FEAR
RPG

a **F**lexible, **E**asy **A**nd **R**ealistic fantasy **R**ole-**P**laying **G**ame

by Paul Jeffcoat

Thanks to Dale Broadbent, Mark Gaunt, Craig Birks, Chris Murtagh and James Lowe
for their suggestions.

A complete system of rules that combines realism with playability.

Some role-playing games are so simplistic that any realism is lost. Ever played a game where:

- only thieves can pick locks?
- rapiers do the same type of damage as clubs?
- each combatant makes one attack every ten seconds, and can only wear one type of armour?

Some role-playing games are so complex that they become unplayable. Ever played a game where:

- each character has hundreds of different skills?
- keeping track of damage in combat requires a qualification in accountancy?
- you have to buy twenty rulebooks to get a decent set of rules?

This game has been designed from scratch to be quick to learn, simple to play, yet realistic and flexible. It is good for novice role-players – basically anyone who's ever read a fantasy novel – and experts who've been role-playing for years.

It provides:

- 12 fantasy PC races;
- 100 or more detailed monster descriptions;
- 300 or more spells in 16 schools of magic;
- a simple and flexible skill development system;
- a realistic combat system that allows:
    - second-by-second attacks;
    - different pieces of armour to be worn on different parts of the body;
    - severe injuries to be modelled without compromising the simplicity of the Hit Point system.

FEAR RPG can be adapted to virtually any fantasy world ever invented. Just add dice and imagination…

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CHAPTER 1
INTRODUCTION

This short chapter explains how a role-playing game works. It describes the roles required from those participating in the game, and the equipment they need.

1) WHO DOES WHAT?

In order to play this game, one person must be the referee, known as the Games Master or GM. The others take the part of players. There should be at least two players (a number between three and six is probably best).

Each player has a character – a persona or alter ego. It is a player's task to act the part of, or role-play, his character. The GM describes each character's surroundings; that character's player imagines the scene and how his character would react in such circumstances. The player then explains to the GM the actions that he wants his character to take.

Apart from describing the world in which the game takes place to the players, the GM also acts as a referee. She decides if the actions described by the player are possible or not and, where multiple characters' actions conflict, the GM acts as a judge, deciding who acts in what order and who succeeds and fails.

So why is role-playing entertaining? For a player, the fun comes from being able to act the part of an individual with totally different abilities, personality, past and future. For the GM, the fun comes from managing the infinitely varying and unpredictable interactions between the players' characters and the new world she creates.

2) WHAT EQUIPMENT IS NECESSARY?

Role-playing games do not have boards like conventional board games. All of the action takes place in the imaginations of the players and GM. In order to keep track of what has happened and how characters develop with time, the GM and players will need pencils and paper.

The only other items required are twenty-sided dice, as sold by all good games shops. Dice are used to add an element of chance into the game. A section on dice rolling conventions can be found at the end of this chapter.

The next sections discuss the roles of the GM and players in more detail.

3) THE ROLE OF THE PLAYER

Each player simply has to role-play the part of his character.

In order to role-play well, a player must try to visualise the surroundings that the GM describes and, putting himself in his character's shoes, decide what his character will do. Obviously, the character's unique personality – his personal goals, fears and memories – should shape how the character will behave. It's the player's job to try to reflect this personality as best he can.

3,1) ADVENTURING

What kinds of things do PCs get up to? (PC stands for Player Character, i.e. a character controlled by a player, as opposed to NPCs, Non-Player Characters, which are controlled by the GM.)

Of course, role-playing the typical daily humdrum tasks of a farmer, baker or other tradesman would get very dull very quickly. It is not compulsory but almost all PCs are adventurers. That is, they have forsaken the common professions to travel through the world seeking adventure, fame and fortune.

This can be risky. PCs will meet all sorts of NPCs and creatures, some of whom will be friendly and others not so. Players must keep their wits about them or they may find that their PCs are in great danger.

4) THE ROLE OF THE GM

The GM has three main responsibilities.

4,1) THE SENSES OF THE PLAYERS' CHARACTERS

The GM must describe what the PCs can see, hear, smell, touch and taste.

The GM should try to make her descriptions as rich as possible. By providing more detail, the GM makes it easier for the players to imagine the PCs' surroundings and, consequently, the more the GM can develop a sense of ambience, emotion and suspense as the game is played.

Obviously, though, the GM can only go into so much detail – if the PCs have entered an empty room, spending half an hour describing each and every flagstone is probably unproductive and unnecessary. However, the GM must always provide enough information so that each player is able to imagine his PC's surroundings well enough to make sensible choices for the character. It wouldn't be very fair on the players for the GM to spend ages describing a room's flagstone floor, and neglect to mention the fearsome dragon coiled in the far corner.

4,2) THE PLOT

The GM's second main responsibility is to create a plot – in much the same way that an author creates a storyline for a book – within which the PCs have the starring roles. The plot will often be a series of missions that the PCs have to undertake, with goals that are attained after the PCs have accomplished challenging tasks.

Of course, unlike an author writing a book, the GM does not control the starring characters – the players decide what actions their PCs will attempt. This lack of control makes being the GM such an interesting challenge. A GM might map out an elaborate plot, planning in great detail the events that will occur and the people that the PCs will meet along the way, but the PCs always behave in ways that the GM doesn't expect, meaning that the GM must constantly adapt and evolve her plot.

4,3) MASTER OF THE UNIVERSE

Finally, the GM is the referee for the game, and has the ultimate authority to decide what happens and what does not.

While the players control the actions of their characters, the GM controls everything else. This means that the GM decides how all other creatures – from the most insignificant gnat to people, to monsters and even the gods themselves – will behave; their attitudes, desires, fears, memories and so on. The GM also controls the whole environment, from the landscape itself to natural forces like the weather and tides, to all social interactions beyond those directly involving the PCs, such as history and politics, trade and warfare, and the movements and settlements of the peoples of the world.

This game has been designed for a typical fantasy environment, i.e. medieval Tolkienesque swords-and-sorcery. Some guidelines have been given for common creatures and magic but, beyond this, the GM must define the shape and colour of the world as the game progresses and the PCs encounter more of it. (It is assumed that the GM's world will obey the same physical laws as those acting in reality – gravity, inertia, light travelling in straight lines, etc. – although the fantasy world also contains magical forces which don't obey these natural constraints.)

Apart from controlling the whole world on this macroscopic level, the GM also plays a part in controlling the actions of PCs too. Although the players decide what their PCs will attempt to do, the GM actually decides if these actions are possible or not, by evaluating whether they break any of the physical laws of her world. If the GM decides that a PC's action is physically possible, she applies the rules given in this rulebook to determine if the action succeeds or fails. If the GM decides that a PC's action is impossible, then the player must think of something else for his character to try.

When many different PCs and NPCs are performing different actions at the same time, the GM acts as referee, applying the rules in this rulebook to determine impartially who acts first and how conflicting actions are resolved.

5) MAKING THE GAME REALISTIC

This probably all sounds like a very tough challenge for the GM. Players are only limited by their imaginations with regard to the actions that their PCs attempt, so how can the GM possibly hope to judge all possible actions consistently?

While this rulebook contains rules for helping the players and the GM deal with common situations, the GM will have to make frequent judgements for herself. The one guiding principle that will help with all decisions is that the game should be made as realistic as possible.

This might sound a bit strange since the role-playing takes place in an imaginary fantasy world. However, setting the game in a wonderful fantasy world does not preclude applying physical laws realistically and, the more consistently this is done, the more challenging and fun the game will be for the players and the GM.

Since everything happens in the imagination of the GM and players, it is sometimes very easy for the players and the GM to get carried away. If the GM doesn't prevent the PCs from making unrealistic actions, the PCs will quickly become demigods capable of leaping hundreds of metres in a single bound, swinging four two-handed swords at once and dodging all attacks with effortless grace – and no puzzle or enemy that the GM throws at the PCs will ever challenge the players. Likewise, if every enemy that the GM decides the PCs will encounter ignores the normal restrictions of realistic behaviour, then the PCs will never have a hope of defeating them. Either way, if the game isn't kept realistic, it quickly becomes so stupid that it gets pointless and the fun and challenge are lost.

The rules provided in these chapters have been designed to provide constraints which should keep the interactions between the PCs, NPCs and monsters, and natural and magical forces reasonably realistic. However, if the GM feels that the rules given in this book make a specific situation unrealistic, she should feel free to change how the rules work so that a more realistic outcome is produced consistently.

The onus isn't just on the GM, however. A player will get the most from this game by role-playing his character well – by imagining himself in his character's situation and by immersing himself in his character's personality. If he does this, the player will naturally restrict his character's actions to those which are realistic within the world and situation in which the character finds himself.

6) WHAT'S IN THIS RULEBOOK?

This book contains the following chapters:

1. *Introduction*;
2. *Character Generation* – describes the process that each player should work through to create his character;
3. *Actions* – explains how the GM and players determine whether characters' actions succeed or fail;
4. *Combat* – details the weapons available to characters, and gives rules for determining the damage that different types of attacks do against differently armoured targets;
5. *Magic* – describes how magic works, and the spells and prayers that can be used by characters;
6. *Optional Races* – a short chapter providing rules for optional PC races;
7. *Character Development* – gives rules for enhancing a character's skills and stats with time;
8. *The GM* – goes into more detail about the role of the GM;
9. *The Bestiary* – lists the most common creatures and NPCs that PCs may encounter;
10. *Psychoses* – provides rules for handling the slowly developing insanity of characters who are repeatedly faced with terrifying monsters;
11. *Prices for Goods and Services* – lists prices for the equipment and services that PCs typically wish to buy (including healing herbs and toxic poisons);
12. *Treasure* – contains rules for randomly determining the nature of any treasure that PCs may find;
13. *Appendix* – pulls all of the most frequently used tables into one convenient place.

A Character Sheet is included at the end of this book. Players should use this as a template for recording PCs' details.

6,1) WHO SHOULD READ WHAT?

6,1,1) THE PLAYERS

All players need to follow the instructions given in the *Character Generation* chapter in order to create their characters.

The *Character Generation* chapter is all that players really need to read, although they will want to take a look at parts of the following chapters:

- *Combat* – to decide which weapons to use;
- *Magic* – should they wish their characters to cast spells;
- *Optional Races* – if their PCs are Trolls, Dragon-Newts or Icthoids.

The rest of the book should be left to the GM to digest and explain as necessary during the game. If the players are not aware of every spell in the *Magic* chapter and every beast in *The Bestiary*, they will find the game much more surprising and enjoyable.

6,1,2) THE GM

The GM really needs to read the whole book detail. However, large portions of it – e.g. the listings of weapons, prices, etc. – are reference materials that can be referred to in the game and only glanced at beforehand.

7) DICE CONVENTIONS

To finish this chapter, here's a short section explaining how dice rolls are depicted in the text throughout this book.

The shorthand "d" refers to a die. The number of sides that the die has is given by a numerical suffix after the "d", so a twenty-sided die is referred to by "d20" (and one of the common six-sided dice used in normal board games would be referred to as a "d6").

The number of dice to be thrown is given in a numerical prefix before the "d". Hence, 1d20 means throw one twenty-sided die, and 2d20 means throw two twenty-sided dice.

The result of the dice roll is always the sum of each individual die's result, so the result of a 2d20 throw would be 17 if one die had scored 5 and the other 12.

Occasionally, mathematical operators are applied to the dice rolls listed in text. For example:

- 1d20/5 means roll 1d20 and divide the result by five;
- (1d20/5)+6 means roll 1d20, divide the result by five, and add six to the total;
- 1d20 x 1d20 means roll 1d20 and multiply its result by that of another 1d20 roll;
- 1d20 x 2d20 means roll 1d20 and multiply its result by that of a 2d20 roll (where the result of 2d20 is, of course, the sum of the results of throwing two 1d20s).

Although this system is designed to only require d20s (i.e. twenty-sided dice), dice rolls like 1d10 and 1d100 are occasionally required. Obviously, 1d10 indicates a ten-sided die and 1d100 indicates a hundred-sided die. However, these dice can both be simulated with twenty-sided dice:

- To simulate rolling 1d10, throw 1d20 and ignore everything but the units in the result. So a roll of:
  - 01 or 11 should be read as 1;
  - 03 or 13 should be read as 3;
  - 10 or 20 should be read as 10;
  - and so on…
- To simulate rolling 1d100, throw two 1d20s. The units part of the first die's result gives the tens part of the final number, and the units part of the second die's result gives the final number's units. So a roll of:
  - 26 and 48 should be read as 68;
  - 96 and 08 should be read as 68;
  - 08 and 96 should be read as 86;
  - 10 and 10 should be read as 100, as should 10 and 20, 20 and 10, or 20 and 20;

- and so on…

Other types of gaming dice are widely available in shops – typically d4s, d6s, d8s, d10s and d12s. Having such dice around will be handy but is not strictly necessary for this game. E.g. 1d4 can be simulated with 1d20/5, 1d5 with 1d10/2, 1d2 by choosing odd or even, etc.

CHAPTER 2
CHARACTER GENERATION

This chapter explains how a player creates a character to role-play. The process has several stages and the player should record all of the details on a piece of paper. A specially designed Character Sheet has been included at the end of this book to help with this. It is suggested that records are made in pencil, so that amendments can be easily made.

1) RACE

Each player either:

- rolls two 1d20s to determine his PC's race randomly;
- or chooses his PC's race;

…from those listed in the next table.

1st 1d20	2nd 1d20	RACE
1 to 12	1 to 8	Human
	9 to 12	Wood Elf
	13 to 16	Dwarf
	17 to 20	Halfling
13 to 19	1 to 8	Orc
	9 to 15	Goblin
	16 to 20	Bone Elf
20	1 to 10	Half-Elf
	11 to 20	Half-Orc

Descriptions of these races follow.

Note that, if the player chooses his character's race, a penalty will be applied later in the *Status* section which is likely to be detrimental to the PC's initial capabilities.

Note too that rules for three other races are provided in the *Optional Races* chapter. These races tend to be more complicated to role-play than the normal races and the GM may wish to allow them only as NPCs – thus, they have been left out of this chapter for simplicity's sake.

1,1) HUMANS

Humans are the "average" race, against which the others will be compared. Their societies are structured in a wide variety of manners, but perhaps the most common are monarchies with government mediated by councils of nobles, merchants and guild masters.

PHYSICAL DESCRIPTION	As variable as in the real world.
HEIGHT (cm)	Male 2d20+170; Female 2d20+150
WEIGHT (kg)	(Height / 3.0) + 1d20
FAVOURED HAND	1d20: 1 to 16 = Right, 17 to 20 = Left
TYPICAL DAILY SLEEP (hours)	8
NATURAL LIFESPAN (years)	100
STARTING AGE (years)	1d5+15
SPECIAL ABILITIES	None.

1,2) ELVES

Elves are very similar to Humans in many ways but are taller, have a much more slender build, and have pointy ears (of course). They are immortal – their bodies do not begin to decay after middle age but continue to renew themselves once they reach maturity, and they are immune to natural diseases. These qualities give them a great lifespan, only curtailed through malice or accident, and this greatly colours their personalities and societies. Elves come in two distinct sub-races – Wood Elves and Bone Elves.

1,2,1) WOOD ELVES

The immortality of Wood Elves gives them different priorities compared to mortals. They often appear carefree or aloof – they have all of the time in the world, so tend to take the time to fully appreciate and enrich every moment. They produce great musicians, artists and scholars, and make fine sailors and explorers – always wishing to seek out new experiences.

As their race's name suggests, a typical Wood Elf settlement will be located within a forest – a network of wooden chambers and halls suspended in the tree canopy and linked by rope bridges. Generally, their societies are liberal in nature with little hierarchy, settlements being ruled by sporadic council meetings attended by nominees from each ancient family. They favour bows, swords and flexible armour in combat.

PHYSICAL DESCRIPTION	Taller and more slender than Humans. While their hair colour varies as widely as that of Humans, they all have fair and usually flawless skin. Pointy ears.
HEIGHT (cm)	Male 1d20+200; Female 1d20+180
WEIGHT (kg)	(Height / 3.3) + 1d20
FAVOURED HAND	1d20: 1 to 10 = Right, 11 to 20 = Left
TYPICAL DAILY SLEEP (hours)	4
NATURAL LIFESPAN (years)	Do not age after reaching maturity.
STARTING AGE (years)	1d5+25
SPECIAL ABILITIES	Immortal. Immune to non-magical disease. Excellent vision; +1 to Observation skill for visual rolls.

1,2,1) BONE ELVES

The founding fathers of the Bone Elves are believed to have been Elves who saw their immortality as proof of their superiority to the non-Elvish races, and who thirsted for dominion over lands and peoples rather than a tranquil life of peaceful trade. Leaving the forest homelands of the Elves, these individuals stole away to deep caves and began plotting and researching dark magicks that might assist their conquests. Since those distant times, the Bone Elves have changed physically in comparison to the remainder of Elven kind (which became the Wood Elves) – all have pallid ivory complexions, with hair which is almost metallic silver in colour and eyes as black as coals. It is unknown whether these changes are the gradual result of their separation from the Wood Elves and breeding within their own kind, or whether they were caused suddenly by some evil sorcery.

Although much time has passed since Elven kind split, and the old wars are almost forgotten, Bone Elves often remain distrusted by their woodland kin and feared by the mortal races. Because of this, they are guarded and cautious in their dealings with others, making them appear cold and calculating.

Bone Elves' largest settlements are great citadels carved into hill sides – labyrinthine tunnels linking large halls, decorated with elaborate ornamentation with an organic motif and supported by stone columns shaped like trees. These cities are the capitals of monarchies with governments mediated by councils of the nobility. Like Wood Elves, they favour bows, swords and flexible armour in combat.

PHYSICAL DESCRIPTION	As Wood Elves, but always with ivory skin, silver hair and black eyes.
HEIGHT (cm)	Male 1d20+200; Female 1d20+180
WEIGHT (kg)	(Height / 3.3) + 1d20
FAVOURED HAND	1d20: 1 to 10 = Right, 11 to 20 = Left
TYPICAL DAILY SLEEP (hours)	4
NATURAL LIFESPAN (years)	Do not age after reaching maturity.
STARTING AGE (years)	1d5+25
SPECIAL ABILITIES	Immortal. Immune to non-magical disease. Excellent vision; +1 to Observation skill for visual Observation rolls. Night vision; can see ≤30 metres with a light source. Infravision; can see infrared spectrum to 15 metres in total darkness.

