIPTION: A yellow wildflower which often grows in pastures. Cowslip is sometimes used by Alchemists to distill Sleeping Potions and has from time to time been substituted for more potent ingredients in Sleep Dust by Adepts of the College of Ensorcelments and Enchantments (with a 90% loss in the effectiveness of the dust). See 34.5 (Q-3). The pollen of the flowers is the active ingredient.

CYCLAMEN

AVAILABILITY: Uncommon.

HABITAT: Woods, Marsh.

POTENCY LOSS: Loses 40% of potency an hour after picking and 1% per hour thereafter until distilled.

DESCRIPTION: A flowering herb which may be distilled by an Alchemist into a Sleeping Potion or a Love Potion (both lasting D10 hours) or by an Adept of the College of Black Magics into a Love Philtre (see 46.3).

DAFFODIL

AVAILABILITY: Common.

HABITAT: Fields, Woods, Rough.

POTENCY LOSS: Loses 20% of potency after one hour and 5% of potency per hour thereafter until distilled.

DESCRIPTION: A yellow flower which may be made into a poultice and applied to wounds to heal 1 Endurance Point per day for D10 days. Daffodils may also be mashed and their juices distilled into a Love Philtre by an Adept of the College of Black Magics (46.3).

DAMIANA

AVAILABILITY: Uncommon.

HABITAT: Woods, Rough.

POTENCY LOSS: Loses 10% potency per month.

DESCRIPTION: A leafy herb often used in teas designed to have a slight euphoric effect. An Adept of the College of Black Magics may use it in a Love

Philtre (see 46.3), but the Philtre will last only a couple of months.

EUPHORBIA

AVAILABILITY: Rare.

HABITAT: Woods.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: A poisonous plant (35% kill chance) often used by Alchemists in distilling synthetic poisons and by Adepts of most Colleges for use along with various forms of incense and precious oils to burn in censers while performing ritual magic.

FENNEL

AVAILABILITY: Common.

HABITAT: Fields.

POTENCY LOSS: Loses 10% of potency per month.

DESCRIPTION: A feathery green flowering herb whose seeds may be used by an Adept of the College of Shaping Magics to manufacture an amulet designed to repel Spectres. Used in this manner it will repel all Spectres who fail to resist its effect (by rolling twice Willpower or less on D100) and will have a Shaping Index of 40.

FERN

AVAILABILITY: Uncommon.

HABITAT: Woods, Marsh, Caverns.

POTENCY LOSS: Loses 5% of potency per day once picked.

DESCRIPTION: A delicate, feathery plant usually found in dimly lighted areas (wooded glens, cave entrances, etc.). The male plant can be dried and powdered and used by adepts of the College of Black Magics to make Love Philtres as per 46.3. The female plant may be distilled by an Alchemist into a Potion of Invisibility (for D10 hours).

GARLIC

AVAILABILITY: Common.

HABITAT: Fields.

POTENCY LOSS: Never loses any potency for most purposes.

DESCRIPTION: A purple-flowered member of the lily family. The flowers may be used as a protection against Vampires, but they are not nearly as effective as the plant's root which forms bud-like rhizomes that may be eaten or strung into garlands that offer the best protection against the attentions of such beings. See 74.2 for details. Sailors consider the eating or wearing of Garlic of use in preventing shipwrecks; but this is only a mere myth. The substance does have a slight repellant effect on Greater

Undead other than Vampires, and no one wearing Garlic can ever be affected by the Evil Eye spell (S-9) of the College of Black Magics. Further, the resistance of the wearer versus all spells of the College of Black Magics is increased by 5.

GINSENG

AVAILABILITY: Uncommon.

HABITAT: Woods.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: A variety of plant, the root of which can be ground and used by an Alchemist in the manufacture of Love Potions (lasting D10 days). May also be brewed into a tea which has minor aphrodisiac qualities.

HELLEBORE

AVAILABILITY: Rare.

HABITAT: Woods, Marsh.

POTENCY LOSS: Loses 2% potency per week once picked.

DESCRIPTION: A generally poisonous plant which comes in two varieties; Green and Black. The green variety is used by Alchemists to distill potions designed to cure madness (60% chance). The Black variety is used by Alchemists to distill a number of different types of poison (60% kill chance).

HEMLOCK

AVAILABILITY: Rare.

HABITAT: Woods, Marsh.

POTENCY LOSS: Loses 2% potency per week.

DESCRIPTION: A variety of evergreen whose bark is useable by Alchemists to create Flying Potions (lasting D10 minutes) or a powerful poison (100% kill chance) which causes slow paralysis eventually causing cardiovascular failure.

HENBANE

AVAILABILITY: Rare.

HABITAT: Fields.

POTENCY LOSS: Loses 5% potency per week for most purposes.

DESCRIPTION: A poisonous herb often used by Alchemists in distilling poisons (50% kill chance) and Love Potions (lasting D5 days). Ingestion of the untreated herb raw or cooked in food usually results in extreme hallucinations followed within hours by death.

HOLLY

AVAILABILITY: Uncommon.

HABITAT: Fields, Woods, Marsh.

POTENCY LOSS: Loses 5% potency per day. Immediately loses all remaining potency if touched by Cold Iron.

DESCRIPTION: A flowering, fruit-bearing plant held sacred by Druids. The berries are a bright red, very attractive, but bitter. They are also extremely poisonous, killing within hours (70% kill chance). The leaves may be made into an Amulet of Luck by an Adept of the College of Shaping Magics similar to the Amulet of the same name of the College of Black Magics.

JASMINE

AVAILABILITY: Uncommon.

HABITAT: Fields.

POTENCY LOSS: Loses 20% potency an hour after being picked and 10% per week thereafter.

DESCRIPTION: A flowering shrub said to make a powerful ingredient for use in manufacturing Love Philtres. In actuality, it has no value at all except to make such liquids sweet smelling. However, Jasmine incense has some magical value in the performance of certain magical rituals, especially those having to do with summoning and purifications (+2 to Base Chance).

JIMSON WEED

AVAILABILITY: Uncommon.

HABITAT: Rough, Waste.

POTENCY LOSS: Loses 5% of potency per month.

DESCRIPTION: A narcotic plant whose seeds and roots are often ingested as part of mystical ceremonies. An Alchemist may use Jimson Weed to distill potions that create hallucinations or make the drinker susceptible to control or mental manipulation. It may also be fashioned by an Adept of the College of Shaping Magics into an Amulet of protection against spells of the College of Black Magics and the College of Ensorcelments and Enchantments (+5 to Magic Resistance).

LAUREL

AVAILABILITY: Uncommon.

HABITAT: Woods, Rough, Marsh.

POTENCY LOSS: Loses 10% potency an hour after picking and 5% per week thereafter.

DESCRIPTION: A small evergreen whose leaves may be burned as a protection against Incubi and Succubi (they will not willingly enter a room in which the substance is being burned). The leaves may also be distilled by an Alchemist to create a potion which increases the drinker's ability to

disbelieve illusions (+25 to success percentage).

LOTUS

AVAILABILITY: GM's discretion.

HABITAT: Woods, Marsh.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: A type of five-petalled flower which appears in several distinct varieties. The White Lotus may be used in the production of Love Philtres by Adepts of the College of Black Magics. The Yellow Lotus is sometimes dried and used by Adepts of the College of Shaping Magics in the manufacture of Amulets of Luck similar to the Amulet of the same name of the College of Black Magics. The Pink Lotus is the most common type, but has no magical properties. The Purple Lotus is Rare and is often used in potions which increase the resistance of the drinker versus magic of the College of Sorceries of the Mind (+5 to Magic Resistance). The Black Lotus is Very Rare and is the most powerful of the five. The pollen from this flower is the active ingredient in both Sleep Dust and (in larger quantities) Poison Dust, the manufacture of both substances being part of the General Knowledge of the College of Ensorcelments and Enchantments (and such a closely-guarded secret that none except an Adept of this College has ever been able to duplicate either). The Black Lotus is also a powerful ingredient in Alchemists' Aphrodisiacs, Love Potions, and Potions used to cause hallucinations or gain control over the drinker.

MANDRAKE

AVAILABILITY: Rare.

HABITAT: Rough, Waste.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: A narcotic herb whose root forms the shape of a human figure. The berries can be used as either an aphrodisiac, a narcotic, or a poison (30% kill chance), depending on the dosage. the same applies to the root. In addition, the root is often used by Adepts of the College of Black Magics in Love Philtres (lasting D10 days) and Fertility Potions.

MARIGOLD

AVAILABILITY: Common.

HABITAT: Fields.

POTENCY LOSS: Loses 5% of potency per month.

DESCRIPTION: A yellow-flowered plant whose seeds are often powdered and made into incense for use in magic

rituals. They may also be used by an Alchemist to distill Potions designed to cause the drinker to speak only the truth and answer all questions asked.

MARIJUANA

AVAILABILITY: Uncommon.

HABITAT: Fields.

POTENCY LOSS: Loses 3% of potency per month.

DESCRIPTION: A flowering plant readily identifiable by the distinctive shape and arrangement of its leaves. May be used by anyone as a mild pain-killer (with euphoric side effects) and is often ingested (via smoking) for this purpose. An Alchemist can distill the raw plant into a compact mash which is sometimes used in religious ceremonies. In this form, the drug is extremely powerful and causes hallucinations, disorientation, and a reduction in resistance to all magic (-5), and especially to magic of the College of Sorceries of the Mind (-10 to Magic Resistance).

MARJORAM

AVAILABILITY: Uncommon.

HABITAT: Fields, Woods.

POTENCY LOSS: Loses 10% of potency per hour.

DESCRIPTION: An herb often used to brew teas having calmative and restorative powers. Drinking a cup of this tea will decrease subsequent die rolls on the Fright Table (44.8) by 5 and will allow the drinker to recover Fatigue exactly as if he had just eaten a hot meal.

MISTLETOE

AVAILABILITY: Uncommon.

HABITAT: Woods, Forests.

POTENCY LOSS: Loses 5% of potency per hour.

DESCRIPTION: A parasitic shrublike plant whose white berries are often used by Adepts of the College of Black Magics in the creation of Love Philtres. Untreated, the berries are slightly poisonous (5% kill chance). The entire plant except the berries may be made into an infusion which is used to wash fresh wounds, causing the subject to regain 2 points the Fatigue and increasing the chances of the body recovering from any non-magical infection by 15. As a side-effect of this healing phenomenon, the subject will for the next several weeks undergo an increase of several hundred percent in fertility or potency. A sprig of mistletoe used to make a set of lock picks will

increase by 10 the chance of anyone picking a lock with those picks.

MOONWORT

AVAILABILITY: Rare.

HABITAT: Woods.

POTENCY LOSS: Loses 5% of potency per day.