1,3) DWARFS

Dwarfs are almost the opposite of Elves, both physically speaking and in terms of attitude (indeed, the two races are renowned for a healthy mutual dislike). Dwarfs are short and stocky people – their builds suited to their subterranean lifestyle. Dwarfs dwell in great cities hewn from the rock deep beneath mountains – they are the greatest miners and workers of stone and metal. They tend to be pragmatic and bleak realists, but still value things of beauty – Dwarfen jewellery is renowned for its intricacy and their stonework is decorated with carvings of breathtaking angular splendour. Dwarfs are canny merchants and have long-standing trading relationships with most people of the world, exporting arms and jewellery in return for woods and exotic foods and cloth. In combat, they favour axes, maces, flails, picks and mattocks, and wear heavy armour.

PHYSICAL DESCRIPTION	Much shorter and stockier than Humans, with ruddy skin. Males always grow long beards.
HEIGHT (cm)	Male 1d20+140; Female 1d20+130
WEIGHT (kg)	(Height / 2.8) + 1d20

FAVOURED HAND	1d20: 1 to 15 = Right, 16 to 20 = Left
TYPICAL DAILY SLEEP (hours)	6
NATURAL LIFESPAN (years)	300
STARTING AGE (years)	1d5+20
SPECIAL ABILITIES	Night vision; can see ≤30 metres with a light source. Infravision; can see infrared spectrum to 15 metres in total darkness. Resistant to natural heat or cold; difficulty factor of natural heat/cold attacks versus Dwarfs is increased by +2. Resistant to poison; +2 to CO stat for rolls versus poison.

1,4) HALFLINGS

Halflings are shorter and far less stocky than Dwarfs. Their small stature makes them a quiet unobtrusive people who find it better to avoid warfare and concentrate on the simple things in life. They generally live underground but, while Dwarfs favour large towns and cities dug deep into rock, Halfling settlements tend to be villages, individual burrows dug only a short distance into the hillside's earth and overlooking fields and gardens. Their love of food, drink and pipe tobacco is well known, and Halfling cooks are prized throughout the world. Their societies are usually structured democratically, with the common populace of each settlement electing councillors. As a race, Halflings favour thrown weapons and light armour.

Halflings are also renowned amongst other races for their good fortune. While others tread in dog dirt, Halflings frequently stumble across dropped purses, magic rings, etc.

PHYSICAL DESCRIPTION	Similar to Dwarfs, but shorter and less stocky. They have big feet with thick curly hair on the uppers and tough leathery soles. Halflings dislike wearing footwear.
HEIGHT (cm)	Male 1d20+120; Female 1d20+110
WEIGHT (kg)	(Height / 2.8) + 1d20
FAVOURED HAND	1d20: 1 to 15 = Left, 16 to 20 = Right
TYPICAL DAILY SLEEP (hours)	6
NATURAL LIFESPAN (years)	200
STARTING AGE (years)	1d5+20
SPECIAL ABILITIES	Night vision; can see ≤30 metres with a light source. Resistant to poison; +3 to CO stat for rolls versus poison. Fluky.

1,5) GOBLINOIDS

The Goblinoids – Orcs and Goblins – are both believed to have resulted through some evil magical experiment, back in the mists of time, which aimed to transform Elves into stronger warriors. What resulted was the creation of two brutish races.

Both Orcs and Goblins have a natural dislike of daylight and prefer a nocturnal life, dwelling in networks of subterranean tunnels, invariably heavily fortified and of the most utilitarian architecture. Settlements are generally dominated by clans who rule in a harsh military fashion.

If unified and disciplined, the two races can form formidable military forces – Goblins' agility and cunning complementing the brawn of Orcs. However, their effectiveness is normally limited by the short temper and unruliness of both races.

1,5,1) ORCS

Orcs vary widely in height but all are very muscular. Not renowned for their intelligence, they are often very quick to resort to violence to win arguments. Orcs make excellent warriors and are capable of crafting ruthlessly functional weaponry and armour. They favour two-handed weapons and heavy armour in combat.

PHYSICAL DESCRIPTION	Very muscular build in comparison to that of Humans. Swarthy, warty skin with a greenish-grey colour. Heavy brows, pointed ears and enlarged canines.
HEIGHT (cm)	Male 2d20+150; Female 2d20+130
WEIGHT (kg)	(Height / 3.0) + 1d20
FAVOURED HAND	1d20: 1 to 10 = Right, 11 to 20 = Left
TYPICAL DAILY SLEEP (hours)	5
NATURAL LIFESPAN (years)	300
STARTING AGE (years)	1d5+15
SPECIAL ABILITIES	Night vision; can see ≤30 metres with a light source. Infravision; can see infrared spectrum to 20 metres in total darkness. Resistant to disease; +4 to CO stat for rolls versus disease.

1,5,2) GOBLINS

Goblins look like short, lithe Orcs. Although they share Orcs' impatience, they are generally more intelligent and prefer to use guile and cunning over brute force. They favour short bows and swords with flexible armour.

PHYSICAL DESCRIPTION	Similar in height to Halflings, but with an extremely wiry and athletic build. Other features are like those of Orcs.
HEIGHT (cm)	Male 1d20+120; Female 1d20+110
WEIGHT (kg)	(Height / 3.0) + 1d20
FAVOURED HAND	1d20: 1 to 10 = Right, 11 to 20 = Left
TYPICAL DAILY SLEEP (hours)	5
NATURAL LIFESPAN (years)	300
STARTING AGE (years)	1d5+15
SPECIAL ABILITIES	Night vision; can see ≤30 metres with a light source. Infravision; can see infrared spectrum to 20 metres in total darkness. Resistant to disease; +4 to CO stat for rolls versus disease.

1,6) HALF-ELVES

Half-Elves are invariably the result of unions between Humans and Wood Elves (Bone Elves would not mix their race). Half-Elves lose their immortality, but live substantially longer than Humans.

PHYSICAL DESCRIPTION	A cross between a Human and a Wood Elf.
HEIGHT (cm)	Male 2d20+170; Female 2d20+150
WEIGHT (kg)	(Height / 3.2) + 1d20
FAVOURED HAND	1d20: 1 to 13 = Right, 14 to 20 = Left
TYPICAL DAILY SLEEP (hours)	6
NATURAL LIFESPAN (years)	500
STARTING AGE (years)	1d5+20
SPECIAL ABILITIES	Resistant to disease; +2 to CO stat for rolls versus disease. Excellent vision; +1 to Observation skill for visual Observation rolls.

1,7) HALF-ORCS

A Half-Orc is the result of a union between a Human and an Orc. Although having a slightly more muscular build, swarthier skin, heavier brows, more pointed ears and enlarged canines, a Half-Orc will often be mistaken for a Human.

PHYSICAL DESCRIPTION	A cross between a Human and an Orc.
HEIGHT (cm)	Male 2d20+150; Female 2d20+130
WEIGHT (kg)	(Height / 3.0) + 1d20
FAVOURED HAND	1d20: 1 to 13 = Right, 14 to 20 = Left
TYPICAL DAILY SLEEP (hours)	7
NATURAL LIFESPAN (years)	100
STARTING AGE (years)	1d5+15
SPECIAL ABILITIES	Night vision; can see ≤15 metres with a light source. Infravision; can see infrared spectrum to 10 metres in total darkness. Resistant to disease; +2 to CO stat for rolls versus disease.

2) PRIMARY STATISTICS

PCs (Player Characters) have the following primary statistics (also called "stats"):

STATISTIC	ABBREVIATION	DESCRIPTION
Agility	AG	Agility, litheness, flexibility, physical control.
Beauty	BE	Physical attractiveness to those of the same race.
Charisma	CH	Charisma, presence, leadership.
Constitution	CO	Stamina, health, physical toughness.
Intelligence	IN	Intelligence, reasoning, memory, mental agility.
Luck	LU	Luck, good fortune.
Magic	MA	Innate magical power.
Self-Discipline	SD	Self-control, will power, mental discipline.
Strength	ST	Strength, physical power, musculature, leverage.

Each statistic is associated with a value, usually a number between 1 and 20. The higher the value of each statistic, the more pronounced is that particular quality in the PC. For instance, a PC with an AG of 15 is more agile than a PC with an AG of 10.

2,1) RACIAL AVERAGES

Different races have different averages for each statistic:

RACE	AG	BE	CH	CO	IN	LU	MA	SD	ST
Human	11	11	11	11	11	11	11	11	11
Wood Elf	13	11	15	8	12	10	13	8	9
Bone Elf	13	11	10	8	13	10	15	10	9
Dwarf	9	11	9	13	11	10	10	15	11
Halfling	12	11	9	15	11	30	10	11	7
Orc	13	11	8	15	9	11	8	9	15
Goblin	15	11	8	15	10	11	10	10	9
Half-Elf	12	11	13	9	12	10	12	10	10
Half-Orc	12	11	9	13	10	11	10	10	13

2,2) ROLLING OUT STATS

Players should follow this procedure to determine the values of their PC's stats:

1. roll 1d10 eleven times and discard the lowest two results;
2. allocate the remaining nine results to the nine stats, in which ever order is preferred;
3. add the following bonuses to the stats, depending on the PC's race:

RACE	AG	BE	CH	CO	IN	LU	MA	SD	ST
Human	+6	+6	+6	+6	+6	+6	+6	+6	+6
Wood Elf	+8	+6	+10	+3	+7	+5	+8	+3	+4
Bone Elf	+8	+6	+5	+3	+8	+5	+10	+5	+4
Dwarf	+4	+6	+4	+8	+6	+5	+5	+10	+6
Halfling	+7	+6	+4	+10	+6	+25	+5	+6	+2
Orc	+8	+6	+3	+10	+4	+6	+3	+4	+10
Goblin	+10	+6	+3	+10	+5	+6	+5	+5	+4
Half-Elf	+7	+6	+8	+4	+7	+5	+7	+5	+5
Half-Orc	+7	+6	+4	+8	+5	+6	+5	+5	+8

2,2,1) GENDER

Each player must also choose a gender for his character. Female characters should have their Strength stats decreased by 2 points, to a minimum of 3. Later, in the *Personalisation of Skills* section, their skills will be increased so as to compensate.

3) SKILLS

It is possible to develop a technique or skill in certain types of action, e.g. climbing or swimming. Like stats, a skill has an associated value – the skill bonus – which determines the character's proficiency with the skill. Skills are explained in detail in the *Actions* chapter later.

For now, each player should list all of the skills in the following table on his Character Sheet. The table also lists the relevant stat for each skill, i.e. the stat which contributes most to a character's innate ability in that skill.

SKILL	RELEVANT STAT
Acting	CH
Appraisal	IN
Attune	MA
Balance	SD
Block	AG
Botany	IN
Climbing	AG
Contortions	SD
Distance Running	CO
Dodge	AG
Geography	IN
Gymnastics	AG
Haggling	CH
Healing	IN
History	IN
Leadership	CH
Observation	IN
Pain Tolerance	CO
Riding	AG
Seduction	BE

SKILL	RELEVANT STAT
Stealth	AG
Swimming	AG
Zoology	IN

PCs invariably need to defend themselves from the attacks of rampaging monsters, and so each will need to develop one or more attack skills. Attack skills are divided into three types with the following relevant stats:

TYPE OF ATTACK SKILL		EXAMPLE ATTACK SKILL	RELEVANT STAT
Melee	i.e. attacks made with hand-to-hand weapons (and unarmed combat attacks)	One-Handed Axes	ST
Thrown	i.e. attacks made by throwing weapons or missiles	Thrown Daggers/Knives	AG
Missile	i.e. attacks made by firing missiles with projectile weapons	Bows	

The different attack skills are listed in the *Skills* section of the *Actions* chapter.

3,1) INITIAL SKILL BONUSES

The initial bonus of a skill is equal to one-quarter of the relevant stat for that skill. This gives the starting level of the skill before any increases due to experience, tuition, study, etc.

Each player should now calculate and list on the Character Sheet his initial skill bonuses (rounding fractions ≥0.5 up and <0.5 down). E.g. the Pick Pocket skill's relevant stat is AG, so a PC with an AG stat of 12 will start with a Pick Pocket skill bonus equal to 12/4=3.

It is recommended that each player calculates and records the initial bonuses for the three types of attack skill on his Character Sheet now, but delays actually choosing which specific attack skills to develop until the *Effect of Race and Status on Skills* section later.

4) BIRTH SIGNS

The twelve calendar months and the associated constellations – or birth signs – of stars in the night sky are shared across the cultures and races of the world. Fate conspires such that every PC is born at the exact moment of the strongest influence of a birth sign, and this coincidence grants each PC special powers. These powers are fixed at birth. Members of the general populace (i.e. NPCs) never have these powers.

Each player should use the following table to randomly determine his PC's birth sign and power. (Do not be worried by terms used in the descriptions of birth signs which have not been explained yet. All will be revealed later.) Note that a player may choose his character's birth sign instead of rolling dice, but a penalty will then be applied later in the *Status* section which is likely to be detrimental to the PC's initial capabilities.

The exact powers bestowed by a PC's birth sign vary throughout the year. For ten months, the PC will benefit from the default power in the table below. However, for one month, when the stars are aligned in conjunction with the birth sign, the PC will lose his default power and gain a different, more potent ability. Conversely, when the stars are aligned in opposition, the PC's default power is replaced with an affliction.

The GM will keep track of the date whilst role-playing (assuming thirty days per month) so that she and the players know when the PCs' powers change.

1d100	MONTH, BIRTH SIGN (& RELATED GOD)	PHASE (& APPLICABLE MONTHS)	DESCRIPTION OF POWER
1 to 8	1 The Albatross (Storms)	Default (2 to 6, 8 to 12)	Windfall: The PC does not fall. Instead, he levitates downwards, floating down through the air at a rate of 0.25 metres per second. He loses this ability whilst the weight of his carried and worn possessions exceeds 2x(SD+MA) kilograms. Note that the PC cannot levitate up or sideways – only straight down – but strong winds may be able to blow him sideways at the GM's discretion.
		Conjunction (1)	Body Electric: Once per day during this month, the PC is able to summon a lightning bolt from the sky and make it strike a chosen target. The target must be under the open sky and within 20 metres and in sight of the PC. The target loses 1d20 Hit Points, plus any relevant Armour Damage Penalty versus Electricity, and must make an Electricity Injury Roll. The uppermost body location is always affected preferentially.
		Opposition (7)	From Darkest Skies: During this month, the PC attracts thunder storms and lightning. There is a 25% chance each day that a thunder storm will develop in the sky over the PC. Once formed, such storms last 1d20 hours. If the PC is out in the open under the storm, his player must roll 1d20 each minute – a value of 1 indicates that the PC has been struck by lightning. He then loses 1d20 Hit Points plus any relevant Armour Damage Penalty versus Electricity, and must make an Electricity Injury Roll. The uppermost body location is always affected preferentially. (Other people have the normal probability of being struck by lightning in these storms.)
9 to 16	2 The Troll (Earth)	Default (3 to 7, 9 to 2)	Altered State: The PC's skin is unusually tough and provides natural armour. Roll 1d4+1 to determine the effective Armour Combination (AC) on all body locations. Note that this natural armour does not encumber the PC in any way, so no Armour Action Penalty is applied. The AC of any pieces of armour worn on top is not cumulative with that of the PC's skin, i.e. use the AC of either his skin or the armour, whichever is greatest.

1d100	MONTH, BIRTH SIGN (& RELATED GOD)	PHASE (& APPLICABLE MONTHS)	DESCRIPTION OF POWER
9 to 16	2 The Troll (Earth)	Conjunction (2)	Hand of Stone: During this month, if the PC's bare hand touches any organic material, it is immediately petrified as if by a Solid Form spell. Creatures may resist petrifaction if they pass a SD stat roll versus a difficulty factor of 10 (a roll must be made each time that they are touched). If such a roll is failed, the creature's body and all worn or carried organic equipment turn to stone. Petrifaction can be harmlessly undone with a reverse Solid Form spell. Note that the PC will find it useful to carry metal cutlery and chain mail gauntlets at this time.
		Opposition (8)	Under the Sun: During this month, there is a chance that exposure to sunlight will temporarily petrify the PC. On the first exposure of the PC to sunlight each day, his player should make a SD stat roll versus a difficulty factor of 5. Failure indicates that petrifaction has occurred. The PC's body and carried equipment becomes a marble statue, as if the target of a Solid Form spell. He will remain petrified in this way until nightfall (or until Solid Form is cast in reverse upon him), at which time the petrifaction is harmlessly reversed. Note that the presence of scattered or reflected sunlight counts as exposure, so the PC cannot avoid sunlight by simply stepping into a shadow – he must enter an area of total darkness until nightfall.
17 to 24	3 The Fish (Water)	Default (4 to 8, 10 to 2)	Wave Runner: The PC is able to run across the surface of water without sinking. If he slows to walking pace or less, the magical meniscus will break and he will sink. The PC loses this ability whilst the weight of his carried and worn possessions exceeds 2x(SD+MA) kilograms.

1d100	MONTH, BIRTH SIGN (& RELATED GOD)	PHASE (& APPLICABLE MONTHS)	DESCRIPTION OF POWER
17 to 24	3 The Fish (Water)	Conjunction (3)	Flowers of the Sea: Once during this month, the PC is able to wade into a body of water and call upon it to yield up its treasure. After a few hours, an item which was lost in the depths will be washed ashore where the PC stood. The item will always be useful to the PC and valuable. Generally, it will be a magic item as these will not have been harmed by lengthy time underwater, other than accumulating a layer of mud, slime and weed which can be wiped away. The larger the body of water, the more powerful the item will be but the longer it will take to wash ashore.
		Opposition (9)	All Swept Away: During this month, the PC suffers from an extreme fear of drowning. He will avoid crossing water or entering boats at any cost. Indeed, he must pass a SD stat roll versus a difficulty factor of 20 in order to step or jump across a stream or to walk over a bridge. Should he be taken out over water, on a boat for example, his terror will be so great that he will fall unconscious.
25 to 32	4 The Tree (Plants)	Default (5 to 9, 11 to 3)	Green Fingers: Herbs administered or prepared by the PC have double the normal potency – i.e. the strength of their healing effects is doubled or, instead, each single dose can be split so as to heal two targets normally.
		Conjunction (4)	I am the Bloody Earth: During this month, the PC is able to turn his body (and carried and worn possessions) into blood which splashes down and sinks into the soil. Once subsumed into the earth in this way, the PC cannot perceive or do anything but he becomes undetectable and immune to all forms of damage. While the PC can choose to resume his normal form at any time (his naked body extruding up out of the soil where he fell) nothing other than the end of conjunction can force him back into normal form. Note that the PC can transform at will but only whilst standing on bare soil.
		Opposition (10)	Rooted: During this month, the PC feels slow and stiff. The default times required for him to perform actions should be lengthened by 1 second.