DESCRIPTION: A fern known for its crescent-shaped leaves. It is often used by Adepts of the College of Black Magics as an ingredient in Love Philtres. Its greatest value, however, is as a material for use in fashioning lock picks. The chances of anyone picking a lock are increased by 15 if the picks they are using are made of dried Moonwort stems. Moonwort should, however, be kept out of close proximity with Cold iron on which it exercises an extremely rapid oxidizing effect (loses 1% of the metal's strength for each hour that it is in contact with Moonwort).

MULLEIN

AVAILABILITY: Rare.

HABITAT: Fields, Woods.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: A course-leafed weed. The leaves may be used and fashioned by an Adept of the College of Shaping Magics into an Amulet designed to protect the wearer from enchanted monsters, who will not approach the wearer closer than 20 feet.

MYRRH

AVAILABILITY: Rare.

HABITAT: Fields.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: A resinous plant often tapped for the sweet-smelling gum which is one of the most important ingredients in perfumes and in the incense used in magical rituals (especially those having to do with summoning beings from other dimensions +2 to Base Chance).

OPIUM POPPY

AVAILABILITY: Uncommon.

HABITAT: Fields.

POTENCY LOSS: Loses 2% of potency per month.

DESCRIPTION: A type of poppy characterized by bright red flowers. The buds yield a gum used by Alchemists in the manufacture of opium, a powerful narcotic ingested by smoking or by drinking while in suspension of tea. Healers use the drug to kill pain. It can, however, kill if ingested in large

quantities. Frequent use leads to addiction and progressive mental and physical deterioration. Ingestion of the herb produces mild and reoccurring hallucinations which develop into horrible fantasies in habitual users.

RUE

AVAILABILITY: Uncommon.

HABITAT: Fields, Woods.

POTENCY LOSS: Loses 5% of potency per hour.

DESCRIPTION: A yellow-flowered herb which may be brewed into a tea which allows the drinker to recover Fatigue exactly as if he had just eaten a hot meal. Has the side effect of making the drinker impotent for the ensuing 24 hours.

SAFFRON

AVAILABILITY: Uncommon.

HABITAT: Fields, Woods.

POTENCY LOSS: Loses 1% of potency per week.

DESCRIPTION: A variety of Crocus whose stamens may be powdered and used by Alchemists to distill Potions designed to cure blindness (75% chance) or disease (70% chance). Saffron stamens may also be used in the manufacture of incense for use in magic rituals.

SAGE

AVAILABILITY: Uncommon.

HABITAT: Fields.

POTENCY LOSS: Loses 2% of potency per week.

DESCRIPTION: A leafy herb whose juices are sometimes used by Alchemists in the manufacture of Potions designed to cure disease. The plant may also be brewed into a calnative tea which will reduce die rolls on the Fright Table (44.8) that day be 3.

SAINT JOHN'S WORT (Hypericum)

AVAILABILITY: Uncommon. **HABITAT:** Woods, Marsh.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: An orange-flowered plant which may be distilled in an Alchemists Potion designed to increase the resistance of the drinker to magic of the College of Black Magics and the College of Necromantic Conjurations (+10 for D10 hours).

SANDALWOOD

AVAILABILITY: Rare.

HABITAT: Woods, Forests.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: A tree whose bark is valuable as an ingredient in most incense used in magic rituals.

SATYR ORCHID

AVAILABILITY: Very Rare.

HABITAT: Woods, Forests.

POTENCY LOSS: Loses 50% of potency after an hour and 10% per hour thereafter.

DESCRIPTION: A green-flowered Orchid which may be eaten as an aphrodisiac or stimulant. One flower will allow the eater to recover 4 Fatigue immediately. Any number of flowers may be eaten, but there is a 10% chance (+20% for each flower above one) that eating the flower(s) will cause the eater to gradually (in D10 weeks + one day per Endurance Point currently possessed by the victim) turn into a Satyr. Treat this latter effect as a major curse.

SNAKEROOT

AVAILABILITY: Uncommon.

HABITAT: Woods, Rough.

POTENCY LOSS: Loses 50% of potency one hour after picking and 10% potency per day thereafter.

DESCRIPTION: An herb whose root can be chewed and spat into a snakebite neutralizing the poison of the snake within D-5 minutes. Alchemists distill it into a variety of Antidotes and Potions for healing diseases.

SUNFLOWER (Heliotrope)

AVAILABILITY: Common.

HABITAT: Fields.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: A tall, bright-yellow flower (often growing to above man height). Incubi, Succubi, Devils, Imps, and Hellhounds will not enter a stand of Sunflowers, though individual flowers have no effect on them. The seeds may be eaten for food, but in large quantities they produce hallucinations and visions of the future, some of which (about 5%) will be accurate and valuable to the seer providing he can decipher them. The juice from the seeds is sometimes used by Alchemists to distill Potions which have as their object the controlling of the drinker, as Bloodroot.

SWEET FLAG

AVAILABILITY: Uncommon.

HABITAT: Fields.

POTENCY LOSS: Loses 30% of potency per day.

DESCRIPTION: A tall, bright flower which is unpleasant to Wights, Wraiths, and Night-Gaunts. Each of these types of Undead must roll their Willpower or less in order to approach a character draped in Sweet Flag or cross a threshold draped in Sweet Flag.

TEASEL (Venus's Basin)

AVAILABILITY: Uncommon.

HABITAT: Fields.

POTENCY LOSS: Loses 5% of potency per week.

DESCRIPTION: Actually the plant, itself is of no value. However, water which collect at the base of this tall, burred, red plant is an ingredient in Toad Sweat Potions designed to remove blemishes (see 46.3). Alchemists also sometimes use the water in beauty potions.

THYME

AVAILABILITY: Uncommon.

HABITAT: Fields.

POTENCY LOSS: Loses 5% of potency per week.

DESCRIPTION: An herb of the mint family which may be brewed into a tea that will decrease the drinker's subsequent rolls of the Fright table within the next 6 hours by 3.

VALERIAN

AVAILABILITY: Uncommon.

HABITAT: Woods.

POTENCY LOSS: Loses 20% of potency after one hour and 10% potency per day thereafter.

DESCRIPTION: A flowering herb used by Alchemists to distill Sleeping Potions (lasting D5 hours). May be brewed into a tea which will allow the drinker to recover 2 Fatigue exactly as if he had just eaten a hot meal. An Alchemist's distillation will heal 4 Endurance Points immediately and also cure diseases. The tea has the side effect of making the drinker extremely attractive to members of the opposite effect for a period of two hours after drinking.

VETCH

AVAILABILITY: Uncommon.

HABITAT: Fields, Rough.

POTENCY LOSS: Loses 10% of potency per month.

DESCRIPTION: A purple-flowered clover often found in hilly or even mountainous regions. Used by Alchemists to distill Potions designed to increase the Physical Strength or Endurance of the drinker by 1 per Rank for D10 minutes.

95. MAGIC ITEMS

This section lists a number of magical items which have been designed for use with *DragonQuest*. All are based on mythological or literary magical items or on historical objects supposed to have had supernatural powers in addition to their more prosaic characteristics. Each entry on the list is followed by four descriptive phrases, sentences, or paragraphs giving its characteristics as follows:

DESCRIPTION. A description of the physical appearance and/or characteristics of the item.

ABILITIES. A discussion of the powers of the item and its manner of use.

LIMITS. A discussion of the practical limitations of the item's power or the drawbacks on its use where appropriate.

NOTES. A discussion of the body of thought or mythology from which the item is drawn and of any special attributes the item might possess or any significant implications surrounding its use.

The items representing herein are suggested as guidelines for structuring the role of magical treasure in *DragonQuest* campaigns. In general, the actual manufacture of magical items is left up to the players using the rules for the College of Shaping Magics herein. However, the items on this list have been developed and balanced using the *DragonQuest* rules and may be injected directly into a campaign without modification if the players to desire. The entries are divided are divided into a number of general types describing a particular class of item as outlined in the Investment Rituals of the College of Shaping Magics (Q-5 through Q-11). These classes include:

Amulets

Arms and Armor

Enchanted Clothing

Enchanted Furniture

Talismans and Minor Artifacts

Staves and Wands

Greater Artifacts

Each class is described in general terms prior to the listing of the items belonging to that class.

AMULETS

Amulets may have almost any spell designed to protect the wearer incorporated into them and may sometimes contain other magic as well. Such items should be small (capable of being worn on the body) and will usually take the form of a medallion or necklace of some sort. Examples include:

The Scarab

DESCRIPTION: These are small carved stones (usually gemstones) representing the dung beetle and containing an inscription carved on their bottom.

ABILITIES: Scarabs were generally used to hold defensive charms carved onto the bottom of them, and Scarabs worn as Amulets would all be of this type. Scarabs with curses or non-defensive spells carved into them would be classed as Minor Artifacts instead of Amulets. Usually, Scarabs are designed to ward bad luck.

LIMITATIONS: Each Scarab is considered to have both a good and a bad nature, so it is possible for the owner to be brought good luck or protected from bad luck on the one hand and for him to be led into bad luck by the workings of the same Scarab on the other.

NOTES: Scarabs are considered in Egyptian mythology to be incarnations of Ra.

The Thet of Ptah

DESCRIPTION: A golden medallion.

ABILITIES: The Amulet allows the wearer to enter another dimension once per week in addition to increasing his resistance to spells of the College of Ensorcelments and Enchantments by 20.

LIMITATIONS: Each time the Amulet is used to enter another dimension, the bearer expends 10 Fatigue.

NOTES: Ptah is the Egyptian god of the unnamed Void and this Amulet is traditionally supposed to have been given by Ptah as a reward for services rendered.

ARMS AND ARMOR

Magical arms and armor are of several distinct types, as follows.

Magic Armor. Generally, magic armor will absorb an increased number of Damage Points (from 1-3 more DP's) than non-magical armor of the same type. In addition to this primary characteristic, magic armor will often be lighter (1-3 fewer points subtracted from Agility) and will almost always be silvered, gilded, or otherwise have the

Cold Iron content of the armor neutralized. Examples include:

Warshirt

DESCRIPTION: A breastplate formed of laced animal bones.

ABILITIES: Treat as leather armor (but at zero modification to Agility). In addition, the wearer will never be struck by non-magical missile weapons.

LIMITATIONS: The warshirt has no effect upon non-missile weapons or on magical missile weapons.

NOTES: Some American Indian tribes equipped their bravest and most powerful warriors with this shirt with the stipulation that the wearer must always be the last warrior to leave a battle.

Magic Shields. Usually magic shields increase their Defense/Rank by 1-2%. They rarely have special powers, but some may be charmed to increase the chance of breaking a weapon used against them and a small number may have truly extraordinary powers, as outline in the following:

Shield of Perseus

DESCRIPTION: A small round shield of very reflective material which can be polished to a glossy sheen.