1d100	MONTH, BIRTH SIGN (& RELATED GOD)	PHASE (& APPLICABLE MONTHS)	DESCRIPTION OF POWER
33 to 40	5 The Serpent (Fate)	Default (6 to 10, 12 to 4)	New Mind: The PC has a photographic memory and can remember visual images (e.g. faces, the layouts of rooms, hieroglyphs and runes, etc.) perfectly, even if they were seen only for a moment years ago. This power enables him to dispense with spell books and prevents him from forgetting spells.
		Conjunction (5)	Brainstorm: The PC's reactions are enhanced during this month. Once per day, the PC may forego making a Reactions Roll and automatically start actions first.
		Opposition (11)	Cold Blooded: The PC's reactions are slowed during this month. He must forego the first Reactions Roll each day, automatically starting actions last.
41 to 48	6 The Cross (Love)	Default (7 to 11, 1 to 5)	Multifoiled: Armour Action Penalties are not applied to the PC.
		Conjunction (6)	Act of Love: During this month, the PC is able to instantly transfer wounds (i.e. lost Hit Points or Injuries) from one creature's body to his own simply by touching the creature. The touched creature no longer bears the wounds and is healed of them. Note that this power does not grant the PC any enhanced healing abilities, and wounds can only be transferred from creatures with similar physiologies to the PC. (Wounds cannot be transferred away from the PC with this ability.)
		Opposition (12)	Love Under Will: During this month, the PC is completely unaffected by all spells in a certain range of levels, determined randomly each morning by rolling two 1d20s. E.g. if the player rolls a 12 and a 5, he will be unaffected by all spells of levels 5 to 12 (inclusive) for the rest of that day.
49 to 56	7 The Eye (Light)	Default (8 to 12, 2 to 6)	I am the Sun: Once per day, the PC is able to emit a bright flash of light from his eyes which can stun observers. Anyone who is looking at the PC's eyes at this moment loses 1d20 Hit Points and must make a Mental Injury Roll. Any Injuries of severities F to I should be rerolled.

1d100	MONTH, BIRTH SIGN (& RELATED GOD)	PHASE (& APPLICABLE MONTHS)	DESCRIPTION OF POWER
49 to 56	7 The Eye (Light)	Conjunction (7)	True Sight: During this month, the PC sees things as they really are. Invisible things are made visible to him while illusions become invisible. Ethereal undead appear as they did when alive (i.e. fully opaque). In addition, the PC sees purposefully hidden objects like traps and poisons.
		Opposition (1)	Darkcell: During this month, the PC suffers from partial blindness and the world appears dim. A -5 penalty is applied to his Observation skill for visual purposes.
57 to 64	8 The Axe (Chaos)	Default (9 to 1, 3 to 7)	Sinister: The PC is ambidextrous (no penalty is applied for using the off-hand).
		Conjunction (8)	Crusher Destroyer: During this month, any attacks made by the PC are slaying versus members of one PC race (chosen randomly using the table in the *Race* section of this chapter). The PC always knows which race is affected.
		Opposition (2)	Twist the Knife: During this month, all attacks by members of one PC race (chosen randomly using the table in the *Race* section of this chapter) are slaying versus the PC. (The PC does not know which race until he is wounded by a slaying attack.)
65 to 72	9 The Spider (Deception)	Default (10 to 2, 4 to 8)	The Tempter: The PC can speak without moving his lips, and can make the sound of his voice originate from any location within 20 metres and in sight. If the PC uses this ability to whisper an order into someone's ear, the target will believe that he has just had an idea and will automatically carry out the order. At the GM's discretion, the target can resist carrying out a complex order or one that requires disturbing or unnatural actions if he makes a successful SD stat roll versus a difficulty factor equal to the PC's CH. Once a target has resisted in this way, he will realise that the whispers are not his own thoughts and will stop obeying them.

1d100	MONTH, BIRTH SIGN (& RELATED GOD)	PHASE (& APPLICABLE MONTHS)	DESCRIPTION OF POWER
65 to 72	9 The Spider (Deception)	Conjunction (9)	Mysterious Semblance: During this month, the PC is able to become invisible (along with all items carried or worn by him) so long as he remains still and concentrates. The PC may only move his eyes and watch his surroundings. If he tries to perform any other action, his concentration will be broken and he will reappear. The invisible PC can be revealed using Detect Magic spells.
		Opposition (3)	Fasting on Deception: During this month, the PC is unable to lie. He will choke on his words if he tries to utter something he knows to be false.
73 to 80	10 The Wolf (Beasts)	Default (11 to 3, 5 to 9)	The Sign of the Wolf: The PC has the sense of smell of a wolf. He can perceive scent trails (of up to one day old), smell upwind creatures long before they are seen, etc. He receives a +5 bonus to Observation rolls involving smell.
		Conjunction (10)	The Hunter: During this month, the PC may ignore any negative Range Modifiers and should double any Positive Range Modifiers when attacking with missile and thrown weapons.
		Opposition (4)	Candlegoat During this month, the PC smells strongly like prey to all carnivorous creatures. The GM should greatly increase the chance of the PC encountering carnivorous creatures whilst in the wilderness, and the PC will always be attacked before others in his party. Even much smaller or normally fearful predators will overcome their fear to attack him.
81 to 88	11 The Skull (Death)	Default (12 to 4, 6 to 10)	Hazard Profile: The PC has a sixth sense which gives him pins-and-needles just before danger strikes. The sensation is strong enough to wake him from sleep. Note that it is only felt before a potentially fatal danger – the PC would not get pins-and-needles before catching a cold, for example (but might were it The Plague).
		Conjunction (11)	Hand of Doom: During this month, whenever the PC touches a corpse, closes his eyes and concentrates, he experiences the events which were experienced by the corpse immediately prior to its death.

1d100	MONTH, BIRTH SIGN (& RELATED GOD)	PHASE (& APPLICABLE MONTHS)	DESCRIPTION OF POWER
81 to 88	11 The Skull (Death)	Opposition (5)	Covenant of Death: During this month, the PC does not regain lost Power Points (POPs) naturally. Instead, he must drain POPs from other creatures. A target touched by the PC loses 1 POP per second, the PC gaining POPs at the same rate. Conscious targets will feel deathly cold whilst they are being drained.
89 to 96	12 The Bat (Darkness)	Default (1 to 5, 7 to 11)	Moonchild: The PC does not feel fear (and is immune to magically induced fear effects).
		Conjunction (12)	Harbinger: Once a day during this month, the PC may utter a terrifying shriek. Anyone who hears it must make a SD stat roll versus 10. If this roll is: • passed, the target overcomes his fears and may act normally; • failed by ≤10, the target is terrified and will flee until out of sight of the PC; • failed by >10, the target is paralysed by fear for 10 seconds and will then flee until out of sight.
		Opposition (6)	Cursed to Crawl: During this month, the PC does not regain lost Hit Points (HIPs) naturally. Instead, he must drain HIPs from other creatures. A target touched by the PC loses 1 HIP per second, the PC gaining HIPs at the same rate. Conscious targets will feel nauseous whilst they are being drained.
97 to 100	Reroll.		

5) STATUS

How skilled and well equipped a PC is when he starts the game depends largely on the surroundings into which the character is born. PCs lucky enough to be born into a wealthy family will have more opportunities to acquire skills and possessions.

Each player should roll on the following table to determine his PC's status, i.e. the particular social division into which the PC was born. Note that the result of the second 1d20 roll (the italicised column) should be modified by -5 if the PC's race or birth sign were not chosen randomly. These -5 penalties are cumulative so, if a player chose his character's race and birth sign, -10 is applied to the second 1d20 roll.

RACE	1st 1d20	*2nd 1d20*	STATUS	STATUS RANK
Human	1 to 15	*≤ 6*	Slave	1
		7 to 15	Peasant	2
		16 to 20	Commoner	3
	16 to 19	*≤ 15*	Gentry	4
		16 to 20	Upper Gentry	5
	20	*≤ 19*	Nobility	6
		20	Royalty	7
Wood Elf	1 to 15	*≤ 15*	Peasant	3
		16 to 20	Commoner	4
	16 to 20	*≤ 15*	Gentry	5
		16 to 20	Upper Gentry	6
Bone Elf	1 to 19	*≤ 10*	Slave	1
		11 to 15	Labourer	3
		16 to 20	Academic	5
	20	*≤ 19*	Nobility	6
		20	Royalty	7
Dwarf	1 to 19	*≤ 10*	Commoner	3
		11 to 15	Gentry	4
		16 to 20	Upper Gentry	5
	20	*≤ 19*	Nobility	6
		20	Royalty	7
Halfling	1 to 15	*≤ 15*	Peasant	3
		16 to 20	Commoner	4
	16 to 20	*≤ 15*	Gentry	5
		16 to 20	Upper Gentry	6
Orc	1 to 15	*≤ 15*	Slave	1
		16 to 20	Labourer	2
	16 to 20	*≤ 15*	Warrior	4
		16 to 20	Chieftain	6
Goblin	1 to 15	*≤ 15*	Slave	1
		16 to 20	Labourer	2
	16 to 20	*≤ 15*	Warrior	4
		16 to 20	Chieftain	6
Half-Elf	As culture in which PC was chiefly raised.			
Half-Orc				

5,1) EFFECT OF RACE AND STATUS ON SKILLS

Certain races have a propensity towards certain skills, because of physical build or cultural heritage. The following tables list skill modifiers due to the effect of race and status upon a character. Several of the skills listed will not have been recorded on the Character Sheet yet. In such cases, the player should calculate an initial skill bonus by quartering the relevant stat as normal (relevant stats are listed in the *Skills* section of the *Actions* chapter).

If the relevant table gives:

- a modifier for a skill, i.e. a value with a plus (+) or minus (-) sign, then the player should add the modifier to his initial skill bonus to get a new skill bonus;
- an absolute value for a skill, i.e. a value without a plus or minus sign, then the player should replace the initial skill bonus with this value.

5,1,1) HUMAN

SKILL	STATUS RANK						
	1	2	3	4	5	6	7
Human History	+1	+2	+3	+4	+5	+7	+8
Geography for area where raised	+2	+3	+3	+3	+3	+3	+3
Language – Spoken/Heard Common	15	15	15	15	17	18	19
Language – Read/Written Common	2	4	7	11	15	17	18
Attack – choose a common 1-handed weapon	+0	+1	+2	+3	+3	+3	+3
Attack – Bows	+0	+3	+2	+1	+1	+1	+1
Attack – Unarmed Combat	+3	+3	+2	+1	+0	+0	+0
Pain Tolerance	+1	+1	+1	+1	+1	+1	+1
Riding	+0	+1	+2	+3	+3	+3	+3
One common craft skill (see the *Optional Skills* section of *Actions* chapter)	+3	+3	+3	+2	+2	+0	+0

5,1,2) WOOD ELF

SKILL	STATUS RANK			
	3	4	5	6
Wood Elf History	+4	+5	+7	+8
Geography for area where raised	+3	+3	+3	+3
Language – Spoken/Heard Wood Elvish	17	18	19	20
Language – Read/Written Wood Elvish	17	18	19	20
Language – Spoken/Heard Common	15	16	17	18
Language – Read/Written Common	15	16	17	18
Language – Spoken/Heard Hobbitish	2	5	8	12
Language – Read/Written Hobbitish	2	5	8	12
Attack – One-Handed Double-Edged Swords	+3	+3	+3	+3
Attack – Staffs	+3	+3	+2	+1
Attack – Bows	+3	+3	+3	+3
Balance	+2	+2	+1	+1
Climbing	+2	+2	+1	+1
Gymnastics	+2	+2	+1	+1
Musical Instrument Playing or Dancing or Singing	+3	+3	+3	+3
Pain Tolerance	+1	+1	+1	+1
Wood Working	+2	+2	+1	+1

5,1,3) BONE ELF

SKILL	STATUS RANK				
	1	3	5	6	7
Bone Elf History	+3	+4	+6	+7	+8
Geography for area where raised	+3	+3	+3	+3	+3
Language – Spoken/Heard Bone Elvish	18	18	20	20	20
Language – Read/Written Bone Elvish	6	12	20	20	20
Language – Spoken/Heard Common	9	12	18	18	18
Language – Read/Written Common	6	12	18	18	18
Language – Spoken/Heard Wood Elvish	12	15	18	18	18
Language – Read/Written Wood Elvish	6	15	18	18	18
Attack – One-Handed Double-Edged Swords	+0	+1	+2	+3	+3
Attack – Crossbows	+0	+0	+1	+2	+3
Attack – Unarmed Combat	+3	+3	+2	+1	+0
Mining	+2	+2	+1	+1	+1

SKILL	STATUS RANK				
	1	3	5	6	7
Pain Tolerance	+1	+1	+1	+1	+1
Pharmacy	+0	+0	+3	+2	+1
Undead Lore	+2	+2	+5	+3	+3

5,1,4) DWARF

SKILL	STATUS RANK				
	3	4	5	6	7
Dwarf History	+3	+4	+5	+7	+8
Geography for area where raised	+3	+3	+3	+3	+3
Language – Spoken/Heard Dwarfen	16	16	16	20	20
Language – Read/Written Dwarfen	16	16	16	20	20
Language – Spoken/Heard Common	15	15	15	18	18
Language – Read/Written Common	15	15	15	16	16
Attack – One-Handed Axes	+3	+3	+3	+3	+3
Attack – Two-Handed Axes	+3	+3	+3	+2	+1
Attack – 1-Handed Hammers/Mattocks/Picks	+3	+3	+3	+3	+3
Attack – 2-Handed Hammers/Mattocks/Picks	+3	+3	+3	+2	+1
Attack – Crossbows	+1	+2	+3	+3	+3
Metal Working	+3	+3	+3	+2	+1
Mining	+5	+5	+5	+4	+3
Pain Tolerance	+1	+1	+1	+1	+1
Stone Working	+3	+3	+3	+2	+1
Swimming	-5	-5	-5	-5	-5

5,1,5) HALFLING

SKILL	STATUS RANK			
	3	4	5	6
Halfling History	+4	+5	+7	+8
Geography for area where raised	+3	+3	+3	+3
Language – Spoken/Heard Hobbitish	17	18	19	20
Language – Read/Written Hobbitish	17	18	19	20
Language – Spoken/Heard Common	15	15	15	17
Language – Read/Written Common	15	15	15	17
Attack – One-Handed Double-Edged Swords	+3	+3	+3	+3
Attack – Staffs	+3	+3	+2	+1
Attack – Slings	+3	+3	+3	+3
Cookery	+3	+3	+3	+3
Pain Tolerance	+1	+1	+1	+1
Pharmacy	+1	+2	+3	+3
Stealth	+3	+3	+2	+1
Wood Working	+2	+2	+1	+1

5,1,6) ORC

SKILL	STATUS RANK			
	1	2	4	6
Orc History	+4	+5	+7	+8
Geography for area where raised	+3	+3	+3	+3
Language – Spoken/Heard Orcish	13	14	16	17
Language – Read/Written Orcish	2	5	8	13

SKILL	STATUS RANK			
	1	2	4	6
Language – Spoken/Heard Common	12	12	12	15
Language – Read/Written Common	2	5	8	15
Attack – One-Handed Axes	+1	+3	+3	+1
Attack – Two-Handed Axes	+1	+3	+3	+5
Attack – One-Handed Clubs/Cudgels/Maces	+1	+3	+3	+1
Attack – Two-Handed Clubs/Cudgels/Maces	+1	+3	+3	+5
Attack – Crossbows	+0	+3	+3	+3
Attack – Unarmed Combat	+3	+3	+3	+2
Metal Working	+3	+3	+1	+1
Mining	+3	+3	+1	+1
Pain Tolerance	+2	+2	+2	+2
Stone Working	+3	+3	+1	+1

5,1,7) GOBLIN

SKILL	STATUS RANK			
	1	2	4	6
Goblin History	+4	+5	+7	+8
Geography for area where raised	+3	+3	+3	+3
Language – Spoken/Heard Orcish	13	14	16	17
Language – Read/Written Orcish	2	5	8	13
Language – Spoken/Heard Common	12	12	12	15
Language – Read/Written Common	2	5	8	15
Attack – Daggers/Knives	+1	+2	+3	+3
Attack – One-Handed Single-Edged Swords	+0	+2	+3	+4
Attack – Thrown Daggers/Knives	+1	+2	+3	+3
Attack – Bows	+0	+1	+3	+2
Attack – Unarmed Combat	+3	+3	+3	+2
Metal Working	+2	+2	+1	+1
Mining	+2	+2	+1	+1
Pain Tolerance	+1	+1	+1	+1
Pharmacy	+0	+1	+2	+3
Stealth	+1	+2	+3	+1
Stone Working	+2	+2	+1	+1

5,1,8) HALF-ELF AND HALF-ORC

Use the table for the culture in which PC was chiefly raised, or take an average of two tables if this better fits the PC's background.

6) CALLING

Each player should now decide which calling his character follows. There are three callings:

- Fighter – specialised in skills related to combat;
- Magician – specialised in academic skills and those related to magic;
- Jack (of all Trades) – favours a combination of skills related to combat and magic, and is less specialised but more versatile than a fighter or magician.

The calling chosen for a character determines which types of skills are the easiest for that character to develop during role-playing.