ABILITIES: The shield is never broken or damaged even when the user suffers a Grievous Injury (and the user may not employ the option of having the shield cloven in lieu of suffering armor protection loss). In addition, any spell which is hurled at the user may be diverted by the shield (increase the user's chance of Resistance by 10) and turned back on the caster (Base Chance of 20%) if directed by the user to do so.

NOTES: The shield was given to Perseus by Athena to aid him in slaying the Gorgon (Medusa).

The Celtic Raven Shield

DESCRIPTION: A small round shield circular in shape reinforced by a rim of iron and painted with a black raven with wings spread.

ABILITIES: Increases the user's Defense by 10 (not including Defense/Rank) and increases the chance of any weapon used against it breaking by 5. In addition, if the shield is hurled into the air it will black out the sun (making it as dark as midnight during the new moon) within a radius of 21 miles. The enchantment lasts 11 hours, after which the shield returns to the person who cast it into the air providing

he is within the radius affected by the spell. Otherwise, it will simply fall to earth.

LIMITATIONS: It costs 3 Fatigue to cast the shield into the air, and the shield can only be used once every 33 hours.

NOTES: The Raven Shield was used in the first battle of Moy-Tura by the Tuatha de Dannan.

Magic Crowns, Helms, and Helmets.

These items are quite versatile, acting as part of normal armor usually while casting

one or another sort of enchantment on the wearer. Accordingly, a number of examples are provided.

Battlehelm of the Tuatha de Dannan

DESCRIPTION: An iron war helm with inlaid bronze and festooned with red horsehair plumes and ivory horns.

ABILITIES: The wearer is treated as a Military Scientist 5 Ranks higher than his usual Rank (Rank 4 if unranked). The wearer is also immune to Grievous Injury about the face and neck, and any such injury specified when it occurs (treat as no effect and do not roll again on the Grievous Injury Table until a new grievous injury occurs).

NOTES: Traditionally, this helm was always worn by the Warleader of the Tuatha de Dannan.

The Coronet of Isis

DESCRIPTION: A thin circlet of beaten gold inscribed with charms and decorated with Lapis Lazuli cabochons.

ABILITIES: The wearer may summon non-demonic beings from other dimensions to his aid once per day.

LIMITATIONS: The Coronet of Isis may never be worn by Adepts of any College of Magic. It is connected to the Powers of Light and may not be used to summon those beings from other dimensions which may be summoned via the College of Greater Summoning. It may be used to summon Undead from the world of shades. The user must have a Physical Beauty of at least 18 or the Coronet will not work. Does not increase armor protection.

NOTES: Isis is the Egyptian goddess of Love and Beauty.

The Crown of Osiris

DESCRIPTION: A finely wrought gold crown decorated with the life symbol, Ankh.

ABILITIES: The wearer may look into another dimension once per day. In

addition, the wearer increases his chance of disbelieving any illusion by 40. Does not increase armor protection.

LIMITATIONS: The Crown is consecrated to the Powers of Light and may not be worn by Adepts of any College of Magic. If an Adept attempts to wear it, he will receive no benefit from it.

Joukahainen's Helm

DESCRIPTION: A gilded war helm inscribed with arcane symbols.

ABILITIES: The helm warns the wearer whenever a spell is directed at him or the area he occupies by beating a martial tune on his brow. The faster and stronger the beat, the more powerful the spell.

LIMITATIONS: Does not increase armor protection since it is easily cloven.

NOTES: The helm was worn by the Finnish hero, Joukahainen.

Athena's Helm

DESCRIPTION: A bronze war helm embossed with images of Athena in heroic poses.

ABILITIES: Increases the number of Damage Points absorbed by the wearer's armor by 1. Also increases the wearer's resistance versus spells of the College of Ensorcelments and Enchantments and the College of Illusion by 30.

NOTES: Worn by the Greek goddess, Athena.

Manannan's Helm

DESCRIPTION: A bronze helm encrusted with gems.

ABILITIES: The wearer is invisible. In addition, the number of Damage Points absorbed by the wearer's armor is increased by 1. Once per day, the wearer may place his fingers on the gems inset in the helmet and thereby heal D+5 Fatigue and/or Endurance.

NOTES: Worn by the Celtic hero Manannan Mac Lyr.

Magic Missiles. Included in this category are magic arrows, bolts, quarrels, darts, and shot which will normally work by (1) increasing accuracy, (2) increasing Damage, or (3) placing an enchantment on the target once he is struck. Missile weapons which are wholly or partially magical usually operate by increasing accuracy whether they are firing magical or non-magical missiles. Other types of missile weapons (spears and hammers) usually work by increasing accuracy or returning to their owner. Generally, missile weapons will

not be endowed with personalities or special enchantments (other than as specified in 3 above). Examples of such weapons include:

Hayk's Arrows

DESCRIPTION: Look like normal high quality hunting arrows. They are drawn from a self-replenishing leather case.

ABILITIES: The Base Chance of striking a target is increased by 30 when these arrows are used.

LIMITS: The quiver holds only 16 arrows. When they are exhausted, the user must wait 24 hours before they will be replenished. Each arrow is replenished individually 24 hours after it was shot, so arrows may appear at varying times.

NOTES: Hayk employed these arrows during the Indo-European Battle of the Plain of Shinar, killing his rival, Bel, from the opposite end of the field with a single arrow.

Lightning Bow

DESCRIPTION: A hardwood longbow with accompanying quiver of 20 lightning bolt shaped arrows.

ABILITIES: The special arrows may be fired into the sky to bring rain (takes D+10 minutes for clouds to gather and rain to start). The special arrows may also be fired at an enemy in battle. If they strike the target, it will be consumed by whitefire within D+10 Pulses.

LIMITS: Only the special arrows fired by the lightning bow will cause its special powers to be invoked. Use of the arrows in another bow will not do so, and use of normal arrows in the lightning bow will have no special magical effect. Further, the use of the bow costs 3 Fatigue, and any miss the bow is treated as if the spell has missed (with the possibility of Backfire).

Agni's Sarnge

DESCRIPTION: A carved wood shortbow accompanied by a quiver of red-tipped arrows.

ABILITIES: Each of the special arrows contains a spell of the College of the Sorceries of the Mind (selected by the GM). They may be fired into the same or another dimension where the spells will take effect on the target if the arrow successfully strikes him. Only Angi's bow may be used to fire these arrows for their specified effect.

LIMITS: The 20 arrows may be recovered and reinvested with a new spell of the College of Sorceries of the

Mind once used. When all 20 arrows have been lost, however, it will be impossible to obtain new ones.

NOTES: The bow was used by the Indo-European god, Agni, to cast his curses onto his enemies.

Crann Buidhe

DESCRIPTION: A yellow-hafted spear with a bronze head.

ABILITIES: The user's Base Chance of striking a target is increased by 10 whenever he uses this spear to strike. The spear may never be broken by a non-magical weapon.

LIMITS: The user of this spear must subtract 20 (net subtraction of 10) from his Base Chance if he opposes a character using the spear Gai Dearg.

NOTES: The Celtic warrior, Diarmaid, was slain by a boar because he carried Crann Buidhe instead of Gai Dearg.

Gai Dearg

DESCRIPTION: A red-hafted spear with a bronze head.

ABILITIES: The user's Base Chance of striking a target is increased by 15 whenever he uses this spear to strike. When facing an enemy armed with Crann Buidhe, the users chance of inflicting a Grievous Injury on his opponent is doubled.

NOTES: Diarmaid possessed both the Crann Buidhe and the Gai Dearg, but favored the former, bringing about his death.

Spear of Arshag

DESCRIPTION: A large, heavy iron-tipped spear.

ABILITIES: The spear can cut through armor like flesh. In addition, it inflicts wounds which bleed profusely, bleeding can not be stopped except by magical means. The wounds inflicted by this spear always become infected.

LIMITS: Any character with a Physical Strength of 18 or less will be unable to Hurl this spear (though he will be able to use it in Melee).

NOTES: This spear was given to the Indo-European King Arshag by his father and was used by the great warrior to slay a huge serpent.

Gungnir

DESCRIPTION: A 20 foot long spear with a shaft and a head of forged iron. The spear weighs 50 pounds.

ABILITIES: The Gungnir has an unlimited Range within sight. The spear has a Base Chance of 90% when thrown, does 4D10 damage, and automatically

causes a Grievous Injury. Gungnir has a Base Chance of 70% in Melee Combat and does 3D10 damage with no automatic Grievous Injury.

LIMITS: Gungnir is only useable by individuals with a Physical Strength of 29 or greater and a Manual Dexterity of 25 or greater.

NOTES: Gungnir was made for the Norse god Odin by the Dwarves.

Gai Bolg

DESCRIPTION: A large, heavy spear carved from the beak of a Kraken.

ABILITIES: The spear does D+6 damage. In addition, the spear will begin to throb and hum whenever danger draws near, warning of ambushes and the like.

NOTES: Traditionally, the Gai Bolg was used by Cuchulain, the Celtic god of war.

Magic Swords. The most important magic weapon in almost every culture is the magic sword. Usually, magic swords do from 1 to 4 extra points of damage above and beyond the damage done by non-magical specimens of the same class. In addition, swords will have a variety of enchantments cast upon them which may cause them to sing, talk, warn of danger, dominate their user, inflict special damage, lead their owner to constant battle, danger, treasure, luck, act as an amulet against almost anything...and so on. Many magical swords will have a personality as strong as or stronger than a character. They may be aligned with either Light or Darkness (usually one or the other). Accordingly, the GM should carefully detail the "personality" of each magical sword in the game and should play it himself as a non-player character. A number of ideas for the powers of magical swords are offered in the selection of weapons described in the following, but some of the best ideas will arise out of the characteristics of the GM's own world.

Sword of Naisi

DESCRIPTION: A bronze hand and a half sword with a bejeweled pommel.

ABILITIES: The wounds inflicted by the sword leave no mark on the victim, making them difficult to treat.

NOTES: Given by the God Manannan to the Celtic hero Naisi.

Sword of Nuada

DESCRIPTION: A ruby-like hilted claymore of unknown metal.

ABILITIES: The sword's blade can be made by the wielder to flame upon command (treat as a sword with a Weapon of Flame Spell of Rank 15 cast upon it). Once it flames, all except the user must immediately roll their Willpower or less in order to take any Action during the remainder of the Pulse.

LIMITATIONS: It costs 5 Fatigue to ignite the sword.

NOTES: Traditionally, this sword was used by the King of the Tuatha de Dannan, Nuada, at the First Battle of Moy Tura, when he slew the Collector of Souls.

The Sword of Horus

DESCRIPTION: A bronze shortsword with a worked hilt inscribed with charms and hieroglyphs.

ABILITIES: The Sword of Horus does quadruple damage against all lesser undead and double damage against all greater undead. Its Base Chance is 75% and it does +8 damage. The chance of a Grievous Injury is doubled when employing this weapon against the undead.

LIMITATIONS: It requires a minimum Physical Strength of 20 to effectively use this sword.

NOTES: Horus is the son of Osiris in Egyptian mythology and is sometimes called the Avenger. The GM may wish to endow this weapon with a personality and make it eager to avenge wrongs done the user, increasing its effectiveness when involved in combat against sworn enemies.

Mandaka

DESCRIPTION: A silver embossed and jeweled bronze shortsword.

ABILITIES: Mandaka can be used only against enemies from other dimensions. If the user attempts to use it against an entity from his own dimension, the sword will fall from his hand.

LIMITATIONS: The user must have a Physical Strength of 23 or greater and a Manual Dexterity of 21 or greater to use this sword.

NOTES: Mandaka is the sword of the Hindu god of Fire, Agni.

Freyr's Sword

DESCRIPTION: A five-foot long hand and a half sword of faintly luminescent steel. The hilt is of ivory, and the entire is inscribed with powerful deathrunes.

ABILITIES: The sword has a Base Chance of 70% and does D+8 damage. It will never be broken, except by another magical weapon. In addition, the

chances of a Grievous Injury being inflicted on one's target are doubled when using Freyr's sword.

LIMITATIONS: Freyr's sword may be used only by a character possessed of a Physical Strength of 23 or greater and a Manual Dexterity of 20 or better.

NOTES: Freyr lost his sword while attempting to kill Gerd, and Surt used the blade to kill him at Ragnarok.

Durendel

DESCRIPTION: A simple cross-hilted hand and a half sword.

ABILITIES: Durendel is consecrated to the Powers of Light and may never be used by an Adept of any College of Magic (it will burn the hand of such and individual and make it impossible for him to hold the sword). If the sword is ever used for an evil purpose, the user will be cursed with ill luck (see 84.4) until he rights the wrong he has done.

NOTES: Durendel was used by Roland until his death fighting the Paynim at Roncevalles.

Dainslef

DESCRIPTION: A finely crafted iron broadsword.

ABILITIES: The user's Base Chance is increased by 10 whenever he is using Dainslef to strike. The chances of infection are increased by 50% if any wound is inflicted by Dainslef (even if the wound is to Fatigue only).

LIMITATIONS: The sword is charmed so once drawn it will always claim a life, no matter what the wishes of the owner. If an enemy is not present, the sword will claim the life of an ally or a friend of the user. If no one else is present, the sword will attack the user himself, magically leaping into the air and striking at the user until he is dead or the sword is broken.

NOTES: Dwarves made the sword for the Teutonic hero Hoge.

Kvedulf

DESCRIPTION: A great sword (treat as two-handed) with a Rune carved blade.

ABILITIES: The user's Base Chance is increased by 5 during the day and 15 at night when striking with this sword. In addition, the sword automatically slays an opponent if a Grievous Injury is scored using the sword at night. The user's stealth is increased by 10.

LIMITATIONS: The sword is cursed, and anyone who uses it will come under a Curse of Lycanthropy, changing into a wolf at irregular times for random periods.

NOTES: The name of the sword means "evening wolf." It's Teutonic in origin.

Magic Hammers. Another class of weapon popular in some cultures as a candidate for magical endowment is the Warhammer. Warhammers, Picks, and similar weapons are usually characterized by greater than normal Range, Damage, Base Chance, and Weight. They also will almost invariably return to their user if thrown. One example of this class should suffice.

Mjollnir

DESCRIPTION: An iron Warhammer about four feet long, weighing 40 pounds. The haft is shorter than normal and gives a small appearance.

ABILITIES: The hammer has unlimited Range and will automatically return to the user's hand if thrown. The hammer has a Base Chance of 100%, does D+7 damage, and has a chance of inflicting a Grievous Injury three times that of a normal Warhammer.

LIMITATIONS: Mjollnir may only be used to full effect by a character with a Physical Strength of 26 or greater and a Manual Dexterity of 21 or greater who is wearing Thor's Iron Gloves.

NOTES: Mjollnir is famed as the main weapon used by Thor in the wars against the Frost Giants.

ENCHANTED CLOTHING

Enchanted clothing includes any non-armor, non-jewelry items that may be worn. Cloaks, Girdles, and Sandals are the most popular candidates in mythology for endowment with magical properties as indicated below.

Thor's Iron Gloves

DESCRIPTION: A pair of cast-iron gauntlets weighing 20 pounds apiece.

ABILITIES: The wearer's Physical Strength is increased by 10 and he is able to wield the Warhammer Mjollnir. He may never drop or break a weapon while wearing the gloves. The gloves may be used to strike for D+5 damage and have a Base Chance of 40%.

LIMITS: The gloves may not be worn while using a missile weapon.

NOTES: Thor wore the gloves to handle Mjollnir properly.

Dwarf Girdle

DESCRIPTION: A man-sized belt of woven gold chains with a jewelled buckle worth 1000 gold shillings.

ABILITIES: Adds 20 to the wearer's Physical Strength.

LIMITATIONS: If the buckle is ever broken, the girdle becomes permanently useless.

NOTES: The Dwarves gave a belt of this description to William of Scherfenburg to pay for his silence about their intrigues.

Girdle of Strength

DESCRIPTION: A belt woven of iron bands. It covers the lower half of the body when worn.

ABILITIES: The wearer's Physical Strength is increased by 15. The girdle absorbs 2 Damage Points and be removed only by the wearer, so long as he is alive. Anyone can remove the girdle if the wearer is dead.

LIMITATIONS: The Agility of the wearer is reduced by 2.

NOTES: Traditionally, this girdle was worn by Thor during the wars with the Frost Giants.

The Persean Sandals

DESCRIPTION: A pair of golden sandals with tiny wings growing from the heels.

ABILITIES: The wearer runs at the rate of 400 yards per minute and may fly (at the same rate) for up to 20 minutes at a stretch.

LIMITATIONS: Each time the sandals are used to run or fly, the wearer expends 5 Fatigue per 10-minute increment (or fraction) of time employed.

NOTES: Perseus used the sandals to transport himself to the land of the Gorgons to kill the Medusa.

Shadow Cloak

DESCRIPTION: A mantle appearing to be made of cobwebs.

ABILITIES: The wearer is treated as if he had a Rank 10 invisibility spell cast over him. He reappears only when the mantle is removed or its effects are temporarily dispelled. Each dispellation lasts for 1 minute.

NOTES: The cloak was worn in the Land of Promise and was given to Cachulainn by Manannan.

Freyja's Magic Cloak

DESCRIPTION: A cloak of Eagle feathers.

ABILITIES: A character wearing the cloak possesses the flying abilities of an Eagle.

LIMITATIONS: Each time the cloak is used to fly, there is a 1% chance that it will slip off and plunge the former wearer to the ground.

NOTES: Loki used the cloak in his search for Mjollnir when that weapon was stolen by Thrym.

Helkappe

DESCRIPTION: A hooded Dwarf-sized cape which seems to expand up to Human-sized to fit the dimensions of the wearer.

ABILITIES: Treat the wearer as if he had a Rank 10 invisibility spell cast over him. He reappears only when the cloak is removed.

LIMITATIONS: The wearer must obey the (non-self-destructive) desires of the cloak's rightful owner.

NOTES: Such cloaks were often used by Dwarves in Teutonic myths.

Ulfamnir

DESCRIPTION: A wolf-skin cloak with a bone-clasp.

ABILITIES: The wearer of the cloak has the power to change into a Dire Wolf at any time between sunset and sunrise. The change will last until the light of day and cannot be reversed by the wearer until that time. While in Dire Wolf form, treat as a Shapechanger in animal form.

LIMITATIONS: In order to effect each transformation, the wearer must take a human or humanoid life.

NOTES: A rare bit of Teutonic mythology.

ENCHANTED FURNITURE

Enchanted furniture most often takes the form of enchanted musical instruments or thrones. Usually, the music produced by the instrument or the act of sitting on the throne will trigger some sort of geas or enchantment, often affecting the player, listeners, or the individual sitting on the throne by altering their perceptions. The examples which follow present exceptions to this rule:

Vainamoinen's Harp

DESCRIPTION: A wood and bone harp.

ABILITIES: When played, the Harp casts a calling spell over the surrounding area within a radius of 300 yards (plus an additional 300 yards per Rank of the user with the Troubadour Skill). All entities the user desires to call within that Range may be summoned by him. However, any entities which desire to cause him harm will fall asleep for 1 day (plus 6 additional hours per user's Rank with the Troubadour Skill) instead of heeding his call.

LIMITATIONS: Only a character who has acquired the Troubadour's Skill and who has learned to play the harp may use Vainamoinen's Harp to cast an enchantment of this type.

NOTES: Traditionally, this object was used by the Finnish God of the Wind.

Daghdha's Harp

DESCRIPTION: A gilded harp of fine craftsmanship.

ABILITIES: The harp speaks the Common Tongue and can be played normally as a musical instrument or once per day may be used to control the weather in the same manner as R-1 of the College of Air Magics at Rank 15.

LIMITATIONS: The user must possess the Troubadour Skill and be able to play the harp to control the weather in this manner.

NOTES: The harp was the possession of the "King" of the Celtic gods, Daghdha.

TALISMANS AND MINOR ARTIFACTS

There are a wide variety of such items usually enchanted with a single spell which will have some bizarre effect when triggered. All forms of jewelry not used as Amulets can be included in this classification, as can statues, most small containers, magical utensils, and tools of every variety. A few samples will have to suffice since the field is so large.

Magic Fetter

DESCRIPTION: A fine white rope said to be composed of a cat's meow, a woman's beard, mountain roots, bear's sinews, fish's breath, and the saliva of a bird.

ABILITIES: The magic fetter may be used to bind any unconscious, asleep, or subdued character or monster, and the victim will remain bound until the owner of the fetter (or someone else other than the victim) removes it.

NOTES: The Aesir used the fetter to bind the Fenris Wolf. The binding lasted until the magic release of Fenris at the foretold moment so that he could participate in the Battle of Ragnarok.

Idols of the Baboons of Thout

DESCRIPTION: A group carving depicting ferocious baboons.

ABILITIES: May be placed to guard a temple and will then be activated whenever the priests of the temple pray for their release to destroy evil invaders. Once activated, the baboons pursue their victims (even through other planes) until they catch them and rend them with their fangs, ending their existence on all

planes thereby. the baboons then return to the temple and resume their stone form.

LIMITATIONS: The baboons may only be used to defend the temple and attack those who would desecrate it. They will not be activated for any other purpose.

NOTES: The Baboons as described guarded the Temple of Thout in ancient Egypt.

Idol of Shadow

DESCRIPTION: A small ceramic statue of a Monkey with a Jackal's head.

ABILITIES: Whenever an adept of any College enters the presence of this idol, there is a chance equal to 10% (plus 5 per Rank of the highest Ranked spell the Adept knows) that this idol will be activated and assume life-size shape. The extra-dimensional being thus activated will be a Spectre that will pursue and haunt the Adept who activated it until it is able to destroy him. Generally, the Spectre will have maximum characteristics for his class and will be the same shape as the statue. He kills by eating the head of the victim while strangling him with his tail.