6,1) RACIAL RESTRICTIONS ON CALLINGS

Being of a certain race may prevent a character from being of a certain calling. If the following table indicates a value of "No", then that calling is not applicable to that race:

CALLING	HUMAN	WOOD-ELF	BONE-ELF	DWARF	HALFLING	ORC	GOBLIN	HALF-ELF	HALF-ORC
Fighter	Yes	No	No	Yes	No	Yes	Yes	Yes	Yes
Magician	Yes	Yes	Yes	Yes	Yes	No	No	Yes	Yes
Jack	Yes	Yes	Yes	No	Yes	Yes	Yes	Yes	Yes

6,2) EFFECT OF CALLING ON SKILLS

As noted, a character's calling has a strong influence on the ease with which various skills develop. This is represented through the Development Roll Modifier (or DRM), which determines the rate at which each skill's bonus develops. A high DRM indicates that a skill bonus is more likely to increase than a skill with a lower DRM. This topic is explained in detail in the *Character Development* chapter. For now, players should list on their Character Sheets the DRMs given for the skills in the following table, depending on their calling.

CALLING	ALL ATTACK SKILLS	ALL SPELL-CASTING SKILLS	BLOCK, DODGE, PAIN TOLERANCE
Fighter	0	-10	+3
Magician	-10	0	-3
Jack	-5	-5	0

Block, Dodge, Pain Tolerance and all of the spell-casting skills are already listed on the Character Sheet. However, there are too many attack skills to list them all by default. If a player wishes his PC to use any attack skills not already listed, he should choose them and record them on his Character Sheet now. A full list of attack skills can be found in the *Skills* section of the *Actions* chapter.

6,3) DEFAULT DEVELOPMENT ROLL MODIFIER

Next, players should record values of zero – the default – for the DRMs of any other skills, i.e. those not covered by the previous table.

7) SPELL-CASTING SKILLS

There are sixteen different spell-casting skills, each developed for casting spells in one of the following disciplines of magic:

- Alchemy
- Combat
- Conjuration
- Demonology
- Elemental Earth & Fire
- Elemental Wind & Wave
- Healing
- Illusion
- Mind
- Movement
- Nature
- Necromancy
- Shapechanging
- Time
- Wizardry
- Wounding

7,1) DEVELOPMENT ROLL MODIFIERS FOR SPELL-CASTING SKILLS

Spells and spell-casting are discussed in detail in the *Magic* chapter. For now, it is enough to know that the ease with which a PC develops these spell-casting skills is determined by his race as well as his calling. Being of a certain race may allow a character to cast spells from particular disciplines of magic more easily than can those of other races (it is unknown whether this racial effect is for reasons of social structure or genetic predisposition).

The following table shows the effect of race on the DRM of the spell-casting skills. Each player should now add the modifiers relevant to his character to those previously given because of calling (noting that some are negative):

SKILL	HUMAN	WOOD ELF	BONE ELF	DWARF	HALFLING	ORC	GOBLIN	HALF-ELF	HALF-ORC
Alchemy	+0	+0	+0	+4	+0	+0	+0	+0	+0
Combat	+0	+0	+0	+0	+0	+4	+0	+0	+2
Conjuration	+0	+0	+0	+0	+0	+0	+0	+0	+0
Demonology	+0	+0	+0	+0	-4	+0	+0	+0	+0
Elemental Earth & Fire	+0	+0	+0	+4	+0	+0	+0	+0	+0
Elemental Wind & Wave	+0	+4	+0	+0	+0	+0	+0	+2	+0
Healing	+0	+0	+0	+0	+0	+0	+0	+0	+0
Illusion	+0	+0	+0	-4	+0	+0	+0	+0	+0
Mind	+0	+4	+0	+0	+0	+0	+0	+2	+0
Movement	+0	+0	+0	+0	+0	+0	+4	+0	+0
Nature	+0	+0	-4	+0	+4	-4	-4	+0	-2
Necromancy	+0	+0	+4	+0	-4	+0	+0	+0	+0
Shapechanging	+0	+0	+0	-4	+4	+0	+0	+0	+0
Time	+0	-4	-4	+0	+0	-4	-4	-2	-2
Wizardry	+0	+0	+4	+0	+0	+0	+0	+0	+0
Wounding	+0	-4	+0	+0	+0	+4	+4	-2	+2

7,2) STARTING SPELLS

Some PCs will start the game having memorised (i.e. learnt to cast) one or more magic spells. The number of spells that a character has memorised is given in the following table:

CALLING	MA STAT	STATUS RANK						
		1	2	3	4	5	6	7
Fighter	16 to 20	0	0	1	2	3	4	5
	11 to 15	0	0	0	1	2	3	4
	1 to 10	0	0	0	0	1	2	3
Magician	16 to 20	1	2	3	4	5	6	7
	11 to 15	0	1	2	3	4	5	6
	1 to 10	0	0	1	2	3	4	5
Jack	16 to 20	0	1	2	3	4	5	6
	11 to 15	0	0	1	2	3	4	5
	1 to 10	0	0	0	1	2	3	4

If this table's result is zero, then the PC starts the game having memorised no spells and unable to use magic. However, it is possible to develop these skills later, during the game, through tuition or study – see the *Character Development* chapter.

If the table's result is one or more spells, then the player should now decide with the GM (who will consult the disciplines in the *Magic* chapter) which spells his character starts the game having memorised. The number of spells given in the previous table can be shared between the following maximum number of disciplines:

CALLING	MAXIMUM NUMBER OF STARTING DISCIPLINES
Fighter	2
Magician	4
Jack	3

The spells should be chosen preferentially from disciplines with which the PC has a positive (>0) DRM in the relevant spell-casting skill. Spells should not be chosen from disciplines in which the PC has a negative DRM. In addition, spells must be chosen consecutively starting with the 1st level spell from a particular discipline. Thus, a character cannot begin the game having memorised the 3rd level spell in a discipline if he has not also memorised the 1st and 2nd level spells.

7,3) STARTING SPELL-CASTING SKILL BONUSES

Each character starts with a spell-casting skill bonus equal to the maximum level of spell that he has memorised in that discipline. Thus, if a character starts the game knowing how to cast the first two spells in the Healing discipline and the first spell in the Combat discipline, then he will start with a Healing Spell-Casting skill bonus of +2, a Combat Spell-Casting skill bonus of +1, and zero in the remaining spell-casting skills.

8) PERSONALISATION OF SKILLS

Each player now gets the opportunity to further personalise his PC by dividing 18 points between his skill's DRMs. (Players of female characters may allocate 21 points instead, to compensate for their reduced Strength.) The points are added so as to be cumulative with the existing DRMs. No skill's DRM can be increased by more than +3 in this way. With the GM's permission, points can be given to the DRMs of as yet unlisted skills, e.g. new attack skills or optional skills from the *Actions* chapter.

Some examples are now given of how callings can be personalised to produce varied types of PC:

EXAMPLE	CALLING BASIS	ALLOCATION OF DRM MODIFIERS TO SKILLS (SUM=18)		
		+3	+2	+1
Knight	Fighter	• Two-Handed Double-Edged Swords • Pain Tolerance	• Block • Dodge • Riding • Leadership	• Crossbows • History • Leather Working • Metal Working
Ranger	Jack	• One-Handed Axes • Bows • Geography	• *Elemental Earth and Fire* • *Elemental Wind and Wave* • *Nature*	• Stealth • Trap-Setting • Zoology
Thief		• Daggers/Knives • Stealth • Observation	• *Alchemy* • *Illusion* • *Movement*	• Appraisal • Climbing • Pick Lock

EXAMPLE	CALLING BASIS	ALLOCATION OF DRM MODIFIERS TO SKILLS (SUM=18)		
		+3	+2	+1
Assassin	Jack	• Foils/Rapiers • Acting • Stealth	• *Wounding* • *Movement* • *Shapechanging*	• Dodge • Garrotte • Pharmacy
Monk		• Unarmed Combat • Dodge • Frenzy	• *Combat* • *Healing* • *Mind*	• Pain Tolerance • Gymnastics • Healing
Bard		• Acting • Leadership • History	• *Conjuration* • *Illusion* • *Mind*	• One-Handed Single-Edged Swords • Gambling • Play Lute
Alchemist	Magician	• *Alchemy*	• *Elemental Earth and Fire* • *Wizardry* • Appraisal • Metal Working	• Staffs • Dodge • Attune • Golem Lore • Mechanics • Jewellery • Observation

(Spell-casting skills are shown in the table in italics.)

9) SECONDARY STATISTICS

Each PC has a few other statistics – secondary stats – which are derived from the primary stats.

9,1) MOVEMENT RATE

Three different movement rates are calculated for each character – one for walking, one for jogging and one for sprinting. Obviously, characters can move at any speed they like (up to their sprinting rate, which acts as their top speed) but these three set speeds are used as defaults for simplicity.

The rates are calculated in the following sections using formulae based on a character's stats and height. In all cases, use the character's height in centimetres and, if the final result of each formula is not a whole number, round the result up or down to the nearest 0.5. Thus, a result of 0.7 is rounded down to 0.5, 0.8 is rounded up to 1.0, 1.3 is rounded up to 1.5, and so on. The slowest movement rate permissible is 0.5 metres per second, i.e. any result of <0.5 should be rounded up to 0.5.

The formulae are calibrated such that Human male with optimum stats and height will walk at about 4 miles per hour, run a marathon in about 2 hours, and sprint 100 metres in 10 seconds.

9,1,1) WALKING

Walking is the default movement rate. The formula used to calculate this speed in metres per second is:

$$\text{Walk (m/s)} = \text{AG} \times \text{Height}/2000$$

9,1,2) JOGGING

Jogging is the optimum speed used for running long distances. A character's Distance Running skill determines for how many hours he can maintain this speed (see the *Core Skills* section of the *Actions* chapter). The formula for this speed in metres per second is:

$$\text{Jog (m/s)} = (\text{CO}+\text{SD}) \times \text{H}/1200$$

9,1,3) SPRINTING

Sprinting is the maximum speed that the character can achieve and is given by:

$$\text{Sprint (m/s)} = (\text{AG}+\text{ST}) \times \text{H}/800$$

9,2) REACTIONS

Each player should calculate the average of his IN and AG stats, i.e. (IN+AG)/2 (rounding fractions <0.5 down and ≥0.5 up), and call this physical statistic Reactions (RE).

9,3) HIT POINTS

Each character has a maximum and current number of Hit Points (HIPs – see the *Combat* chapter). A character's maximum number of HIPs is given by his Pain Tolerance skill bonus multiplied by half of his CO stat. Each time the character is hit by an attack, he loses some HIPs, i.e. his current HIP total decreases. When the current HIP total reaches zero, the character loses consciousness.

A character naturally regains lost HIPs by eating and sleeping, as discussed in the *Damage from Starvation and Sleep Deprivation* section of the *Combat* chapter.

9,4) POWER POINTS

Each character has a maximum and current number of Power Points (POPs). A character's maximum number of POPs is equal to his highest spell-casting skill bonus multiplied by half of his MA stat. Casting spells reduces the current number of POPs and, when this number reaches zero, the character may not cast any more spells.

A character naturally regains lost POPs by eating and sleeping, as discussed in the *Regaining Power Points* section of the *Magic* chapter.

9,5) LUCK REROLLS

Fate has marked every PC out as being different in some way to the general populace – marked for some particular destiny as a great adventurer. Two types of characteristic define this difference. Apart from the power bestowed by his birth sign, a PC also has a number of Luck Reroll Points (or LURPs).

A player can force any die roll in the game to be re-thrown by expending one of his PC's LURPs. Consequently, LURPs are very valuable for saving PCs from fatal situations. The general populace (i.e. Non-Player Characters, those characters role-played by the GM) and monsters do not have LURPs.

9,5,1) MAXIMUM NUMBER OF LURPS

The maximum number of LURPs that a PC can have is equal to LU/2, and each PC starts the game with a number of LURPs equal to this value.

9,5,2) REGAINING LURPS

At the start of each new session of role-playing, a PC regains one expended LURP if his player rolls 1d20 and scores less than or equal to the PC's LU stat. (Halflings usually have a LU stat >20 so rarely fail this roll!)

10) BACKGROUND

In parallel with the generation process described previously, the player should be developing a background for his PC. He should try to answer the following types of questions:

- Where was the character born?
- Are his family still alive?
    - If so, where are they now, who are they and what do they do?
    - If not, what happened to them?
- Does the character have a home or safe place he can retreat to?
    - If so, where and whose is it?
    - If not, why?
- Does the character have any kind of regular income, e.g. an inheritance?
    - If so, where, when and how does he collect it?
- Does the character have any friends or allies?
- Does the character have any enemies?
- What were the key events in the character's life so far?
- What does the character enjoy, fear, hate, etc?
- Has the character got any specific goals other than adventuring?

Obviously, the answers to questions like "Where was the character born?" will vary with the PC's race, and can only be decided in conjunction with the GM, who will have some ideas about the land and society within which the game is going to take place. Indeed, the GM must approve all facets to every character's background, and she might require some characters to have specific details in their backgrounds so as to tie them more effectively into her plot.

By deciding on answers to these questions, each player should be building up a detailed picture of who his character is. By the time that the role-playing begins, each player should have an idea not only of his character's physical appearance, abilities, skills and belongings, but also of his personality – of how the character's race, status and background have shaped how he views the world.

10,1) STARTING WEALTH AND POSSESSIONS

Another question that might be asked when thinking about a PC's background, just prior to starting the game, is "Will the character start with any possessions or money?" If the GM decides "Yes", then she may wish to allow characters to start the game with a number of gold pieces equal to their Luck stat multiplied by their Status Rank. A player may then use this wealth to buy equipment for his PC. The lists in the *Prices for Goods and Services* chapter may be consulted by the GM to see how far this money will go. If the PC starts the game having memorised some spells, he will also start the game with a free spell-book in amongst his possessions, in which these spells are transcribed (unless the GM deems otherwise!).

10,1,1) ENCUMBRANCE PENALTY

If the weight of a PC's worn or carried possessions exceeds 3xST kilograms, then the PC will suffer from an Encumbrance Penalty. The following table shows how Encumbrance Penalties relate to Strength and weight of gear:

WEIGHT (kgs)	ENCUMBRANCE PENALTY
Weight ≤ 3xST	0
3xST < Weight ≤ 6xST	-3
6xST < Weight ≤ 8xST	-6
8xST < Weight ≤ 10xST	-10
Weight > 10xST	N/A

E.g. a character with a ST stat of 11 will have a -6 Encumbrance Penalty if he carries a load greater than 66 kgs and less than or equal to 88 kgs.

Each player should now calculate his character's Encumbrance Penalty and record it on his Character Sheet.

10,1,2) ARMOUR ACTION PENALTY

If a character is wearing inflexible types of armour, he may find his mobility impeded. The Armour Action Penalties bestowed by different pieces of armour are listed in the *Available Pieces of Armour* section of the *Combat* chapter.

Each player should now sum together the Armour Action Penalties for any armour that his character is wearing, and record the total penalty on his Character Sheet.

10,1,3) RESISTANCE PENALTY

Finally, the player should add together the Encumbrance and Armour Action Penalties to calculate his character's Resistance Penalty, abbreviated to RZ. This cumulative penalty is applied to skill and stat rolls in the game (if it is zero, it can be ignored). RZ will be discussed further next chapter.

11) BEGIN ADVENTURING

The PCs are now ready to begin adventuring!

CHAPTER 3
ACTIONS

Once each player has generated his character, and the GM has an idea for a plot, the game is ready to start. The GM will describe the surroundings that the Player Characters can see, hear, smell, etc., and the players will then tell the GM what their PCs are going to do.

Imagine that the GM tells the players that their PCs are fleeing from a lion which is hunting them, and that they come across a horse tied to a tree. The players decide that one of the PCs should untie and mount the horse, and gallop off to get help while the others climb the tree. The horse will travel fastest with one rider. So how do the players decide which PC is the best at riding? Which PCs are best at climbing? How does the GM determine if the rider actually manages to control the horse? How does she determine if the climbers manage to scale the tree without falling?

This chapter describes how the GM and players resolve whether characters' actions succeed or fail in a realistic and consistent manner.

1) TYPES OF ACTION

All types of actions that a character performs can be classified as routine or non-routine.

1,1) ROUTINE ACTIONS

Routine actions are so simple that they are always successful, e.g. breathing.

Whether an action is routine or not can depend on the circumstances and the level of risk. E.g. walking across a dry, flat and firm surface may be a routine action, but walking across a slippery or uneven surface may not.

1,2) NON-ROUTINE ACTIONS

If an action is not routine, it will may succeed or fail. To determine whether the action succeeds or fails, the player must make either a skill roll or a stat roll for his character.

1,2,1) ACTIONS REQUIRING A SKILL ROLL

It is possible to develop a technique or skill in certain types of action. This skill develops as the character becomes more experienced at performing the action. The more skilful the character is, the more likely he is to succeed in performing this action in difficult circumstances.

Consider riding, for example. This is an action requiring skill and technique, which can be developed and improved with practice. All characters that ride develop a bonus – a positive value – in Riding skill and the higher a character's Riding skill bonus, the more proficient he is at riding. If a player wants his character to undertake a risky riding manoeuvre, such as galloping down a steep slope, then the GM will require him to make a successful Riding skill roll to succeed. Success will be more likely if the character has a high Riding skill bonus.

Lists of the skills used in this game are given in the *Skills* section shortly.

1,2,2) ACTIONS REQUIRING A STAT ROLL

Other non-routine actions are modelled with stat rolls. These are made for actions:

- for which there is no relevant skill;
- which are more affected by a character's innate physical or mental prowess than by any technique that could be developed.

Consider sprinting. There is no Sprinting skill in this role-playing game because all characters are capable of running fast. It is an instinctive action that everyone knows how to do. Although there is an element of skill to sprinting, a character's top speed will be determined far more by his fitness and physique than by his running technique. And so, the character with the highest AG ought to be able to run the fastest.

Likewise, weight lifting actions are modelled with a stat roll, not a skill roll. Again, although technique plays a part, the maximum weight that a character can lift or shove is mainly related to his physical strength. The character with the highest ST ought to be able to lift the heaviest object.

Another example might be actions involving intelligence. A skill is not developed in this game for the act of remembering information. If the GM feels that a character may struggle to remember a particular important detail, like the address of a villain, then she should require the character's player to make an IN stat roll to see if he recollects the detail or not.

1,3) MOVING AND STATIC ACTIONS

Actions can also be divided into moving and static types, i.e. those requiring movement to accomplish (e.g. swimming) and those which are static and more mental in nature (e.g. recollection).

Note that moving skills always have AG or ST as their relevant stat.

2) DETERMINING THE OUTCOME OF NON-ROUTINE ACTIONS

If a character wishes to perform an action that could succeed or fail, the GM should first decide if the character has developed a skill that is relevant to performing the action. E.g. if the character wishes to swim across a river, Swimming skill is relevant. A complete list of skills follows shortly. If there is a relevant skill, the player makes a skill roll. If there is no relevant skill, the GM should select the most relevant stat and make the player perform a stat roll for his character.

All skill and stat rolls basically set a character's skill or stat bonus against a difficulty factor. If the character's skill or stat bonus is larger than the difficulty factor, then the skill or stat roll is likely to be successful – in which case the action will be attempted successfully too. If the difficulty factor is larger than the character's skill or stat, then the skill or stat roll is likely to be unsuccessful – in which case the attempted action will probably fail.

The same procedure is used for all skill and stat rolls:

- The GM determines the value of the difficulty factor, normally a number between 1 and 20, that will oppose the character's skill or stat bonus.
- The difficulty factor is increased by 10.
- The character's skill or stat bonus is then subtracted to give a new total.
- The character's player rolls 1d20. If he scores:
    - ≥ the total, the action is carried out successfully;
    - < the total, the action fails;
    - an unmodified 1, the action may have fumbled, i.e. a spectacular and dangerous failure may have occurred. A Fumble Roll is then made to determine if a fumble actually occurred instead of normal failure (as will be explained in the *Fumbles* section later in this chapter).

The nature of the difficulty factor varies depending on the type of action being attempted:

- Often the GM will arbitrarily pick a value from 1 to 20 (or sometimes higher) which reflects the difficulty of the attempted action. If a character is trying to climb a wall, then the difficulty factor is a value chosen by GM to represent the difficulty of the climb, e.g. a:
    - sheer wall with no footholds might have a difficulty factor of 20 to climb;
    - 45° slope with steps might have a difficulty factor of 1.
- Sometimes the difficulty factor is predetermined, e.g.:
    - the difficulty factor versus an attack with a weapon is always the target's Dodge or Block skill bonus (see the *Combat* chapter);
    - if a character is casting an indirect spell, then the difficulty factor is the spell's level (see the *Magic* chapter).

It is part of the GM's job to decide what difficulty factor is used in each skill and stat roll. She should always ensure that the value chosen encourages a realistic outcome. Note that, if she makes the difficulty factor for a roll equal to the character's skill or stat bonus, the character will more or less have a fifty-fifty chance of success.

The following formula may help with skill and stat rolls. The character must roll greater than or equal to the result of this formula in order to successfully carry out the action:

10+[difficulty factor]–[skill or stat bonus]

In other words, 1d20+[skill or stat bonus] must be greater than or equal to 10+[difficulty factor] for success.

Alternatively, the following table may help. The character must roll greater than or equal to the result of cross-referencing on the table in order to successfully carry out the action:

DIFFICULTY FACTOR	SKILL OR STAT BONUS																				
	1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**	**16**	**17**	**18**	**19**	**20**	**etc**
0	9	8	7	6	5	4	3	2	1	1	1	1	1	1	1	1	1	1	1	1	1
1	10	9	8	7	6	5	4	3	2	1	1	1	1	1	1	1	1	1	1	1	1
2	11	10	9	8	7	6	5	4	3	2	1	1	1	1	1	1	1	1	1	1	1
3	12	11	10	9	8	7	6	5	4	3	2	1	1	1	1	1	1	1	1	1	1
4	13	12	11	10	9	8	7	6	5	4	3	2	1	1	1	1	1	1	1	1	1
5	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1	1	1	1	1	1	1
6	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1	1	1	1	1	1
7	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1	1	1	1	1
8	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1	1	1	1
9	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1	1	1
10	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1	1
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1
12	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
13	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
14	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
15	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
16	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
17	20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
18	20	20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
19	20	20	20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
20	20	20	20	20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
etc	20	20	20	20	20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10

Here are some examples:

- A PC wishes to climb a 5 metre wall. The GM explains that the wall is extremely well made and the cracks between the flagstones are too small to provide finger or toe-holds – consequently, the difficulty factor for climbing this wall is 18. The player remembers that his character is carrying rope and a grappling hook in his backpack. With the rope hooked to the top of the wall, the PC just has to climb the rope – the GM reduces the difficulty factor to 8 now because the action is much easier. The player cannot think of any other ways to help his PC, so decides to attempt the climb now. The PC's Climbing skill bonus is 6. Doing the mathematics: 10+8-6=12. The player throws 1d20, needing to score ≥12. He rolls a 13, and the GM tells him that his PC shimmies easily up the rope and over the wall.
- A PC wishes to push open the lid of sarcophagus. The GM explains that lid is made of a single solid piece of stone, about 2 by 1 metres in area and 3 cm thick, so weighing about 300 kgs. This is more than the PC weighs, so the GM decides on a difficulty factor of 20. There is no "Push Open Sarcophagi Lid" skill, so the GM says that the action will require a stat roll using the PC's Strength stat. The PC is not particularly strong – he has a ST of 12 – so the odds don't look good. The player decides that his PC will ask a friend to help. The friend is a beefy bloke with an ST of 15. The GM decides to use two-thirds of the sum of their ST stats, i.e. (12+15)x2/3=18 to reflect their combined strength. The maths: 10+20-18=12. The PCs need a result of 12 or higher to succeed. One of the players rolls 1d20 and scores a 4. After much heaving and straining, the PCs fail to budge the lid at all. Maybe they need a crowbar for extra leverage?

2,1) MINIMUM DIFFICULTY FACTOR

The lowest difficulty factor that can oppose any skill or stat in a skill or stat roll is zero. This typically occurs in combat, when an attacker is able to make a surprise attack or is attacking an immobile target (like an unconscious opponent or a locked door). In such cases, the target may not use any Dodge or Block skill to oppose the attacker's attack skill, and so the difficulty factor of the attack roll is zero. E.g. if the attacker has an attack skill of 12, say, then he must roll ≥–2 (since 10+0-12=–2) in order to succeed – i.e. he will automatically succeed the attack roll unless he throws a 1, in which case he may fumble.

2,2) MAXIMUM DIFFICULTY FACTOR

The highest difficulty factor that can oppose any skill or stat in a skill or stat roll is infinity. E.g. if a player announces that his character wishes to jump a mile up in the air (without the assistance of magic), the GM should announce that the attempt is impossible and the difficulty factor is 1,000,000 or thereabouts.

2,3) MODIFIERS

Several types of modifier may be applied to a character's skill or stat bonus when he attempts an action. Positive modifiers are known as bonuses, while negative modifiers are called penalties.

Some modifiers only affect rolls for certain types of actions, e.g. the Enhance Attack spell results in a bonus being applied to attack skill rolls, while having a very high BE stat results in a bonus to Seduction skill rolls.

Other modifiers are applied to skill or stat rolls for all actions. Penalties of this kind contribute to a character's Resistance Penalty.

2,3,1) RESISTANCE PENALTY

A character's Resistance Penalty (RZ) reduces the skill or stat bonus used in every roll made to determine if a (non-routine) action is successful or not. The Resistance Penalty reflects various different factors which impede the character – physically or mentally – such as the weight of carried belongings, the stiffness of armour, Hit Point loss, restrictions to field of view, etc. Some of these contributing factors are described next – they are all added to give a cumulative value for a character's RZ. The default value for RZ is zero.

2,3,1,1) ENCUMBRANCE PENALTY

A character can carry a weight of up to three times his ST in kilograms without penalty. This includes the weight of everything worn or carried on his person, including clothing and armour. If a character carries more weight than this, he suffers from an Encumbrance Penalty – given in the table below. This is added to the character's RZ.

WEIGHT (kgs)	ENCUMBRANCE PENALTY
Weight ≤ 3xST	0
3xST < Weight ≤ 6xST	-3
6xST < Weight ≤ 8xST	-6
8xST < Weight ≤ 10xST	-10
Weight > 10xST	N/A

The maximum weight in kilograms that a character can lift is given by 10xST.

Obviously, characters may discard equipment in order to reduce their RZ while they attempt actions, e.g. a thief may remove his heavy backpack while he picks a lock.

2,3,1,2) ARMOUR ACTION PENALTY

If a character wears inflexible types of armour, he will find his mobility impeded and this will hamper his ability to perform actions. Alternatively, a helmet's visor may restrict his field of vision and reduce his co-ordination. Armour Action Penalties are listed in the *Available Pieces of Armour* section of the *Combat* chapter. The sum of the Armour Action Penalties for all of the pieces of armour worn by a character is added to his Resistance Penalty (fractions ≥0.5 should be rounded up and <0.5 rounded down).

2,3,1,3) HIT POINT LOSS

When a character's current number of Hit Points equals:

- 25% of maximum, a -3 penalty is added to his RZ;
- 10% of maximum, a -6 penalty is added to his RZ.

2,3,1,4) INJURIES

Injuries are severe wounds that are discussed further in the *Combat* chapter. Some result in Injury Penalties which are added to a character's RZ. E.g. a character with a fractured leg bone may have a -3 Injury Penalty added to his RZ.

2,3,1,5) MISCELLANEOUS FACTORS

Any other factor which results in a penalty that affects all of a character's skill and stat bonuses should be added to his Resistance Penalty. Examples include modifiers produced by certain spells, poisons and diseases, etc.

2,3,1,6) EXAMPLE

A healthy character wears soft leather and scale mail hauberks, which give a combined Armour Action Penalty of -1. The weight of this armour, his clothing, two-handed sword and other carried possessions comes to 50 kgs. This weight is between three and six times his ST stat of 12, so gives an Encumbrance Penalty of -3. Therefore, his Resistance Penalty, RZ=-1-3=-4. This -4 penalty is applied so as to reduce the character's skill or stat bonus every time a roll is made to determine if an action is successful.

During combat, this character loses 75% of his Hit Points. His Resistance Penalty therefore worsens by a further -3 points to -7. He manages to escape from the fray for a few minutes – long enough to shed his damaged scale mail armour. Imagine that the weight of his carried belongings is now <36 kgs (i.e. <3xST). His Encumbrance and Armour Action Penalties are thus eliminated; his RZ improves to -3.

2,3,1,7) PROHIBITED MOVEMENT RATES

As discussed in the *Character Generation* chapter, each character has three standard movement rates – walking, jogging and sprinting. His Resistance Penalty may restrict which movement rates he can use and thus reduce his top speed:

RESISTANCE PENALTY RZ	PROHIBITED MOVEMENT RATES
0 to -5	None
-6 to -10	Sprinting
-11 to -20	Jogging and Sprinting
-21 and worse	All – Walking, Jogging and Sprinting

E.g. a character whose RZ=-5 or better can sprint at his top speed if needs be. However, a character whose RZ=-6 cannot move faster than his jogging movement rate (because sprinting is prohibited). If a character's RZ=-21 or worse, all movement rates are prohibited and he cannot even walk (at the GM's discretion, he may be able to crawl very slowly).

2,3,1,8) RESISTANCE PENALTY AND DIFFICULTY FACTORS

As will be seen in the *Skills* section shortly, in many circumstances, a skill or stat bonus forms the difficulty factor in a roll for an action. E.g. if Hawk-Eye the Wood Elf is trying to spot Sneaky the Goblin, who is hiding, then Hawk-Eye's player will make an Observation skill roll and the difficulty factor will be Sneaky's Stealth skill bonus. In such cases, relevant Resistance Penalties are applied to both skills used in the roll. Thus, Hawk-Eye's Observation skill is reduced by his RZ, and Sneaky's Stealth skill is reduced by his RZ. The weight of equipment, bulk of armour and all of the other distractions which constitute Hawk-Eye's RZ all serve to reduce his ability to perceive well, and the same types of factors impede Sneaky's ability to hide effectively.

The same process occurs in combat too – an attacker's attack skill bonus will be reduced by his RZ, while a target's Dodge skill bonus will be reduced by his RZ.

2,3,1,9) WHEN NOT TO APPLY RESISTANCE PENALTIES

As noted before, skill and stat rolls are made to determine if non-routine actions are successful. Since rolls are not made for routine actions (they are always successful), it follows that a character's Resistance Penalty does not affect his ability to accomplish routine actions.

2,3,2) FATIGUE

Fatigue is discussed properly in the *Combat* chapter. For now, note that fatigue arises as a result of prolonged combat and causes a character's Resistance Penalty to worsen. Having a high Resistance Penalty initially (e.g. because of carrying lots of equipment, wearing inflexible armour or being wounded) increases how quickly a character becomes fatigued.

3) SKILLS

The following sections describe the skills available to characters. They are split into five types:

- core – the default skills that all PCs will need for adventuring;
- attack – for making attacks with weapons and when unarmed;
- spell-casting – for casting magic spells;
- language – representing ability at speaking, listening to, reading and writing different languages;
- optional – extra skills representing ability at less frequently used actions, e.g. crafts and specialist knowledge.

The nature of the difficulty factor (which is set against the skill bonus when making skill rolls) is also given in each skill's description.

3,1) CORE SKILLS

SKILL	RELEVANT STAT	DESCRIPTION
Acting	CH	Used for attempts to lie or dissemble or conceal emotions, etc. The difficulty factor is usually the Observation skill of the audience.
Appraisal	IN	Used to estimate the monetary worth of an item or service. The GM chooses the difficulty factor.

SKILL	RELEVANT STAT	DESCRIPTION
Attune	MA	Used to learn the nature of a magical item's powers, e.g. its bonuses, embedded spells, damage enhancements, etc. If the roll is failed, nothing will be learnt. If the roll is passed, knowledge of one or more of the powers is gained; passing by a greater margin increases the number of powers that are revealed to the attuner. The attuner's Attune skill bonus must increase before he can attempt another roll to identify a particular item's powers. This skill is also used to cast spells which have been embedded within an item (or to activate other powers if necessary). This process is known as attunement and normally requires 5 seconds (unless the embedded spell is instantaneous, in which case attunement is also instantaneous). During this time, the attuner must be touching the item continuously. At the end of the 5 seconds, the attuner makes an Attune skill roll. If this roll is successful, the spell being attuned takes effect immediately. The attuner loses no Power Points; the magic powering the spell comes from the pool of POPs within the item itself. Note that: • it is impossible to attune embedded spells that have not been previously identified, i.e. a character must have successfully used Attune skill to identify an item's power before he can use the skill to activate that power; • if the potency of the attuned spell's effects varies with spell-casting skill, use the skill of the alchemist who made the item or, if the item is sentient, use its spell-casting skill if it is higher. Do not use the spell-casting skill of the attuner. The difficulty factor for an Attune skill roll is normally the level of the spell being attuned. However, if the item is sentient and it wishes to resist being attuned, the difficulty factor is the SD of the item if this is higher than the spell's level.
Balance	SD	Used for all actions requiring balance, e.g. running over rough terrain or tightrope walking. The GM chooses the difficulty factor.
Block	AG	Used to block an attack with a shield or a weapon. This skill bonus is used as the difficulty factor versus attack rolls.
Botany	IN	General knowledge of plants (including recognition of herbs and plant-based poisons). Limited to very basic facts about a wide range of species' abilities. The difficulty factor is chosen by the GM, or is the Rarity value; see the *Prices for Goods and Services* chapter. Detailed knowledge of herbs and their application requires Pharmacy skill.
Climbing	AG	Used for climbing and abseiling, and for knowledge of climbing equipment and its use, e.g. knot tying. The GM chooses the difficulty factor.
Contortions	SD	Used for wriggling through gaps, escaping from bonds, etc. The GM chooses the difficulty factor.

SKILL	RELEVANT STAT	DESCRIPTION
Distance Running	CO	Used to determine how far a character can run before becoming exhausted. If the character passes the skill roll versus a difficulty factor reflecting the terrain, then he may run (at jogging pace) without stopping for a number of hours equal to his skill bonus.
Dodge	AG	Used to dodge out of the way of a detected attack. This skill bonus is used as the default difficulty factor versus attack rolls.
Geography	IN	Used to remember the geography of a specific region or the layout of a specific settlement. Separate Geography skills must be developed for different locations. The GM chooses the difficulty factor. The first Geography skill for almost all characters (except those with amnesia) will be for the settlement or area in which they grew up.
Gymnastics	AG	Used for all jumping, tumbling and in-air manoeuvres. A character's Gymnastics skill bonus divided by three might give the maximum distance that he can leap in metres. The GM chooses the difficulty factor.
Haggling	CH	Used to obtain good prices when buying or selling goods and services. Two Haggling skill bonuses are always set against each other in the skill roll. E.g. if a PC is buying an item, he should make a Haggling skill roll in which the Haggling skill of the vendor is used as the difficulty factor. If the skill roll is: • passed, the PC negotiates a lower price; • failed, the vendor refuses to lower the price; • fumbled, the vendor increases his price or refuses to sell to the PC (the Fumble Range equals the vendor's Haggling skill). The degree of success or failure will indicate to the GM how much lower or higher the price becomes following the haggling. (Of course, negotiations can be role-played.)
Healing	IN	Used for diagnostics, first aid, surgery, etc. Can be used to stem bleeding or reduce Injury Penalties from broken bones (see the *Combat* chapter). • A character with suitable bandages can stop the bleeding from a single wound by making a successful skill roll versus a difficulty factor equal to five times the rate of bleeding in HIPs/second. Bandaged wounds must be kept relatively still until healed or they reopen. • A character with suitable bandages and splints can halve the Injury Penalty from a single fracture by making a successful skill roll versus a difficulty factor equal to three times the original Injury Penalty. Removing the splint before the fracture has healed restores the Injury Penalty to its original amount.
History	IN	Knowledge of the history and customs of a race, including heraldry (knowledge of emblems and coats of arms, etc.), etiquette (knowledge of social structure and correct forms of address, etc.) and other cultural details. A separate skill must be developed for each race. The GM chooses the difficulty factor.