LIMITATIONS: The companions of the Adept will be pursued as well, and there is a 5% chance that anyone in the room (including the owner of the statue) will be mistaken for a companion of the Adept and be haunted as well.

NOTES: Statues of this type were placed in the tombs of dead considered unfit for the afterlife. They are associated with Anubis, the Egyptian God of the Underground.

Idol of the Bone Breaker

DESCRIPTION: A small ceramic statuette of a Demon with enormous arms and legs, the head of a jackal and body of a reptile.

ABILITIES: The statue may be activated by the owner's command. It will then hunt down a victim of the owner's choice before returning to its own plane of existence. During its period of activation, the demon will act as a Spectre with maximum characteristics for that type of entity but will have a human sized form similar to the statue's. It will kill its victim by breaking his bones and sucking out the marrow, saving the skull (and brains) for last.

LIMITATIONS: There is a 5% chance that after destroying the designated target, the Bone Breaker will then turn on its master instead of returning to its own plane. Once in its own plane, the

statue will be useless and the Bone Breaker will never again be summonable by activating the statue.

NOTES: The Bone Breaker is a member of the judgement council of Anurian-Egyptian mythology.

Wind Bags

DESCRIPTION: Small hide bags etched with pictures of great destructive winds.

ABILITIES: The bag containing the wind may be opened on a hilltop (preferably a barren hilltop) and will then blow out of the neck of the bag, turning around in a clockwise direction blowing enemies out of its way, along with friends, trees, and anything else it happens to touch until it returns to the mouth of the bag.

LIMITATIONS: The longer the bag remains open, the stronger the winds will become until it will become impossible after several minutes to close the neck of the bag and a great storm will begin to rage over the surrounding area lasting D-1 days and destroying the power of the bag.

NOTES: Magic items of this type were common among American Indians.

Andvari's Ring

DESCRIPTION: A small white gold ring inscribed with Runes.

ABILITIES: The ring will produce four gold rings worth 1000 Gold Shillings each every twelfth night while in the possession of any owner.

LIMITATIONS: Whoever claims the ring or wears it (even to keep for another) will suffer a doom that he will die violently in battle. Treat as a major curse.

NOTES: The Norse god Loki forced the Dwarf Andvari to create the ring on which the Dwarf placed the curse secretly. Loki later died at Ragunrok.

Draupnir

DESCRIPTION: A yellow-gold ring inscribed with Runes.

ABILITIES: Draupnir will produce eight gold rings worth 200 Gold Shillings each every ninth night.

NOTES: Draupnir was created by the Dwarves for the use of the Aesir gods.

Silvanus' Drinking Cup

DESCRIPTION: A horn cup studded with brass.

ABILITIES: Any desired liquid will flow into the drinker's mouth unendingly so long as he holds the upended horn to his mouth.

NOTES: The cup was the property of the Celtic God Silvanus.

STAVES AND WANDS

Generally, staves and wands will be as described in the section dealing with the College of Rune Magics, though it is possible for a Shaper to make a Staff or Wand for an adept of another College. A non-Adept will never be able to employ any magical staff or wand for any magical purpose. No examples are given herein since such items are discussed in some detail in both the College of Rune Magics and the College of Shaping Magics.

GREATER ARTIFACTS

Usually, greater artifacts will be some form of transportation or warding device such as a chariot, ship, iron room, or the like. The uses and construction of such items will be highly variable, but transportation devices will usually be 25-50% faster than similar devices of the same type which are non-magical. Two representative examples of transportation devices are listed below.

Agni's Red Chariot

DESCRIPTION: A large chariot of gilded bronze pulled by two red Warhorses.

ABILITIES: The chariot travels 450 yards per minute on the ground and flies through the air at the rate of 500 yards per minute. At the driver's command, a circle of fire will appear around it which will do D+10 damage to anyone touching it while trying to approach the chariot. The chariot and horses may move while surrounded by this circle.

LIMITATIONS: The horses can only be telepathically controlled by the Hindu god Agni or by an Adept of a magical College who casts some type of control spell over them.

Skidbiadnir

DESCRIPTION: A small leather pouch which folds out into a 50-foot galley with sail that will hold up to 20 people.

ABILITIES: When folded, the vessel weighs only 10 pounds. When afloat, it will travel at 35 yards per minute toward any destination without the need for navigation. It can never be sunk except by magical means.

LIMITATIONS: The ship must be immersed in at least five feet of water to move.

NOTES: The ship was fashioned by the Dwarves for the god, Freyr.

Notes on Shaping the Magic Items

As an astute reader will notice, many of the items listed in this section cannot be easily created by the shaping system as presented. Some of the abilities imbued in those items cannot be represented with a precisely determined shaping index, and many of the other abilities have no hard and fast equivalent in a *DragonQuest* world. Players and GM's may wish to use these abilities in items of their own design, and the GM should not be intimidated by the limitations of the system.

The shaping system as stated can be used as a guide for the shaping and creation of these items or items like them. The easiest (for the GM) and most direct alternative would be to discern exactly what kind of ability or characteristic the player wishes to put into the item, weigh that ability versus spells or overall impact on an adventure or campaign, and extrapolate the shaping index from these parameters.

If, for example, a character wished to recreate Daghdha's Harp (see page 49) in his world, the GM will have to extrapolate the shaping index, because the abilities are not easily quantified. First, the Harp can speak Common (fluently, one could presume) and once per day can function as a ritual of Controlling Weather. So, if calculated normally, this item would have a shaping index of 675 (225 for language at Rank 8, 450 for the experience multiple of the ritual). But, since it speaks Common (and harps, as a rule, cannot talk at all, let alone enunciate Common), the GM could multiply that index by 5, yielding 1125. Since the magic ability of Air Magics is equal to a ritual (which cannot be imbued in an item), but may only be used once per day, doubling the experience multiple would be enough (900). Thus, a valid shaping index for Daghdha's Harp would be $(1125+900)=2025$. It would take one full year to shape and cost seven Endurance Points to be lost, which seems a fair price to pay for the Harp belonging to the King of the Celtic Gods. In this manner, almost any item can be shaped within the GM's world. Whenever in doubt, he should carefully check the Magic Item Creation Chart for an index which yields time and cost figures that match his gut reaction to the value of an item in his world. The figures which come closest will determine the index of the item.

96. MASTER LIST OF MAGICAL TALENTS, SPELLS, AND RITUALS

The following section contains a comprehensive listing of all magical talents, spells, and rituals used in *DragonQuest*. This list is divided by

Colleges. Each entry contains the Code and Name of the talent, spell, or ritual to which it refers and the page on which that item can be found. Note that page numbers followed by an "A" refer to *Arcane Wisdom*, while page numbers that are not so suffixed refer to *DragonQuest*, 2nd Edition itself.

Following the primary entry for each spell, talent, or ritual is a listing in italics for each additional College that provides the same spell, talent or ritual.

* Denotes similar spell, with differing characteristics or effects.

Code	Name	Page	Additional
<i>College of Enforcements and Enchantments</i>			
G-1	Spell of Charming	38	<i>NI (S-1, p.44)</i>
G-2	Spell of Telekinesis	38	<i>SM (S-9, p.41)</i>
G-3	Spell of Enchanted Sleep	38	
G-4	Spell of Walking Unseen	39	<i>EM (G-5, p.53)</i>
G-5	Spell of Speaking to Enchanted Creatures	39	
G-6	Spell of Location	39	
G-7	Spell of Mass Charming	39	<i>NI (S-1, p.44)</i>
G-8	Spell of Invisibility	39	
G-9	Evil Eye Spell	39	<i>BM (S-9, p.62)</i>
Q-1	Ritual of Enchantment	39	
Q-2	Ritual of Creating Crystal of Vision	39	<i>WM (S-8, p.49)</i>
Q-3	Ritual of Creating Sleep Dust	39	
Q-4	Ritual of Manufacturing Poison Dust	39	
S-1	Ventriloquism Spell	39	
S-2	Bolt of Energy Spell	39	
S-3	Spell of Opening	39	
S-4	Spell of Enchanting Weapons	39	
S-5	Web of Entanglement	39	
S-6	Mage Lock Spell	40	
S-7	Spell of Enhancing Enchantment	40	
S-8	Spell of Levitation	40	
S-9	Spell of Enchanting Armour	40	
S-10	Wizard's Eye Spell	40	
S-11	Spell of Slowness	40	
S-12	Spell of Quickness	40	
<i>College of Sorceries of the Mind</i>			
T-1	Resist Temperature	40	
T-2	Resist Pain	40	
T-3	Sensitivity to Danger	40	
G-1	Spell of Extrasensory Perception	40	
G-2	Spell of Limited Precognition	40	
G-3	Mind Cloak Spell	40	<i>BM (G13, p.61)</i>
G-4	Spell of Empathy	40	
G-5	Spell of Hypnotism	41	<i>BM (G-12, p.61)</i>
G-6	Spell of Controlling Animals	41	
G-7	Spell of Controlling Person	41	
Q-1	Ritual of Binding Will	41	
S-1	Spell of mental Attack	41	
S-2	Spell of Telepathy	41	
S-3	Phantasm Spell	41	<i>NC (S-14, p.59)</i>
S-4	Spell of Molecular Disruption	41	
S-5	Spell of Molecular Rearrangement	41	
S-6	Force Shield Spell	41	
S-7	Spell of Healing	41	
S-8	Spell of Invisibility	41	
S-9	Spell of Telekinesis	42	
S-10	Spell of Telekinetic Rage	42	
R-1	Ritual of Binding Elements	42	
<i>College of Illusions</i>			
T-1	Witchsight	42	
T-2	Projected Image	42	

G-1	Flash of light Spell	42	
G-2	Visual Illusion Spell	42	
G-3	Audio Illusion Spell	42	
G-4	Olfactory Illusion Spell	42	
G-5	Tactile Illusion Spell	43	
Q-1	Ritual of Illusory Fog	43	
	College of Naming Incantations		
T-1	Detect Aura	43	CM (T-3, p.55) RM (T-2, p11A)
Q-1	Ritual of Dissipation	44	
S-1	Spell of Charming	44	
S-2	Spell of Compelling Obedience	44	
R-1	Ritual of Magic Divination	44	
	College of Air Magics		
T-1	Predict Weather	44	
G-1	Spell of Resistance to Cold	45	
G-2	Spell of Ice Creation	45	
G-3	Spell of Mage Wind	45	
G-4	Spell of Communication with Avians	45	
G-5	Wind Whistle Spell	45	BM (G-6, p.61)
G-6	Spell of Conjuring Mist	45	
G-7	Spell of Summoning Avians	45	
G-8	Spell of Detecting Fumes	45	
Q-1	Ritual of Windspeak	45	
Q-2	Ritual of Binding Air	45	
S-1	Windstorm Spell	45	
S-2	Spell of Storm Calling	45	BM (G-5, p.61)
S-3	Spell of Ice Construction	45	
S-4	Spell of Controlling Avians	46	
S-5	Spell of Freezing Wind	46	
S-6	Spell of Ice Projectiles	46	
S-7	Lightning Spell	46	
S-8	Spell of Hibernation	46	
S-9	Weapon of Cold Spell	46	
S-10	Barrier of Wind Spell	46	
S-11	Snow Simulacrum Spell	46	
S-12	Wall of Ice Spell	46	
S-13	Ray of Cold Spell	46	
S-14	Spell of Sleep Gas	47	
S-15	Spell of Windwalking	47	
S-16	Whirlwind Vortex Spell	47	
S-17	Spell of Frozen Doom	47	
R-1	Ritual of Controlling Weather	47	BM (R-1, p.63)
R-2	Ritual of Summoning and Controlling Air Elemental	47	
	College of Water Magics		
T-1	Predict Weather	47	AM (T-1, p.44)*
G-1	Spell of Calming Waters	47	
G-2	Spell of Wave Making	47	
G-3	Spell of Speaking to Seabirds	47	
G-4	Spell of Flotation	47	
G-5	Spell of Navigation	47	
G-6	Water Purification Spell	47	
G-7	Spell of Speaking with Aquatic Mammals	48	
G-8	Spell of Summoning Aquatic Mammals	48	
G-9	Mage Wind Spell	48	AM (G-3, p.45)
G-10	Spell of Water Creation	48	
G-11	Spell of Watersight	48	
G-12	Spell of Water Breathing	48	
G-13	Spell of Ship Binding	48	
G-14	Spell of Sea Blessing	48	
Q-1	Ritual of Binding Water	48	
S-1	Spell of Liquid Purification	48	

S-2	Spell of Liquid Transmutation	48	
S-3	Waters of Healing Spell	48	
S-4	Waters of Strength Spell	48	
S-5	Spell of Summoning Fish	48	
S-6	Spell of Controlling Fish	48	
S-7	Spell of Controlling Sea Mammals	49	<i>WM (S-6, p.48)*</i>
S-8	Waters of Vision Spell	49	<i>EE (Q-2, p.39)</i>
S-9	Windsail Spell	49	
S-10	Spell of Rain Calling	49	
S-11	Maelstrom Spell	49	
S-12	Waterspout Spell	49	
R-1	Ritual of Summoning and Binding	49	
	Water Elemental		
	College of Fire Magics		
T-1	Infravision	49	
G-1	Spell of Pyrogenesis	49	<i>RM (G-4, p12A)</i>
G-2	Spell of Heat Production	49	
G-3	Spell of Fire Resistance	49	
G-4	Spell of Light	49	<i>CM (G-2, p.55)</i>
G-5	Spell of Temperature Alteration	50	
G-6	Wall of Smoke Spell	50	
G-7	Spell of Fireproofing	50	
G-8	Spell of Protection Against Magical Fire	50	
Q-1	Ritual of Binding Fire	50	
S-1	Wall of Fire Spell	50	
S-2	Bolt of Fire Spell	50	
S-3	Ball of Fire Spell	50	
S-4	Web of Fire Spell	50	<i>CM (S-6, p.56)* CM (S-6, p.56)* CM (S-7, p.56)*</i>
S-5	Spell of Self-immolation	50	
S-6	Imploding Fireball Spell	50	
S-7	Weapon of Flames Spell	51	
S-8	Demonic Firebolt Spell	51	
S-9	Spell of Hellfire	51	
S-10	Spell of Dragon Flames	51	
S-11	Web of Dragon Flames Spell	51	
S-12	Storm of Fire Spell	51	
S-13	Malignant Flames Spell	51	
S-14	Spell of Incineration	51	
S-15	Spell of Summoning Salamander	51	
S-16	Spell of Summoning Efreet	51	
R-1	Ritual of Summoning and Controlling	51	
	Fire Elemental		
	College of Earth Magics		
T-1	Detect Aura	52	<i>NI (T-1, p.43) RM (T-2, p11A)</i>
G-1	Spell of Converse With Animals	52	<i>BM (G-1, p.52)</i>
G-2	Spell of Converse With Plants	52	
G-3	Spell of Controlling Animals	52	
G-4	Spell of Blending	52	<i>CM (G-1, p.55) BM (S-3, p.62)</i>
G-5	Spell of Walking Unseen	53	<i>CM (G-9, p.55)*</i>
G-6	Spell of Healing	53	
G-7	Spell of Detecting Traps and Snares	53	
G-8	Spell of Detecting Poisons	53	
G-9	Spell of Lesser Enchantment	53	
G-10	Spell of Herbal Lore	53	
G-11	Spell of Tracking	53	
Q-1	Ritual of Summoning Animals	53	<i>BM (R-2, p.63)</i>
S-1	Earth Hammer Spell	53	
S-2	Hands of Earth Spell	53	
S-3	Strength of Stone Spell	53	
S-4	Armor of Earth Spell	53	
S-5	Diamond Weapon Spell	53	
S-6	Spell of Gem Creation	53	
S-7	Spell of Spell of Animal Growth	53	

S-8	Spell of Enchanting Plants	53	
S-9	Spell of Binding Animals	54	
S-10	Spell of Conjuring and Controlling Earth Elemental	54	
S-11	Spell of Sinking Doom	54	
S-12	Wall of Stone Spell	54	
S-13	Wall of Iron Spell	54	<i>EM (S-12, p.54)*</i>
S-14	Spell of Tunnelling	54	
S-15	Trollskin Spell	54	
S-16	Spell of Smoking Magma	54	
S-17	Spell of Diamond Javelins	54	
S-18	Spell of Earth Transformations	54	
R-1	Ritual of Binding earth	54	
	College of Celestial Magics		
T-1	Speak to Shadow Creatures	55	
T-2	Night Vision	55	
T-3	Detect Aura	55	<i>NI (T-1, p.43)</i>
G-1	Spell of Blending	55	<i>EM (G-4, p.52)</i>
G-2	Spell of Light	55	<i>FM (G-4, p.49)</i>
G-3	Spell of Darkness	55	<i>BM (G-3, p.55)</i>
G-4	Spell of Shadow Form	55	
G-5	Wall of Starlight Spell	55	
G-6	Wall of Darkness Spell	55	
G-7	Witchsight Spell	55	
G-8	Strength of Darkness Spell	55	
G-9	Spell of Walking Unseen	55	<i>EM (G-5, p.53)* BM (G-3, p.61)</i>
Q-1	Ritual of Reading the Stars	55	
Q-2	Ritual of Summoning and Binding Shadow Creatures	55	
S-1	Spell of Healing	56	
S-2	Spell of Creating Shadow -Starsword	56	
S-3	Starfire Spell	56	
S-4	Meteor Spell	56	
S-5	Shadow Wings Spell	56	<i>BM (S-20, p.63)</i>
S-6	Web of Starlight Spell	56	<i>FM (S-4, p.50)* CM (S-7, p.56)*</i>
S-7	Web of Blackness Spell	56	<i>FM (S-4, p.50)* CM (S-6, p.56)*</i>
S-8	Meteor Swarm Spell	56	
S-9	Dwarf Star Spell	56	
S-10	Black Fire Spell	56	
S-11	Spell of Shadow Walking	56	
S-12	Spell of Whitefire	56	
S-13	Spell of Fear	56	<i>NC (S-4, p.58)* NC (S-5, p.58)* BM (G-1, p.61)</i>
R-1	Ritual of Conjuring and Controlling Dark Sphere	56	
	College of Necromantic Conjurations		
T-1	Ask the Dead	57	
G-1	Spell of Conjuring Darkness	57	
G-2	Spell of Putrescence	57	<i>BM (G-9, p.61)</i>
G-3	Spell of Obscurement	57	
G-4	Fire and Brimstone Spell	57	<i>BM (S-17, p.63)</i>
G-5	Spell of Heating Metal	57	
G-6	Spell of Harming Entity	57	<i>BM (G-10, p.61)</i>
G-7	Spell of Noxious Vapors	58	
G-8	Spell of Warping Wood	58	
G-9	Ram of Force Spell	58	
G-10	Spell of Vapor Breathing	58	
Q-1	Ritual of Summoning and Binding Lesser Undead	58	
Q-2	Ritual of Converse With The Dead	58	
S-1	Spell of Causing Wounds	58	
S-2	Wall of Force Spell	58	
S-3	Wall of Bones Spell	58	<i>BM (S-14, p.63)</i>
S-4	Spell of Fear	58	<i>CM (S-13, p.56)*</i>

S-5	Mass Fear Spell	58	<i>CM (S-13, p.56)* BM (S-15, p.63)</i>
S-6	Spell of Scarring Terrain	58	
S-7	Spell of Animation of the Dead	59	<i>BM (S-18, p.63)</i>
S-8	Wraithcloak Spell	59	
S-9	Shadowed Weapon Spell	59	
S-10	Hand of Death Spell	59	
S-11	Hellfire Spell	59	<i>BM (S-19, p.63)</i>
S-12	Spell of Life Draining	59	
S-13	Spell of Agony	59	<i>BM (S-16, p.63)</i>
S-14	Phantasm Spell	59	<i>SM (S-3, p.41)</i>
R-1	Ritual of Summoning and Binding	59	
	Greater Undead		
R-2	Ritual of Life Prolonging	59	
R-3	Ritual of Becoming Undead	59	
	College of Black Magics		
T-1	Witchsight	60	
T-2	Projected Image	60	
T-3	Special Alchemy	60	
G-1	Spell of Fear	61	<i>CM (S-13, p.56)</i>
G-2	Spell of Darkness	61	<i>CM (G-3, p.55)</i>
G-3	Spell of Walking Unseen	61	<i>CM (G-9, p.55)</i>
G-4	The Damnum Minatum	61	
G-5	Spell of Storm Calling	61	<i>AM (S-2, p.45)</i>
G-6	Wind Whistle Spell	61	<i>AM (G-5, p.45)</i>
G-7	Spell of Protection Against Were-Creatures	61	
G-8	Spell of Summoning Enchanted Creature	61	
G-9	Spell of Putrescence	61	<i>NC (G-2, p.57)</i>
G-10	Spell of Harming Entity	61	<i>NC (G-6, p.57)</i>
G-11	Spell of Igniting Flammables	61	
G-12	Spell of Hypnotism	61	<i>SM (G-5, p.41)</i>
G-13	Mind Cloak Spell	61	<i>SM (G-3, p.40)</i>
G-14	Call Master Spell	62	
Q-1	The Tarot	62	<i>NC (T-1, p.57) /SM (G-2, p.40) /NI (R-1, p.44)</i>
S-1	Spell of Converse With Animals	62	<i>EM (G-1, p.52)</i>
S-2	Spell of Nightvision	62	
S-3	Spell of Blending	62	
S-4	Spell of Blight on Crops	62	
S-5	Spell of Blessing on Crops	62	
S-6	Spell of Pestilence on Livestock	62	
S-7	Spell of Blessing on Livestock	62	
S-8	Spell of Controlling Animals	62	<i>EM (G-3, p.52)</i>
S-9	Evil Eye Spell	62	<i>EE (G-9, p.39)</i>
S-10	Spell of Causing Disease	62	
S-11	Spell of Blessing or Curse on Unborn Child	62	
S-12	Spell of Virility	63	
S-13	Spell of Creating Restorative	63	
S-14	Wall of Bones Spell	63	<i>NC (S-3, p.58)</i>
S-15	Mass Fear Spell	63	<i>NC (S-5, p.58)</i>
S-16	Spell of Agony	63	<i>NC (S-13, p.59)</i>
S-17	Fire and Brimstone Spell	63	<i>NC (G-4, p.57)</i>
S-18	Spell of Animation of the Dead	63	<i>NC (S-7, p.59)</i>
S-19	Hellfire Spell	63	<i>NC (S-11, p.59)</i>
S-20	Shadow Wings Spell	63	<i>CM (S-5, p.56)</i>
S-21	Skin Change Spell	63	
S-22	Earth Tremor Spell	63	
R-1	Ritual of Controlling Weather	63	<i>AM (R-1, p.47)</i>
R-2	Ritual of Summoning Animals	63	<i>EM (Q-1, p.53)</i>
R-3	Ritual of Casting the Runes	63	<i>RM (R-1, p.19A)</i>
R-4	Ritual of Creeping Doom	63	<i>RM (R-2, p.19A)</i>
R-5	The Hand of Glory	64	
R-6	The Dead Man's Candle	64	