SKILL	RELEVANT STAT	DESCRIPTION
Leadership	CH	Used for attempts to command, inspire or motivate, etc. The difficulty factor is usually the target's SD stat, or a value chosen by the GM to reflect the level of morale, etc.
Observation	IN	Used for all types of perception (whether sight, hearing, smell, taste, touch), including for spotting and following tracks, etc. The difficulty factor is chosen by the GM, though it may be a hidden target's Stealth skill. Note that this skill cannot be used to perceive active magical effects or other things normally invisible.
Pain Tolerance	CO	Pain Tolerance skill reflects a combination of a character's physical stamina and his ability to ignore painful injuries. A character's Pain Tolerance skill bonus multiplied by CO/2 gives his maximum number of Hit Points (HIPs).
Riding	AG	Used to ride and control animals. The GM chooses the difficulty factor.
Seduction	BE	Used for attempts to sexually seduce. The GM should apply penalties if the target is of a different race or sexual persuasion. The difficulty factor is usually the target's SD stat.
Stealth	AG	Used for camouflage, hiding and stalking. The difficulty factor is chosen by the GM, or is the observer's Observation skill.
Swimming	AG	Used for swimming manoeuvres. Roughly speaking, a character can swim a number of metres equal to his Swimming bonus every 10 seconds. The GM chooses the difficulty factor, which may reflect waves, currents, etc.
Zoology	IN	General knowledge of animals and monsters (including recognition of animal-based poisons). Limited to very basic facts about a wide range of species' abilities. The GM chooses the difficulty factor. Detailed knowledge of a species requires a Lore skill. Zoology can be combined with Observation in a complimentary skill roll to identify the tracks of beasts.

3,2) ATTACK SKILLS

All characters will need to be able to use a weapon of some description. They may develop attack skills chosen from those listed in the following table, depending on the types of weapons that they wish to use. Attack skills have the following relevant stats:

- ST for melee attacks;
- AG for thrown or missile attacks.

ATTACK SKILL	EXAMPLES OF WEAPONS COVERED BY SKILL
Axes, One-Handed	Hand Axe
Axes, Two-Handed	Battle Axe
Blowpipes	Blowpipe
Bolas	Bolas
Bows	Long & Short Bow, Composite Long & Short Bow
Clubs/Cudgels/Maces, One-Handed	Cudgel, Mace
Clubs/Cudgels/Maces, Two-Handed	Club, Great Mace
Crossbows	Light Crossbow, Heavy Crossbow
Daggers/Knives	Dagger
Darts	Dart
Flails, One-Handed	Morning Star

ATTACK SKILL	EXAMPLES OF WEAPONS COVERED BY SKILL
Flails, Two-Ended	Nunchaku
Flails, Two-Handed	Great Flail
Hammers/Mattocks/Picks, One-Handed	War Hammer
Hammers/Mattocks/Picks, Two-Handed	Great Hammer, Military Pick, War Mattock
Lances	Lance
Nets	Gladiator's Net
Polearms, One-Handed	Javelin, Spear, Trident
Polearms, Two-Handed	Halberd, Pike, Spear, Trident
Shield Bash	Buckler, Normal Shield, Tower Shield
Shurikens	Shuriken
Slings	Sling, Staff Sling
Staffs	Quarterstaff
Swords, Double-Edged One-Handed	Bastard, Broad, Long and Short Sword
Swords, Double-Edged Two-Handed	Bastard Sword, Claymore, Two-Handed Sword
Swords, Foils/Rapiers	Foil, Rapier
Swords, Single-Edged One-Handed	Cutlass, Falchion, Katana, Sabre, Scimitar
Swords, Single-Edged Two-Handed	Katana, No-Dachi
Thrown Axes/Hammers/Maces	Hand Axe, War Hammer, Mace
Thrown Daggers/Knives	Dagger, Throwing Knife
Thrown Two-Ended Flails	Nunchaku
Thrown Javelins/Spears	Javelin, Spear
Unarmed Combat	Judo, Wrestling, Boxing, Tai-Kwon-Do, Aikido
Whips	Whip and chains

3,3) SPELL-CASTING SKILLS

These skills reflect a character's ability to cast magic spells. Casting spells is discussed in detail in the *Magic* chapter.

For now, note that a separate skill is developed for each discipline of profane magic. A skill bonus of X means that the character can cast spells of Xth level and less in that discipline, but not spells of higher level.

3,4) LANGUAGE SKILLS

Two different language skill bonuses are developed for every language that a character knows – one for speaking the language and understanding it when heard, the other for reading and writing it. The following table shows how the two bonuses indicate a character's level of ability:

BONUS	LISTENING & SPEAKING	READING & WRITING
0	The language is completely unintelligible and unrecognisable.	The language is completely unintelligible and unrecognisable.
1 to 2	The character can recognise the language if heard, and knows its name.	The character can recognise the language if seen, and knows its name.
3 to 5	The character can understand the general subject of slow speech about mundane subjects. He can use common one- or two-word sentences, e.g. "Yes please", "Come here", "Help me!", etc.	The character can guess at the general subject of a text about a mundane subject. He can write a few common words but cannot construct sentences.

BONUS	LISTENING & SPEAKING	READING & WRITING
6 to 8	The character can converse hesitantly about mundane subjects.	The character can understand about half of most texts and compose simple sentences about mundane subjects.
9 to 12	The character can converse easily about common subjects, but has a poor understanding of idioms or unusual subjects.	The character can understand text and compose prose reasonably well, but has a poor grasp of grammar.
13 to 16	The character can converse as fluently as a normal native speaker.	The character can read and write as fluently as an educated native speaker.
17 to 20	The character has a masterful grasp of the spoken language, understanding its subtleties, etymology, local dialects, etc. (He can assume the accent of a native speaker if he desires.)	The character has a masterful grasp of the written language, understanding its subtleties, etymology, local dialects, etc.

Here are the languages that will be encountered most frequently by PCs:

- Common – the language of Humans and the standard tongue used between races;
- Wood Elvish;
- Bone Elvish – the closely guarded language of Bone Elves;
- Dwarfen – this language's runic script is designed to be easy to carve into stone;
- Hobbitish – the language of Halflings;
- Orcish – the language of Orcs and Goblins;
- Demonic – the foul tongue of Demons;
- Entish – the language of the Ents;
- Thief Marks – subtle marks on surfaces left by thieves and assassins, often used to demark the territories of gangs or guilds.

All language skills have IN as their relevant stat. Unlike normal skills, one-quarter of the relevant stat is not used to determine initial skill bonuses for languages. The initial bonuses of the language skills with which a PC begins the game are given in the *Status* section of the *Character Generation* chapter.

3,4,1) MAGICKA

Characters are also very likely to encounter the language Magicka. Although a language which is spoken and written, Magicka is highly specialised for spell-casting (indeed, its words are innately magical), and it cannot be used for mundane tasks like buying loaves of bread or describing the weather. A character with a Magicka Language skill bonus of X will not be able to understand the transcripts or recitals of spells with levels >X.

A character's bonuses for speaking/listening to and reading/writing Magicka are always equal to the highest level of spell which the character has memorised successfully. Consequently, if a character with a Magicka Language skill bonus of X memorises a spell of level X+1, both of his Magicka Language skill bonuses automatically increase by one point to X+1.

3,5) OPTIONAL SKILLS

The skills listed in the previous sections reflect the types of skills that all PCs are certain to need in the game. However, there are obviously many more types of actions for which skills could be developed. The following tables list some optional skills which can be developed if the players and GM wish. Some can be used to represent the skills that a character developed in a trade before he became an adventurer.

SKILL	RELEVANT STAT	DESCRIPTION
Amphibian Lore	IN	Specialist knowledge of amphibians like Giant Toads and Larva Salamanders.
Astronomy Lore	IN	Specialist knowledge of the movements of celestial bodies. Assists with night-time navigation.
Barbering	AG	Used for professional hair cutting and shaving.
Basilisk Lore	IN	Specialist knowledge of basilisks.
Bird Lore	IN	Specialist knowledge of birds.
Boat Building	IN	Used for the planning and supervision of the construction of boats and ships. Also used to calculate loads, forces and structural strengths in nautical applications.
Building	IN	Used for the planning and supervision of the construction of buildings of stone and wood. Also used to calculate loads, forces and structural strengths in applications related to the construction of buildings, bridges, etc.
Calligraphy	AG	Used for all scribing and calligraphy-related tasks, including forgery of documents.
Chandlery	AG	Used for all preparation of oil, soap, candles, etc.
Cookery	AG	Used for all food preparation.
Coopering	ST	Used for the construction, preparation and repair of barrels.
Dancing	AG	
Demon Lore	IN	Specialist knowledge of demons.
Devotion	N/A	The skill used to indicate a priest's devotion to his god, and his ability to use magic prayers. See the *Pious Magic* section of the *Magic* chapter.
Dowsing	IN	Used to sense water underground. Often requires use of dowsing rods or cleft sticks.
Dragon Lore	IN	Specialist knowledge of dragon-newts and drakes.
Dungeon Monster Lore	IN	Specialist knowledge of dungeon-dwelling monsters like Cave Amoebae and Rust Monsters.
Elemental Lore	IN	Specialist knowledge of elementals.
Embalming	AG	Used for all embalming and taxidermy work.
Farming	IN	Knowledge of soils, crops, animal husbandry, etc.
Fishing	IN	Catching fish by hand, line or net.
Fish Lore	IN	Specialist knowledge of fish and water-dwelling creatures.
Fletching	AG	Used to assemble arrows or bolts, or make components from readily available materials (e.g. shafts and flights). Metal arrow heads cannot be made without Metal Working skill and apparatus. The GM chooses the difficulty factor. Firing a poorly made arrow should effectively decrease the archer's attack skill.
Forestry	ST	Used for tree planting and felling.
Frenzy	SD	Becoming frenzied normally requires 5 seconds of uninterrupted concentration, followed by a successful Frenzy skill roll versus a difficulty factor equal to 20 x Current HIPs / Maximum HIPs. (E.g. the difficulty factor will be 20 if the character has lost no HIPs, or 10 if he has lost half.) Once in the frenzied state, the character gains +2 to attack rolls and ignores his Resistance Penalty.

SKILL	RELEVANT STAT	DESCRIPTION
Frenzy, continued	SD	A frenzied character becomes a mindless killing machine. He will attack with berserk fury whichever person or creature is nearest – whether friend, foe or innocent bystander – until they fall unconscious or are slain, and then will move onto the next nearest target. The only actions that a frenzied character can make (other than roaring and screaming with rage) are melee attacks, dodges, and sprints or leaps so as to engage targets in combat. If he has no melee weaponry, he will bludgeon with punches, kicks and head-butts. A frenzied character will remain berserk until he is alone, or until either he or everyone else in sight is unconscious or slain. He can, however, attempt to calm himself through a feat of will. If the frenzied character's player makes a successful SD stat roll, versus a difficulty factor equal to 20 minus the character's Frenzy skill, then he will immediately regain his sanity. Such rolls can only be attempted every 20 minus SD seconds – intervening time between failed attempts must be spent furiously attacking others.
Gambling	LU	Used for gambling with playing cards, and slight-of-hand tricks (e.g. coin palming).
Garrotte	AG	Used to throttle an opponent with a surprise attack. The garrotte – a length of cord with handles at either end – is a weapon specifically designed for this purpose (and its use gives a +2 bonus to Garrotte skill). Alternatively, a piece of rope or twisted cloth could be used to deliver the attack (but no Garrotte bonus will be gained). Once the attacker is in position to make a surprise attack at the target's head, his player should make a Garrotte skill roll versus a difficulty factor equal to the target's ST stat. If this skill roll is: • successful, the target loses 1d10+X HIPs, where X is the amount by which the skill roll was passed, and must make an Asphyxiation Injury Roll; • failed, the target is able to pull free from the garrotte and suffers no damage; • fumbled, the garrotte breaks and the target suffers no damage (Fumble Range is target's ST). Note that Garrotte skill is only effective if the target is a member of the PC races (but not a Troll), and is surprised by the attack or is immobile. If the target has noticed the attacker, then the Garrotte skill roll will automatically fail.
Glass Blowing	AG	Used for all glass preparation, working and repair.
Golem Lore	IN	Specialist knowledge of golems, gargoyles and trolls.
Hypnosis	CH	Used to put targets into a hypnotic state, where they will answer questions truthfully, and where they can be given tasks which can be triggered upon awaking by the use of command words. Targets may resist using their full SD as the difficulty factor, or half their SD if they do not resist.

SKILL	RELEVANT STAT	DESCRIPTION
Insect Lore	IN	Specialist knowledge of insects and spiders.
Jewellery	AG	Used for the construction of intricate metal jewellery and the preparation and setting of precious stones.
Juggling	AG	A character with a Juggling skill bonus of X can keep X/2 balls in the air.
Knock Out	AG	Used to knock an opponent unconscious with a surprise blow to the head. The blackjack – a heavy leather bladder of lead shot or sand on a wooden handle – is a weapon specifically designed for this purpose (and its use gives a +2 bonus to Knock Out skill). Alternatively, a cudgel or similar blunt one-handed melee weapon could be used to deliver the attack (but no Knock Out bonus will be gained). At the GM's discretion, the flat of a sword or an unarmed combat punch could be used instead (but a -2 penalty should be applied to the attacker's Knock Out skill in such cases). Once the attacker is in position to make a surprise attack at the target's head, his player should make a Knock Out skill roll versus a difficulty factor equal to the target's CO stat. If this skill roll is: • successful, the target falls unconscious for a number of minutes equal to the amount by which the skill roll was passed, instead of taking any damage from the attack; • failed, the target is not knocked out and suffers damage from the blow as normal; • fumbled, the attacker clumsily drops the weapon and the target suffers no damage (Fumble Range is target's CO). Note that Knock Out skill is only effective if the target is a member of the PC races (but not a Troll), and is surprised by the attack. If the target has noticed the attacker, then the Knock Out skill roll will automatically fail (treat blackjacks as cudgels in such circumstances).
Leather Working	AG	Used for all leather, hide and fur preparation, working and repair (e.g. of leather armour). Includes skinning.
Lycanthrope Lore	IN	Specialist knowledge of lycanthropes.
Mammal Lore	IN	Specialist knowledge of mammalian animals (other than those covered with other Lore skills).
Mathematics Lore	IN	Skill with mathematics beyond basic arithmetic.
Mechanics	IN	Used for the planning and supervision of the construction (and dismantling or disarming) of complex mechanisms, e.g. locks, siege engines, elaborate dungeon traps. Also used to calculate loads, forces and structural strengths in mechanical-related applications.
Metal Working	ST	Used for all metal preparation, working and repair (e.g. of weapons, metal armour, horse shoes, etc.). Includes, smelting of ore, smithing, etc.

SKILL	RELEVANT STAT	DESCRIPTION
Mining	IN	Used for the planning and supervision of underground excavations, including mining, quarrying, tunnelling, sapping, etc. Also used to calculate loads, forces and structural strengths in subterranean applications.
Musical Instrument Playing	AG	Used for playing a specified type of instrument, e.g. lutes, harps, horns, flutes, drums, etc.
Navigation Lore	IN	Specialist knowledge of maps and navigation techniques and instruments.
Needlecraft	AG	Used for all clothing design and repair.
Painting	AG	
Paper Making	AG	Used for all paper preparation, working and repair.
Pharmacy	IN	Knowledge of the preparation and administration of herbs and poisons. The difficulty factor is chosen by the GM, or is the Rarity value for herbs and poisons (see the *Prices for Goods and Services* chapter).
Pick Lock	AG	Used for picking locks. The difficulty factor is the lock-maker's Mechanics skill.
Pick Pocket	AG	Used for picking pockets. The difficulty factor is the victim's Observation skill.
Pottery	AG	Used for all ceramics preparation, working and repair, including firing in kilns.
Reptile Lore	IN	Specialist knowledge of reptiles.
Sailing	IN	Used for sailing, rowing and using all types of water craft. Also for weather prediction, tide-lore, knot tying, etc.
Singing	CH	
Skiing	AG	Use this skill for all skilled movement on snow or ice (e.g. skating).
Stone Working	AG	Used for all stone working and sculpture.
Theology Lore	IN	Knowledge of the philosophy, history, doctrine, practices, etc. of the various religions and their gods.
Trap Setting	IN	Used to construct, set and disarm hunting traps and snares. The GM chooses the difficulty factor. This skill is not applicable to complex mechanisms like elaborate dungeon traps, which require Mechanics skill instead.
Tree Lore	IN	Specialist knowledge of trees, including Ents and Slowroots.
Undead Lore	IN	Specialist knowledge of undead.
Ventriloquism	SD	Used to throw the voice without moving the lips.
Weaving	AG	Used for all cloth preparation, dyeing and rope making.
Wood Working	AG	Used for all wood carving and the construction and repair of wooden objects.

If the GM wishes to invent a new skill for an area not represented by an existing skill (e.g. Smoke-Ring Blowing), she must decide upon the skill's relevant stat. Characters may then use and develop the skill as necessary, starting with an initial skill bonus equal to one-quarter of the relevant stat.

4) COMPLIMENTARY SKILLS

Often a character will wish to perform some type of action that is potentially affected by a combination of skills. For instance, perceiving lies relies chiefly on Observation, but being skilful at Acting should help one spot when others are acting. In cases like this, make skill rolls for both complimentary skills. If the skill roll for the least contributing skill (Acting in this example) is:

- successful, add 25% of that skill's bonus to the bonus of the most contributing skill (Observation in this example) and then make a roll for that skill;
- unsuccessful, subtract 25% of that skill's bonus from the bonus of the most contributing skill and then make a roll for that skill.

The GM will usually apply the same difficulty factor to both skill rolls.

E.g. a character with an Observation skill of 12 and an Acting skill of 8 is interrogating a prisoner and wishes to perceive any lies. His player makes an Acting skill roll first and succeeds. He gets to make his Observation roll, to spot the lies, with a 12+(8x25/100)=14 skill bonus.

E.g. mounted combat. A knight with a Crossbows skill of 15 and a Riding skill of 4 is riding his horse past a foot soldier standing on the ground. In order for the knight to successfully shoot the soldier, he must make both Riding and attack rolls. The knight's player makes a Riding skill roll first, and fails. He must subtract 1 (i.e. 25% of his Riding bonus of 4) from his Crossbows skill in the subsequent attack roll.

5) FUMBLES

Whenever an unmodified 1 is thrown in a skill or stat roll, the attempt may have been fumbled. The player must make a Fumble Roll by rolling another 1d20. If the result of the Fumble Roll is:

- less than the Fumble Range for the action, this indicates that a fumble has occurred – the attempt has failed in some spectacular and unusual way;
- equal to or greater than the Fumble Range, then the action was not fumbled (and whether the attempt was successful or not depends on if the skill roll equalled or exceeded the required value, as normal).

The Fumble Range of most skill and stat rolls is equal to the difficulty factor applied in the roll. Examples of spectacular and unusual failure are given shortly; the GM is encouraged to improvise. Generally, the greater the margin by which the player failed the Fumble Roll (i.e. the lower his 1d20 score), the worse the outcome should be for his character (and the funnier the outcome should be to perverse observers).

Example fumble outcomes – in order of severity – include:

- freezing;
- dropping a held item;
- breaking a held item (note that magical items rarely break);
- straining oneself and, consequently, losing 1d20 Hit Points and having to make an Injury Roll (see the *Injuries* section in the *Combat* chapter). Armour Damage Penalties should be ignored. The Damage Type of the Injury will be Crush for a skill or stat roll for a moving action, and Mental for a skill or stat roll for a static action (in either case, reroll severities >E).

Specific rules for fumbling attack and spell-casting rolls are given in the *Combat* and *Magic* chapters.

5,1) DIRE FUMBLES

A dire fumble occurs whenever a 1 is thrown on a Fumble Roll (i.e. both the skill or stat roll and the subsequent Fumble Roll score ones). In such cases, in addition to the violent disaster that should befall the fumbling character, the GM should ensure that the bonus of the skill or stat being used is decreased by 1 point.

Such skill decreases should last until such time as the skill increases again through natural use, tuition, etc. Stat decreases resulting from dire fumbles, however, should only be temporary – lasting a number of days equal to the Fumble Range.

6) TIMING ACTIONS

The rules have now been given for determining whether a character succeeds or fails when he attempts a potentially risky action. But how long does it take a character to perform an action?

In many situations, timing actions is not necessary. If a character is buying a drink at an inn, then determining how long it takes him to give his order to the innkeeper and how long it takes to pour the beer is not very important. Even many potentially risky (non-routine) actions do not require timing. E.g. imagine a thief in the cellar of a merchant's town-house, trying to pick the lock on a strongbox. If he is alone and unobserved in an empty house, then it is probably only essential to determine if he manages to pick the lock or not; timing how long the lock picking actually takes is likely to be unimportant.

However, if the GM decides that the merchant is in the house after all and, having heard a noise, is creeping towards the cellar door with a poker in his hand, then it suddenly becomes vital to time how long it takes the thief to open the box. Will he get the box open and be able to steal its contents and hide before the merchant enters the cellar and sees him?

Keeping track of how long each action takes is often most important in combat situations. If two opponents are fighting each other with swords, who strikes first and who strikes second? The second combatant may be slain before he can make his attack.

Guidance on the default durations for common actions is given in *The GM* chapter. The speeds of attacks with different weapons are listed in the weaponry tables in the *Combat* chapter (times required to reload missile weapons are also given). While each player gets to decide how much time his character will devote to his actions (he can speed them up – see the *Reducing the Time Required for an Action* section shortly), the GM acts as ultimate arbiter as to what is reasonable and has to decide how long everything else takes to occur. The *Combat* chapter ends with a worked example of timing in a fight.

6,1) REACTIONS ROLLS

As mentioned above, the GM will frequently need to decide who reacts first and last to an event. This is often necessary at the beginning of situations which the GM needs to time, e.g. combat. One person in a stand-off might suddenly draw his sword and begin to attack. How quickly can his opponents react and draw their weapons? Which of them draws first and which last?

In such situations, the GM should first divide the participants into two categories:

1. those that must react to events – usually because they are surprised, wrong-footed, caught unawares, etc.;
2. those that do not need time to react – usually because they were already aware of what is happening and are not surprised (e.g. it may be their actions which have surprised the others).

A Reactions Roll should be made for each participant in the first category (including NPCs if they are involved) by throwing 1d20+RE, where RE is the Reactions stat. Note that RE will be reduced by any Resistance Penalty, RZ. The players (and GM) then compare scores. The participant with the highest score gets to commence his actions first, typically 1 second after the timed situation has started. The participant with the next highest score may begin his actions 1 second later, and so on. I.e. each participant commences actions at 1 second intervals, with the participant with the lowest score starting his actions last. (The GM should feel free to choose a different interval, e.g. 2 seconds, if only a few participants are involved in the situation.)

Note that a character may not perform any actions until the allotted time when he finally reacts to the situation. During the intervening period of limbo – between the start of the situation (at zero seconds) and the time at which he finally reacts – the character is immobile and unable to defend himself against attacks (see the *Beating the Target's Reactions* section of the *Combat* chapter) while his brain is hastily assimilating information and deciding what to do.

Participants in the second category may start their actions automatically at zero seconds, i.e. at the start of the timed situation. (Note that, in some situations, everyone present will have to react to a sudden surprise event, e.g. a landslide, and no-one will be in the second category.)

6,1,1) REACTIONS FOLLOWING OBSERVATION ROLLS

Often, before asking the players to make Reactions Rolls, the GM will ask them to make Observation skill rolls to see if their characters have noticed an imminent threat. In these circumstances, the GM may require characters that fail the Observation roll to start last automatically, their players foregoing the Reactions Roll. Such characters should start their actions 1 second after the slowest participant that passed his Observation roll starts his, and be spaced out 1 second apart, with he that failed the Observation roll by the smallest margin going first and he that failed the Observation roll by the largest margin going last.

At other times, the GM may not require Observation Rolls at all – especially if an event is about to occur which all characters cannot fail to observe. In such situations, Reaction Rolls on their own are enough to determine who acts first.

6,2) SKILL AND STAT ROLL RESOLUTION

Skill and stat rolls are always resolved at the end of the duration of an action. An action fails if it is cut short before the time required to perform it has elapsed. E.g. if a character in the process of making a three-second attack is knocked unconscious after two seconds, then the attack is not resolved.

6,3) CANCELLING ACTIONS

A player can cancel his character's current action and begin a new one at any time. (Before the character begins a new action, the GM might require some intervening recovery time to reflect the momentum of a particularly forceful action or the need to look around to reorientate.)

6,4) REDUCING THE TIME REQUIRED FOR AN ACTION

A player may wish his character to attempt an action associated with a skill or stat roll more quickly than its default duration. If the GM allows this, then the action's duration can be reduced to no less than half of the default duration and no less than 1 second. However, for every second that the action's duration is reduced, the GM should increase the difficulty factor of the associated skill or stat roll by two.

E.g. Dorfo needs to leap over a 2 metre wide crevasse. The GM rules that this jump, including the run up, would normally require 6 seconds and have a difficulty factor of 5. Dorfo has a +8 Gymnastics skill. Consequently, to succeed, his player would normally have to roll ≥7=10+5-8 on 1d20. However, Dorfo is being chased by a pack of wolves and he doesn't have very long to make the jump – the wolves are almost snapping at his heels. Dorfo's player tells the GM that he will attempt the jump in only 3 seconds (half the default duration, so the minimum possible). Each second faster increases the difficulty factor by 2, so 3 seconds quicker increases the difficulty factor by 6. The difficulty factor of the leap therefore increases from 5 to 11, and so Dorfo's player must roll ≥13=10+11-8 to succeed. Taking a run-up, Dorfo leaps into the air, and his player throws the 1d20…

6,4,1) REDUCING THE TIME REQUIRED FOR A ROUTINE ACTION

Routine actions are accomplished automatically, without a skill or stat roll. However, if a character wishes to accomplish a routine action in a faster time than normal, there is an increased element of risk and the GM may consequently require a skill or stat roll, using a relevant skill or stat.

For instance, in order to speed up combat, the GM will normally class drawing or reloading weapons as routine actions. However, if a PC wants to draw or reload more quickly than the default duration, the GM should require a skill roll, using the skill associated with the weapon being drawn or reloaded. E.g. a heavy crossbow takes 8 seconds to reload normally. Reloading such a crossbow in 4 seconds would require a Crossbow skill roll with the normal difficulty factor (e.g. 5) increased by 2x4=8. A successful roll would indicate that the crossbow had been reloaded in 4 seconds. Failure might indicate that the reload took longer than 8 seconds, depending on degree of failure. A fumble might indicate that the bolt had been accidentally shot into the nearest foot…

6,4,2) FUMBLING A QUICK ACTION

Whenever a character fumbles an attempt to perform an action in less time than the default duration, i.e. he rolls an unmodified 1 on the skill or stat roll, the Fumble Range for the action is increased by +2 for every second less than normal spent on the action.

E.g. Dorfo is making a quick swing with a broadsword at an opponent. Rather than taking 3 seconds to attack as normal, Dorfo is attacking in 2 seconds. The difficulty factor of his attack roll, which is typically the target's Dodge skill, will be increased by 2. In addition, should Dorfo fumble the attack roll by throwing an unmodified 1, then the Fumble Range, which is normally 8 for a broadsword, will become 8+2=10, i.e. Dorfo must throw another 1d20 and score 10 or more to avoid fumbling.

CHAPTER 4
COMBAT

Combat is a key part of every fantasy role-playing game – in fact, having the chance to slay dragons with huge swords is probably the reason that most people play. Combat is also a very tricky thing to model realistically. Differing types of weapons, armour, defensive manoeuvres and injuries all need modelling. Hopefully, the rules given in this chapter, in combination with those for performing and timing actions, will allow combat to be realistic and yet still flow at a fast and exciting second-by-second pace.

1) THE ATTACK ROLL

Attack skill rolls require a value to be calculated using a variant of the usual formula:

10 + [target's Dodge/Block skill bonus] – [attacker's attack skill bonus]

An attack hits if the result of the 1d20 attack roll is equal to or greater than the value of the formula.

1,1) MODIFIERS TO ATTACK SKILL

Various factors can alter a character's attack skill bonus, as we will see. The following penalties and bonuses are cumulative.

1,1,1) STRENGTH PENALTY

Obviously, the heavier a melee weapon is, and the longer the distance between the centre of gravity of the weapon and the handle, the harder it is to wield effectively. Likewise, the larger the bow is, the harder it is to bend and the heavier the crossbow is, the harder it is to turn the crank to reload it.

Consequently, weapons are given a statistic called minimum Strength (mST). A Strength Penalty of ST–mST (i.e. the attacker's ST minus the minimum ST of the weapon) is applied to the attack skill bonus of the weapon's wielder.

Note that, if a character's Strength Penalty with a weapon is positive, i.e. he is stronger than the mST of his weapon, then the Strength Penalty is ignored and he can use the weapon unhindered (he does not gain a bonus to his attack skill in such cases).

1,1,2) LOCATION PENALTY

The attacker should choose which part of the target's body he is going to strike before making his attack. Certain parts of the target may be harder to hit than others because they are relatively small, distant or fast-moving – these have an associated Location Penalty. This penalty is applied to the attack skill bonus.

The following rules apply to bodies of normal humanoid shape, and can easily be adapted for most quadrupeds. Obviously, the GM will need to make alterations for large targets where some body locations may be hard to reach, or non-humanoid targets where unusual limbs may be present (e.g. wings), etc.

1,1,2,1) FIRST DIVISION BODY LOCATIONS

The body should first be divided into torso, limbs and head. Attacking one of these body locations attracts the following Location Penalty:

FIRST DIVISION BODY LOCATION	LOCATION PENALTY
Torso	0
Limb	-1
Head	-2

The torso is the default body location targeted by every attack. I.e. if the attacker does not choose which part of the target's body he is going to strike before making the attack, the GM should assume that the strike is aimed at the torso, since it is often the most relatively slow moving and largest body part.

1,1,2,2) SECOND DIVISION BODY LOCATIONS

The torso, limbs and head can be sub-divided into smaller body locations, if necessary. This is often required because the attacker will wish to aim at an area which is not covered by armour.

BODY LOCATION		LOCATION PENALTY
FIRST DIVISION	SECOND DIVISION	
Torso	Front	-4
	Back	
	Side	
Limb	Upper Arm or Leg	
	Lower Arm or Leg	
	Hand or Foot	
Head	Face	
	Crown *	
	Neck	

All second division body locations attract a Location Penalty of -4.

* The crown is classed as the rest of the head after the face and neck have been discounted.

1,1,2,3) THIRD DIVISION BODY LOCATIONS

The second division body locations can also be sub-divided if the attacker wishes to pinpoint an attack at a very precise area. The following table gives examples of third division body locations:

BODY LOCATION			LOCATION PENALTY
FIRST DIVISION	SECOND DIVISION	THIRD DIVISION	
Torso	Front, Back, Side	Chest, Stomach, Groin, Shoulders, Lumbar, Bottom, Arm Pit	-6
Limb	Upper Arm or Leg, Lower Arm or Leg, Hand or Foot	Shoulder, Hip, Elbow, Knee, Wrist, Ankle, Fingers, Palm, Toes, Heel	
Head	Face, Crown, Neck	Eye, Nose, Mouth, Ear, Throat	

All third division body locations attract a Location Penalty of -6.

1,1,2,4) BODY LOCATIONS AND ARMOUR COMBINATION

Why would an attacker wish to aim at any body location other than the torso, if this reduces his attack skill bonus and, thus, the likelihood of a successful strike? As mentioned above, the answer is armour. By aiming his attack at a specific small area on the target, the attacker may avoid striking an area which is protected by armour. This will be discussed further in the *Armour Damage Penalty* section later.

For now, note that, if an attacker is aiming at a body location which is covered by several different combinations of armour (e.g. soft leather or chain mail over soft leather), then the most protecting armour combination found on that body location is used to determine its level of protection versus the attack.

E.g. an attacker specifies that he is going to strike a target's left arm – a first division body location. The target is wearing no armour on his left hand and upper arm (Armour Combination 0), but his lower arm is protected by a plate bracer (Armour Combination 8). If the attack hits, then Armour Combination 8 is used in the process that determines the damage delivered. By choosing to aim specifically at the unarmoured hand instead, a second division body location, the attacker will suffer a -4 Location Penalty to his attack skill but Armour Combination 0 – which offers much less protection – will be used to calculate the damage from the attack.

The GM should remember that armour is frequently hidden by clothing, cloaks, etc., so it will often be reasonable to restrict attackers to aiming at first division body locations until such time as they have made a successful Observation skill roll; afterwards, they can aim at specific weak points in the target's armour.

1,1,3) ORIENTATION BONUS

An attack is easier if it is made from the rear or the flank of the target, because the target is less able to clearly see the attack coming and dodge or deflect it effectively. Consequently, the attacker's attack skill bonus is increased depending on the orientation of his attack relative to the target:

ORIENTATION OF ATTACK	BONUS TO ATTACK SKILL
From the Front	0
From the Flank	+1
From the Rear	+2

1,1,4) MAGIC WEAPON BONUS

A magic weapon's bonus (typically +1, +2 or +3) should be applied to the attack skill bonus for attack rolls with that weapon.

1,1,5) RANGE MODIFIER

The attack skill bonus may be modified if the attacker uses a ranged attack. The distance to the target determines whether a modification is applied and whether it is a bonus or penalty:

TYPE OF ATTACK	DISTANCE TO TARGET (as a percentage of the attack's maximum range)	
	≤10%	**≥50%**
Thrown or Missile	+1	-2
Elemental Spell (bolt, ball, cone)	+2	-1

E.g. if a long bow has a maximum range of 100 metres, the archer's Bows skill bonus is increased by +1 when he fires at targets within 10 metres, and is decreased by -2 when he fires at targets 50 metres distant or more.

1,1,6) RESISTANCE PENALTY

The attacker's Resistance Penalty, RZ, will reduce his attack skill bonus.

1,1,6,1) FATIGUE

Whenever a character begins combat, his player should add together the character's current number of Hit Points (HIPs) and his Resistance Penalty (RZ). (Note that RZ is zero or negative so the result should be less than or equal to his current HIPs.) After a number of seconds has elapsed equal to this result, the character becomes fatigued.

$$\text{Onset of Fatigue} = \text{Current HIPs} + RZ$$

Once a character is fatigued, a cumulative -1 Fatigue Penalty is accrued each second that he continues to fight. The total Fatigue Penalty is added to the character's Resistance Penalty. This increase in (worsening of) RZ progressively reduces any skill or stat bonuses used in rolls for actions, including the fatigued character's attack skill bonus, his Dodge skill bonus, etc.

Resting for 100/CO seconds "resets" the clock – the character's Fatigue Penalty becomes zero again and his player should recalculate when the onset of fatigue will next occur. (If the character has lost HIPs since last time, this may occur sooner than before.) Resting for less than 100/CO seconds is ineffective, i.e. it does not reset the clock or reduce the Fatigue Penalty, and the character remains fatigued. Resting requires the cessation of all vigorous physical movement; a character may still walk and talk and perform largely mental actions like spell-casting whilst resting.

Once a player has calculated when the onset of fatigue occurs, i.e. after how many seconds the Fatigue Penalty starts to be applied, he does not need to recalculate it every time that his character subsequently loses HIPs. The onset of fatigue is only determined when a character enters combat for the first time, or when he recommences combat following a period of rest.

Note that, because Fatigue Penalties increase (worsen) Resistance Penalties, they can reduce a character's maximum speed and, therefore, his ability to flee from pursuing aggressors – see the *Prohibited Movement Rates* section in the *Actions* chapter.

Also note that some types of creatures do not become fatigued (e.g. demons, elementals, undead, trolls).

For example – Kalin the Dwarf Berserker has decided to rid an abandoned Dwarfen fortress of a Pit Fiend, a demon which has taken up residence there. Kalin has 31 HIPs, a ST of 17 and a CO of 16. Normally encumbered only by his battle axe, loin cloth and beard, Kalin has prudently donned a metal breastplate for this battle. The weight of this gear comes to 15 kgs, well below the 3xST=51 kgs he could carry before acquiring an Encumbrance Penalty. The breastplate does give him a -1 Armour Action Penalty, however, and this means he has a Resistance Penalty, RZ, of -1.

Kalin encounters the Pit Fiend and combat begins. Reaction Rolls are made and the GM starts timing actions. Kalin's player calculates that he can fight for HIPs+RZ=31-1=30 seconds before becoming fatigued. (The Fiend is a demon and so never becomes fatigued!)