	College of Greater Summonings	
Q-1	Ritual of Cleansing	66
Q-2	Ritual of Summoning Succubi	66
Q-3	Ritual of Summoning Incubi	66
Q-4	Ritual of Summoning Heroes	66
Q-5	Ritual of True Speaking	66
Q-6	Ritual of Binding	66
R-1	Ritual of Summoning Demonic Dukes	68
R-2	Ritual of Summoning Demonic Princes	73
R-3	Ritual of Summoning Demonic Presidents	75
R-4	Ritual of Summoning Demonic Earls	77
R-5	Ritual of Summoning Demonic Marquis	78
R-6	Ritual of Summoning Demonic Kings	81
	College of Lesser Summonings	
T-1	Communicate with Lesser Beasts	4A
T-2	Detect Aura	4A
G-1	Spell of Summoning Small Land Animals	4A
G-2	Spell of Summoning Fish and Other Aquatics	4A
G-3	Spell of Summoning Lizards and Kindreds, Snakes, Insects and Spiders	5A
G-4	Spell of Summoning Common Avians	5A
G-5	Spell of Summoning Riding Beasts	5A
G-6	Spell of Summoning Apes and Prehumans	5A
G-7	Spell of Summoning Felines	5A
G-8	Spell of Binding Lesser Beasts	5A
G-9	Spell of Summoning Lesser Undead	6A
G-10	Spell of Communication with Lesser Undead	6A
G-11	Wall of Thorns Spell	6A
G-12	Spell of Summoning Fog	6A
G-13	Empath Spell	6A
G-14	Summon Energy Spell	6A
Q-1	Ritual of Conjuring Lesser Beasts	7A
Q-2	Ritual of Conjuring Lesser Undead	7A
S-1	Spell of Communication with Fantastical Beasts	7A
S-2	Spell of Communication with Greater Sentients	7A
S-3	Spell of Summoning Great Land Mammals	7A
S-4	Spell of Summoning Aquatic Mammals	7A
S-5	Spell of Summoning Humanoids	7A
S-6	Spell of Summoning Fairy Folk	7A
S-7	Spell of Binding Greater Beasts	7A
S-8	Spell of Controlling Person	8A
S-9	Spell of Using Animal senses	8A
S-10	Spell of Summoning Entities of Light	8A
S-11	Spell of Summoning Entities of Darkness	8A
S-12	Spell of Summoning Fantastical Avians	8A
S-13	Spell of Summoning Fantastical Monsters	8A
S-14	Spell of Summoning Greater Undead	9A
S-15	Spell of Summoning Summonables	9A
S-16	Spell of Bodily Possession	9A

EM (T-1, p.52) CM (T-3, p.55) RM (G-1, p.12A)

S-17	Spell of Summoning Dragon	9A	
R-1	Ritual of Conjuring Greater Beasts	10A	
R-2	Ritual of Animation of the Dead	10A	
	College of Rune Magics		
T-1	Read Ancient Languages	11A	
T-2	Decipher Codes and Ciphers	11A	
T-3	Read Runesticks	12A	
T-4	Create Codes and Ciphers	12A	
T-5	Summon Wand	12A	
G-1	Detect Aura Spell	12A	EM (T-1, p.52) CM (T-3, p.55)
G-2	Spell of Darkness	12A	
G-3	Spell of Light	12A	
G-4	Spell of Pyrogenesis	12A	FM (G-1, p.49)
G-5	Curse Spell	12A	
G-6	Spell of Illusion	13A	
G-7	Control Entity Spell	13A	
G-8	Spell of Purification	13A	
G-9	Runelock Spell	13A	
Q-1	Ritual of Fashioning Runesticks	13A	
Q-2	Ritual of Fashioning Runewand	14A	
Q-3	Ritual of Warding with Runesticks	14A	
Q-4	Ritual of Healing	14A	
Q-5	Runes of Sight	14A	
Q-6	Ritual of Sending	15A	
S-1	Runewall Spell	15A	
S-2	Spell of Summoning Totem Spirits	15A	
S-3	Spell of Creating Rune Portal	17A	
S-4	Spell of Visitation	18A	
S-5	Spell of Truth	18A	
S-6	Spell of Banishment	18A	
S-7	Spell of Creating Runeweapon	18A	
S-8	Binding Spell	18A	
R-1	Ritual of Casting the Runes	19A	
R-2	Ritual of Creeping Doom	19A	
R-3	Ritual of Rune Sacrifice	19A	
R-4	Ritual of Dimensional Portal	19A	
	College of Shaping Magics		
T-1	Detect Enchantment	21A	
G-1	Spell of Mending	21A	
G-2	Spell of Enchanting Weapons	21A	
G-3	Spell of Enchanting Armor	21A	
G-4	Congeval Air Spell	21A	
G-5	Congeval Water Spell	22A	
Q-1	Ritual of Shaping Rag and String	22A	
	Golem		
Q-2	Ritual of Shaping Clay Golem	23A	
Q-3	Ritual of Magic Divination	23A	
Q-4	Ritual of Investment	23A	
Q-5	Ritual of Amulet Preparation	24A	
Q-6	Ritual of Preparing Arms and Armor	24A	
Q-7	Ritual of Preparing Enchanted	25A	
	Clothing		
Q-8	Ritual of Preparing Enchanted	25A	
	Furniture		
Q-9	Ritual of Preparing Talismans and	25A	
	Minor Artifacts		
Q-10	Ritual of Preparing Staves and	25A	
	Wands		
Q-11	Ritual of Preparing Greater Artifacts	25A	
S-1	Spell of Creating Mudslick	25A	
S-2	Spell of Shaping Elementals	25A	
S-3	Spell of Neutralizing Golems	25A	
S-4	Spell of Binding Golems	25A	
S-5	Spell of Activating Golems	25A	

R-1	Ritual of Turning Stone to Flesh	25A
R-2	Ritual of Shaping Stone	25A
R-3	Ritual of Shaping Iron Golems	26A
R-4	Ritual of Shaping Flesh Golems	26A
R-5	Ritual of Warding demons	27A
R-6	Ritual of Binding Investments	27A
R-7	Contain Monster	27A
R-8	Contain Greater Summoning	27A
R-9	Ritual of Binding Shaping Magics	28A
R-10	Ritual of Binding Ensorcelments and Enchantments	28A
R-11	Ritual of Binding Illusionary Magics	28A
R-12	Ritual of Binding Naming Magics	28A
R-13	Ritual of Binding Air Magics	28A
R-14	Ritual of Binding Water Magics	28A
R-15	Ritual of Binding Fire Magics	28A
R-16	Ritual of Binding Earth Magics	28A
R-17	Ritual of Binding Celestial Magics	28A
R-18	Ritual of Binding Black Magics	28A
R-19	Ritual of Binding Necromantic Conjurings	28A
R-20	Ritual of Binding Spells of Lesser Summoning	28A
R-21	Ritual of Binding Rune Magics	28A
R-22	Ritual of Binding Non-Magical Abilities.	28A
R-23	Ritual of Naming Artifacts	28A
R-24	Ritual of Warding Artifacts by Magical Aptitude	28A
R-25	Ritual of Ancient Divination	28A

97. **MAGIC SYSTEM DESIGNER'S NOTES**

When the Magic Book of *DragonQuest* was planned, each College was to be introduced in a short essay, providing a brief background for the College and general instructions as to the individual behavior of Adepts of the College. These introductory essays have been included for the new Colleges in *Arcane Wisdom*, but due to space limitations, the majority were left out of the original books (only Naming Incantations, Earth Magics, Black Magics, and Greater Summoning retain some of this information). Those original notes are summarized below for the entertainment of all *DragonQuest* players and GM's.

Ensorcelments and Enchantments

E&E deals with the stuff of fairy tales, legend and lore, and the kind of magic we all thought of when we were children. It mainly deals with the use of magic to change people's viewpoints. To ensorcel someone is to place him under a long term charm, to gradually alter his attitude or beliefs. To a member of this College, the amount of magic in an area would be more critical than for other Colleges. GM's may give Adepts of this College greater advantages in a high-mana area and greater disadvantages in a low-mana area (adding or subtracting from his Base Chance is recommended, in addition to the Fatigue cost adjustments). Places of Power are important to this College, as these locations would contain much pent-up magical energy. Enchanters would always be searching for bits of arcane lore to aid them in their endeavors. They are knowledgeable in the use of True Names as Namers are, and could be able to use them to aid their power, but not to the degree that Namers can. These Names would be learned through research or from a Namer.

This type of magic would be reminiscent of the King Arthur stories, with their special places (the Lady of the Lake, for example). These Adepts would know a great deal about these legendary places and would be great sources of information.

A suggestion for an additional ritual would be a rather unusual one. The ritual would be designed to ensorcel someone, and would be performed over a long period of time, being activated only when the Adept was actually in the presence of the person ensorcelled. GM's

could experiment in this area to increase the specialness of this College.

Sorceries of the Mind

This College deals with the imposition of will by one individual over another. The power of the mind is the primary interest of these Adepts, and they strive through discipline to achieve their goals. The source for this College was the Deryni series of books by Katherine Kurtz. Players familiar with those books will find many parallels, and using them as guides for interpretation would not lead them astray. The amount of mana in an area would not affect Adepts of the mind as much as the other Colleges; the effect of mana level should be lessened. Their minds act as foci for the mana, and they therefore require less to perform their spells.

An important point to remember is that their Talents are always on, and never need to be activated. This is a College which attempts to quantify psionics into a magic system, and should not be filled with those props and trappings traditionally associated with magicians, such as wands and staffs. These Adept would find such finery distracting.

Illusions

This is closely allied in spirit and philosophy with Sorceries of the Mind, except it needs much more mana to make the spells work. Amounts of mana should affect these Adepts in the same manner it does Enchanters. Discipline is again important, as the essence of their work is the imposition of their will over the will of the viewer, making them believe in what is not. No specific work was the inspiration for this College. In answer to the ever present theoretical question, the illusions do actually exist; they are not simply inside the viewer's mind.

Naming Incantations

The essay in the original mentions just about all, except for a few things. GM's and Namers must establish a very close relationship in any campaign for this College may be the focal point of magical knowledge around which the other Colleges revolve. Their power resides in their knowledge. That is their single most valuable weapon, and they will guard it fiercely. If a character developed a new spell within a campaign, the local Namer would strain every sinew to ascertain all the information about it he could, so he may

be able to find the proper method of disarming it. The establishment of this College would in all likelihood be tied very closely to the "creation time" in any world, due to this nature of being a guardian of sorts. While appearing disarmingly simple, this College may be the most powerful College in the game if played properly. Mana level would affect these Adepts normally. The inspiration for this College is the Earthsea Trilogy, by Ursula K. LeGuinn.

Air Magics, Water Magics, and Fire Magics

These adepts use mana to penetrate their respective elemental planes releasing power stored there and altering their element on this plane. Mana level would affect them all normally. To them, the elements are living entities to be respected and used. In their normal states, elements are things of wild natural beauty. What is unnatural is an Adept controlling that element, shaping it in a way nature did not intend (the thunderstorm is a natural thing; the Air magician summoning it to a new location is unnatural). Therefore, elemental magicians have more than just a healthy respect for their own element and would not use it in a frivolous fashion under any circumstances. This is not to say they all would behave in this manner; simply that this could be the philosophy of the majority.

All elemental manifestations on this plane (a campfire, a windstorm, a lake) contain elemental creatures with which these Adepts would be familiar. Knowledge of these creatures allows the Adept to bind that element into shapes and purposes that are of the Adept's own desire. The same creatures inhabit any stable manifestation, and an Adept would come to know these creatures on an individual basis. Thus, when summoning a water elemental while standing on the shores of the Southern Sea (for example), the Water Adept knows (or certainly should know) the identity of the elemental he is summoning, for the Southern Sea would certainly have no more than one or two such large elementals, and their Generic and Individual True Names may even be known to the Adept. The GM is encouraged to treat these powerful elemental manifestations as NPC's, and establish interchange in a meaningful way between the creatures and elemental Adepts. On the other hand, a bucket of water (again for example)

would certainly have no more than a few "water sprites" inhabiting it, and while these elemental creatures could be bound, their powers would be limited. Generic and Individual True Names of all powerful elemental creatures within an Adept's element would be of great aid to these Adepts, and GM's should encourage these avenues of thought.

These Colleges were inspired by classic myth.

Earth Magics

All of the preceding on the elemental Colleges equally concerns this College, with the following additions. Pacifistic Earth mages are patterned after Rhadagast the Brown from Tolkien's work, and receive their power as described above. Druidic Earth mages augment their elemental power by the sacrifice of human life, for they have discovered the secret of the spilling of human blood. The constant spilling of human blood over a long period of time in an area increases the level of Mana in that area. Druids use this fact to increase their power. GM's should carefully judge the role-play of characters joining this branch, for the thought patterns necessary for the Druid may be difficult to integrate into a campaign without causing unrest (to say the least).

Celestial Magics

While only one College, these three divisions should be treated as entirely separate entities by the GM, since members of different branches might not be overly fond of one another, since each would feel the members of the other branches were perverting the source of their power, the elements of Night and the Stars. Mana is used by all these Adepts to control and bind this power into forms which they may use. Levels of mana would affect these mages normally. Props and costumes would be especially important to these Adepts, and they take great pride in their magic items, ceremonial robes, and so forth. The Star Mages are patterned after the Elven magic appearing in the Lord of the Rings. Dark Mages use those elements in Night which all being naturally fear, using this natural fear to augment their own power. Shadow Mages, patterned after Shadow Jack created by Roger Zelazny, walk the thin line between the powers of light and dark, using the advantages of both.

When not specifically stated, GM's may interpret Star Mages as being

on the side of Light, Dark Mages as being on the side of Darkness, and Shadow Mages as being on neither side. This would not be an incorrect assumption, but it is entirely up to each GM in his world to implement this division in a way that suites his tastes. One recommended method is to carefully divide which spells may be used by each division, and this allotment may align these mages by itself.

Necromancy

These Adepts gain their power by the study of death, which also instructs them about the living. Sauron in the Lord of the Rings would have to be considered the ultimate Necromancer, and these mages -- while not necessarily aligned with the Powers of Darkness -- are usually on the side of it for no other reason than that "evil" usually kills more people than "good." Mana levels affect these Adepts normally.

Necromancers feel very calm about death and do not fear it. Rather, they feel it is an ally, for the fear of death augments their power and allows them to work with greater freedom. Long-lived sentients such as Elves annoy them, for they feel such creatures are cheating the inevitable. It may be incongruous, depending on a GM's world, to have an Elf choose to be of this College. To rationalize that anomaly may take some doing. The greatest wish of a Necromancer is to become undead and thereby to live on. In this manner he will have both eternal life and eternal death. Necromancers will establish communications with the planes where the dead reside through their talents and their rituals. They will gain much information concerning the living through this interchange, which will aid in augmenting their earthly power.

Black Magics and Greater Summoning

These Colleges both have lengthy essays to convey their essential intent, except to say that Black magicians are normally affected by mana level, while Greater Summoners would be affected by mana supply in the same way as Enchanters are.

Shaping Magics (Third Addition)

The guidelines provided for the Shapers assume fairly conventional magics will be most common. The GM must carefully adjudicate the more unusual items, particularly those that seem to defy standard classifications. As such items are conceived and brought to

term by the Adept, we recommend they cost additional Endurance from the Adept and any assistants, in any amount decided by the GM. An Adept who thoroughly investigates the feasibility of the Shaping should have a general idea of the cost.

Any object enchanted for a specific short- or long-term purpose (e.g. driving the snakes out of Ireland, slaying the dragon Fafnir, etc.) should have its own Individual True Name. The enchantment of an item to be the bane of a particular entity must involve that entity's Individual True Name when it is created. Other limits can be set for purposes of campaign balance: restricting the possible shaping to certain celestial conjunctions; requiring the participation of fantastical or extra-dimensional entities inimicable to the target entity; requiring a token of some sort from the target entity (e.g. a scale from the dragon a sword is forged to defeat); etc.

Rune Magics (Third Edition)

Remember that the efficacy of the Rune depends on centuries of use; thus, few new Runes will be found; this is an important limit of this College.

If the GM wishes, Runes can be differentiated by culture. If so, the Runes of each culture should be considered a different College, and Rune magicians of one cannot learn the Runes of another without paying the standard penalties for changing Colleges. Additional totem spirits for different cultures can be added by the GM. Although the original inspiration for this college is Norse and Celtic, the same basic structure can be adapted to African, Amerind, Oceanic, and other cultures as well.

Magic System Reminders

The following explanations and definitions are meant to provide quick access to cogent in the *DragonQuest* magic system that may be susceptible to misunderstanding.

Talent Magic

Whenever the workings of a talent require a percentile dice roll to determine the results of the talent's use, only one attempt will usually be allowed per situation. For example, if an Adept who attempts to Detect the Aura of an entity fails, he may not attempt to continue to detect the entity's aura again during that encounter. GM's will have to

judge for themselves parameters whereby the Adept may try again. Some suggestions include Time (waiting until 24 hours have passed), Rank (waiting until the Adept has raised his Rank in the talent), and Lunar Phase. Careful examination of each specific talent will yield inspiration as to how to limit its use. The stricture of attempts must be implemented because a talent takes effectively no time to activate and, thus, a player could continually roll dice until he receives a favorable result and, with full justification, state that as the previous activity had taken no time to accomplish. Whenever a talent such as those of Sorceries of the Mind (which require no dice roll to activate) are used, the GM should assume that they are "on" at the time and the player need not "activate" them in order to use them.

Spell Magic

The modifiers found in 27.7 apply only to spells. They do not apply to talents or rituals.

Ritual Magic

If a ritual backfires (a roll normally 40 or more over the Base Chance), the Backfire Table is not consulted unless it is specified by the individual ritual. In most circumstances, rituals will state any particular backfires associated with them; if not, the GM is free to invent an appropriate backfire result.

General Knowledge

An Adept entering any College except Naming Incantations must have a Magic Aptitude equal to the number of General Knowledge Spells and Rituals plus the two counterspells of his College (e.g., to join Water Magics, a character must have an MA of 17, 14 for the spells, 1 for the ritual, and 2 for the counterspells). Ritual Cleansing and Ritual Spell Preparation do not count toward this total. Any additional spells or rituals added must comply with rule 34.6.

Active Resistance

If the entity which is actively resisting the workings of a spell is one of the targets of the spell (or the only one), the entities Magic Resistance is subtracted from the Cast Chance of the Adept casting the spell. If a number of entities are the targets, only the highest MR in the group is subtracted. If the entity is not a target, his active resistance has no effect whatsoever.

Passive Resistance

Any conscious entity in possession of all its faculties may choose not to passively resist the workings of a spell.

Ritual Spell Preparation

This cannot be used to prepare rituals, only spells.

Investment Ritual

For an invested object to be activated, it must normally be held in one hand. It takes only one Pulse for the spell stored in the object to be activated and released. When being used, a Cast Check is again made, and a backfire may result, affecting the entity using the item.

Rank Gain

A character must have attempted a talent, spell, or ritual during the immediately preceding adventure to use Experience Points to advance in Rank with the specific talent, spell, or ritual. Any GM who ignores this rule takes game balance into his own hands, and the designer disavows any knowledge of his actions.

First Addition Owners

As you may know, *DragonQuest* has been printed in a Second Edition, and *Arcane Wisdom* has been issued in total concordance with that edition. Thus, all page references, case references, and so forth are keyed to the Second Edition. In that edition, the combat rules were modified and a Tactical Movement Rate (TMR) replaced Action Points. If you are using the Action Point system, you will have to convert TMR to APA. Whenever used in an equation, a straight (one for one) conversion will suffice; otherwise, $APA = TMR + 5$.