Both parties commence a series of attacks and much blood is spilt. One of Kalin's attacks is begun 29 seconds into the combat. Swinging his battle axe takes 4 seconds, so Kalin's player must wait till 33 seconds of combat have elapsed before making his attack roll to resolve this action. As the 31st second of combat begins, Kalin suddenly acquires a -1 Fatigue Penalty due to exhaustion, making his RZ increase to -2. By the time that the 33rd second arrives, Kalin's Fatigue Penalty is 30-33=-3 and his RZ=-4. Thus, when Kalin's player makes the attack roll, Kalin's Two-Handed Axes skill bonus is 4 points lower than normal, thanks to exhaustion. (His Dodge skill will also be lowered by this amount, making it more likely that the Fiend's attacks will hit him.)

Realising that he needs to rest, Kalin makes an Unarmed Combat attack next, trying to trip the demon. This takes 2 seconds to accomplish so the attack roll is made at 35 seconds. Kalin's RZ is -1+(30-35)=-6 by this time, i.e. a -6 penalty is applied to his Unarmed Combat skill in the attack roll. Fortunately, the trip works and the Fiend falls over. Taking his chance, Kalin flees round the corner out of sight. With a RZ of -6, Kalin is now so tired that the fastest he can run is his jogging pace; his Sprinting movement rate is prohibited (see the *Prohibited Movement Rates* section in the *Actions* chapter).

Luckily, Kalin manages to move fast enough to find an alcove in which to hide. He must rest for 100/CO=100/16=6 seconds in order to eliminate his Fatigue Penalty and reset his RZ to -1. By the time that the Pit Fiend finds him, 10 seconds have elapsed and Kalin is no longer fatigued! If he were unharmed, he could now fight for another 30 seconds before acquiring a Fatigue Penalty again. However, thanks to the Fiend's attacks, his current HIP total is 15. Consequently, if the fight continues for longer than HIPs+RZ=15-1=14 seconds, he will start getting fatigued again.

1,1,7) OFF HAND PENALTY

It is not necessary to develop a separate skill bonus in order to wield a weapon with the off hand (i.e. the left hand if the character is right-handed, and vice-versa). However, a -2 penalty is applied to all attack skills (for one-handed attacks) using a character's off hand. E.g. a right-handed character with a Daggers/Knives skill of 8 will have a skill bonus of 8 when wielding a dagger in the right hand and a skill bonus of 6 when wielding a dagger in the left hand.

1,1,7,1) AMBIDEXTERITY

Off Hand Penalties should not be applied to ambidextrous characters.

1,1,7,2) OFF HAND PENALTIES AND TWO-HANDED WEAPONS

Using a two-handed weapon, such as a bow or a two-handed sword, requires the use of the off hand. However, the Off Hand Penalty should only be applied to such skills if the off hand is used to lead with the attack rather than the normal hand.

1,1,7,3) OFF HAND PENALTIES AND NON-ATTACK SKILLS

At the GM's discretion, a -2 Off Hand Penalty may be applied to other types of skills in which the lead hand is predominantly favoured if they are utilised with the off hand. E.g. if a character that is right-handed is forced to pick a lock using only his left hand, his Pick Lock skill bonus should be modified by -2.

1,1,8) SIMULTANEOUS ATTACK PENALTY

It is possible to deliver simultaneous attacks with multiple weapons. However, it is hard to co-ordinate multiple attacks. Consequently, when making simultaneous attacks, a cumulative -2 penalty for each extra attack beyond the first is applied to all attack skills used (including that for the first attack). Note that:

- for these purposes, attacks are defined as simultaneous if their durations overlap, even partially;
- these penalties are cumulative with any applicable off hand penalty;
- simultaneous attacks can be directed at the same or different targets within range.

E.g. if a character wields two daggers simultaneously, then a -2 penalty will be applied to his Daggers/Knives skill for both attacks. He could even attempt to simultaneously kick a target whilst striking with his both of his daggers – in this case, a -4 penalty would apply to all three attacks.

1,1,8,1) FUMBLING SIMULTANEOUS ATTACKS

If a weapon is being used to deliver a simultaneous attack, then its Fumble Range is increased by 50%. E.g. a character makes a single attack using a scimitar, with a default Fumble Range of 8. He will fumble if he throws a 1 on the attack roll followed by <8 on the Fumble Roll. However, if he is simultaneously attacking with a weapon in his other hand, then he will fumble the scimitar attack if he throws a 1 followed by <12.

1,1,9) MISCELLANEOUS MODIFIERS

As always, the GM should feel free to applier further modifiers (penalties or bonuses) to reflect other factors that might affect an attacker's attack skill bonus. For example, if a target is partially hidden by a bush, the GM may wish to apply a penalty to the attack skill. Likewise, if the target is clearly silhouetted against the skyline, then a bonus could be applied to the attack skill. Etc.

1,2) DODGE AND BLOCK

A target may make two different types of defensive manoeuvre to avoid being struck by an attack. He may use Dodge skill to dodge the blow – this is the default method. Alternatively, he may block the force of the blow using his Block skill. This usually requires the use of a shield or melee weapon.

For the purposes of this section, note that simultaneous attacks are defined as attacks that end (i.e. strike) at the same time. I.e. they are simultaneous from the target's point of view.

1,2,1) DODGE SKILL

Dodge skill represents a character's ability to move his body out of the way of incoming attacks. A target may defend against all attacks, even simultaneous attacks, with his Dodge skill – so long as he is aware of them (i.e. surprise attacks cannot be dodged).

Remember that a target's Resistance Penalty, RZ, will reduce his Dodge skill bonus when it is used as the difficulty factor in attack rolls.

1,2,2) BLOCK SKILL

A target can defend against one attack at any time using his Block skill, which represents his ability to block an attack using a shield or a weapon. Note that:

- the defender can only block one attack at any time so, if a number of simultaneous attacks are incoming, he must choose which attack he will block – the rest may be dodged;
- a block can be used against all directions of attack except those coming from the opposite flank – e.g. if the block is being made with a shield held in the left hand, it cannot be used against attacks from the right flank;
- it is impossible to block whilst simultaneously making an attack with the same arm – e.g. choosing to block with a weapon causes any attack currently being made with that weapon to be lost;
- if a magic shield or weapon is used to block, then its magic bonus will be applied so as to enhance the defender's Block skill bonus.

1,2,2,1) RESISTANCE PENALTY AND BLOCK SKILL

Block skill is unusual in that the defender's full Resistance Penalty is not always applied to it.

If the defender has a non-zero Armour Action Penalty, then it is always treated as being -1 for the purpose of calculating the RZ to apply to Block skill, even if his Armour Action Penalty is actually much more negative.

E.g. consider a defender wearing soft leather and chain mail hauberks with a metal breast plate, chain hood and full plate helm – these give an Armour Action Penalty of -3. With the weight of his gear, his full RZ is -4 and this penalty is applied to all of his skill and stat bonuses in rolls. However, for the purposes of calculating his Block skill when defending against attacks, his Armour Action Penalty is treated as being only -1 and, thus, an RZ of only -2 is applied to his Block skill.

This means that heavily armoured characters are likely to find their Block skill bonus to be greater than their Dodge skill bonus. Lightly or un-armoured characters will generally be better off dodging.

1,2,2,2) BLOCKING WITH A SHIELD

Blocks are generally made with a shield. Note that no distinction is made in these rules between the size of the shield used, i.e. between bucklers, normal or tower shields. This is because, generally, while a bigger shield offers wider protection, it is heavier and therefore slower to move.

Block skill is used by a defender to actively block a specific incoming attack. He watches the attack and moves his shield, weapon or arm in a targeted manner so as to intercept it. However, a shield can also be used passively – as cover. When used in this manner, the shield is simply held up as a barrier to hide behind; the shield obstructs all incoming attacks from one general direction and is not moved in a controlled way to intercept a specific attack. In such circumstances, a larger shield obviously provides more cover than a smaller shield.

E.g. consider a foot-soldier attempting to storm a fortress guarded by archers up on battlements. The soldier might lift a tower shield above his head, whilst he runs up to the fort's gateway, to shelter himself from the hail of arrows. In this passive use of his shield, the soldier's Dodge skill should be used as the difficulty factor for the attack rolls for every bow attack against him, not Block. The GM should take care to work out which of the foot-soldier's body locations can be seen by each archer. Many will be hidden behind the shield and, perhaps, the archers will only be able to aim at a second division body location such as a foot (with the associated -4 Location Penalty) – the rest of the soldier being hidden behind the shield.

1,2,2,3) BLOCKING WITH A WEAPON

A melee weapon can be held up and used, like a shield, to block an attack. This is called parrying. In such cases, the defender's Block skill is used as the difficulty factor for the attack roll as normal.

1,2,2,4) BLOCKING WITH AN ARM

If the defender lacks a shield or weapon, he may as a last resort block an attack by using his arm. Clearly, this will be safer if his arm is heavily armoured. This is not treated as blocking, however. Instead, the difficulty factor used in the attack roll is set to zero, as the target is not dodging the attack but is trying to be struck. Obviously, any Injuries delivered will be focused towards his arm.

1,2,2,5) QUALITY VALUES

There is a chance that the impact of an attack will break a shield or weapon which is used to block.

If the block is successful (i.e. the attack roll misses), then the result of the 1d20 thrown in the attack roll should be examined. If its score is ≤QV, where QV is the Quality Value of the shield or weapon, then making that block has broken the shield or weapon.

Shields and weapons have the following QVs, depending on their composition:

COMPOSITION	QUALITY VALUE
Wood	3
Wood/Metal composite	2
Metal	1
Magic Item	0

Thus, if an axe's wooden handle is used to block, a QV of 3 should be used. The axe is very likely to be broken if used to block repeated attacks. A metal sword would probably survive more blocks. If the axe is magical, however, then its QV is zero and it cannot be broken by blocking.

Shields and weapons that have been broken by blocks are rendered useless until repaired.

Note that, if the attack is fumbled (see the *Fumbling Attacks* section shortly) then the blocking shield or weapon does not break, even if the attack roll result is ≤QV (as the fumble should be bad for the attacker, not the defender).

1,2,3) SURPRISE ATTACKS

It is impossible to defend against surprise attacks. Consequently, if a target is surprised by an attack, then his Dodge and Block skill bonuses are zero versus that attack.

An attack is classed as surprising if the target does not detect it before it strikes. This will usually mean that the attacker has used stealth to get in position and make his attack unnoticed (i.e. the target has failed an Observation skill roll in which the difficulty factor was the attacker's Stealth skill). For the purposes of determining if an attack is a surprise attack or not, it should normally be assumed that a target is aware of all attacks being made around him unless stealth has been used. In the cut and thrust of the melee, the target will be looking about and stepping to and fro continuously and will be aware even of attackers to the rear.

1,2,3,1) BEATING THE TARGET'S REACTIONS

If an attack strikes a target before it has chance to react – e.g. because it made a poor Reactions Roll at the start of a combat – then the attack is treated as surprising.

1,2,3,2) IMMOBILE TARGETS

Immobile targets – e.g. unconscious characters or locked doors – cannot defend against attacks in any way and their Dodge and Block skill bonuses are effectively zero versus all attacks.

1,2,3,3) ELEMENTAL BALL ATTACKS

Elemental spell attacks of the ball variety are always classed as surprising against the single target located at their centre. Spells like fire balls erupt from a single focus and, if a creature is at that focus, then it will not be able to see the ball coming or dodge it. Other targets that are not at the focus may be able to see the surface of the ball's volume rapidly expanding towards them, and so may use their Dodge skill to try to avoid damage.

1,3) SUMMARY

The whole attack roll process is condensed into a summary table in the *Appendix*, which also includes the tables most frequently used in combat. The attack roll process is also demonstrated in the detailed example given at the end of this chapter.

1,4) FUMBLING ATTACKS

Fumble Ranges for weapons are listed in the tables in the *Weapons* section. Note that, if a weapon is magical, its Fumble Range is reduced by its magical bonus – e.g. while a normal long sword has a Fumble Range of 10, a +2 magical long sword has a Fumble Range of 8. The Fumble Range for an elemental spell attack is equal to the spell's level (for more rules on spell-casting fumbles, see the *Magic* chapter).

If a character making an attack throws an unmodified 1, and then rolls less than his weapon's Fumble Range on the subsequent Fumble Roll, he fumbles. Example fumble outcomes include:

- freezing;
- dropping the weapon;
- breaking the weapon (note that magic weapons rarely break);
- hitting the nearest friend with the attack;
- striking oneself and, consequently, losing 1d20 Hit Points and having to make an Injury Roll (see the *Injuries* section later). The relevant Armour Damage Penalty should decrease the number of HIPs lost, and the Damage Type of the Injury should correspond to the weapon used.

1,5) DISARMING AN OPPONENT

An attacker can try to disarm his opponent – making him drop whatever weapon he holds – rather than trying to harm him directly.

If an attacker chooses to try to disarm his opponent, an attack roll should be made as normal. Obviously, the attack must be aimed at the target's hand, so a -4 Location Penalty will be applied to the attack skill. If the attack roll is:

- successful, then the target has been disarmed but is not otherwise harmed;
- unsuccessful, then the attack misses and the target is not disarmed or harmed.

The greater the level of success, the greater the resulting separation between the target and his weapon. E.g. if the attack roll was just a success, then the target is likely to have dropped his weapon at his feet whereas, if the attack roll was passed by a large margin, then his weapon may have been knocked several metres away.

2) DETERMINING THE DAMAGE FROM ATTACKS

A creature's health is represented by a number of Hit Points (HIPs). Each time the creature is hit by an attack, it loses some HIPs. When the HIP total becomes zero (or negative), the creature loses consciousness. (Rules for damage are described in more detail in the *Damage and Injuries* section.)

If an attack hits, the target loses a number of HIPs equal to the sum of the following three contributions.

2,1) THE ATTACK ROLL'S SUCCESS

As we have seen, an attack only hits if the result of the 1d20 attack roll is greater than or equal to some value determined with the formula:

10 + [target's Dodge/Block skill bonus] – [attacker's attack skill bonus]

This value is subtracted from the result of the 1d20 attack roll, and the difference is the number of Hit Points lost by the target.

2,2) ATTACK DAMAGE BONUS

The weight and design of some weapons means that they deliver more damage than others. A blow from a two-handed sword will generally deliver more damage to a target than a blow from a short sword, because the two-handed sword is heavier and more leverage is gained from its greater length. This is represented by an Attack Damage Bonus (ADB) associated with every weapon, which is added to the number of Hit Points lost by the target because of an attack that hit. The ADBs of various weapons are listed in the tables in the *Weapons* section shortly.

Note that the Attack Damage Bonus is only added to the overall number of HIPs lost by the victim if the attack actually hit. (If the attack missed, its ADB is not applied!)

2,3) ARMOUR DAMAGE PENALTY

The type of armour at the body location being hit protects against different types of damage to varying degrees. This is represented by an Armour Damage Penalty (ADP) – associated with every combination of armour and specific to each type of damage – which is added to the number of Hit Points lost by the target. Generally, the ADP is negative so this addition reduces the HIP loss, thus reflecting the protection bestowed by the armour. The ADPs of the various Armour Combinations (ACs) are listed in the *Armour Damage Penalties for Different Armour Combinations* section later.

Note that the Armour Damage Penalty is only added to the overall number of HIPs lost by the victim if the attack actually hit. (If the attack missed, the ADP is not applied!)

Note also that, if the ADP of the body location struck is so large that it would make the total number of HIPs lost by the victim of an attack also negative, then the target does not gain HIPs. Instead, his HIP total remains unchanged; his armour has effectively absorbed all of the attack's damage and he neither gains or loses HIPs. E.g. an attack roll exceeds the number needed to hit by 1 point. If the attack's ADB is +3 and the ADP of the Armour Combination struck is -9, then 1+3-9=-5 HIPs are lost by the target. Losing -5 HIPs would be the same as gaining 5 HIPs, but suffering an attack should not effectively heal a target! Consequently, the target's HIPs remain unchanged in this situation.

Finally, remember that, if an attacker is aiming at a body location which is covered by several different Armour Combinations, then the highest Armour Combination found on that body location is used to determine the ADP applied to the attack. E.g. an attacker specifies that he is going to strike a target's head – a first division body location. The target is wearing a plate closed helm (with a visor) over chain mail and soft leather hoods. Consequently, if the attack hits, AC 10 is used. If, instead, the attacker specifically aims at the target's eye – a third division body location – by stabbing through the helm's visor, then a -6 Location Penalty is applied to his attack skill but AC 0 will be used to determine the ADP if the attack hits. To summarise, whenever an attacker's player chooses which part of a target to aim at, he should balance the difficulty of aiming at a small specific part of the target with the benefit of striking a less protected area and consequently doing more damage if he hits.

3) WEAPONS

3,1) MELEE WEAPONS

3,1,1) ONE-HANDED (INCLUDING SHIELDS)

NAME	F	mST	ADB	DAMAGE TYPE	SPEED (secs)	WEIGHT (kgs)	LENGTH (metres)	COST
Axe, Hand	8	8	4	Slash	3	2.5	0.8	5 sp
Chain, Fighting	20	8	2	Crush	4	2.5	3.0	4 sp
Cudgel	7	3	3	Crush	3	1.5	0.9	5 cp
Dagger	5	3	2	Slash	2	0.5	0.3	3 sp
Flail, Morning Star	18	8	5	Crush	4	2.5	0.6+0.3	16 sp
Hammer, War	8	8	4	Puncture	4	2.5	0.9	15 sp
Javelin	10	8	3	Puncture	3	2	1.7	3 sp
Lance	20	15	20	Puncture	5	2.5	3.6	12 sp
Mace	8	8	4	Crush	4	2.5	0.9	6 sp
Nunchaku	18	3	1	Crush	2	1	0.5+0.5	12 sp
Shield, Buckler *	5	3	1	Crush	2	3	0.3	35 bp
Shield, Normal *	5	8	3	Crush	4	9	1.1	7 sp
Shield, Tower *	5	12	4	Crush	5	15	1.5	9 sp
Sword, Broad	8	8	4	Slash	3	2	0.9	10 sp
Sword, Cutlass / Sabre	8	8	3	Slash	3	2	0.8	9 sp
Sword, Falchion	10	12	5	Slash	4	2.5	0.9	15 sp
Sword, Foil	8	3	3	Puncture	3	1.5	0.9	21 sp
Sword, Long	10	12	5	Slash	4	2	1.1	18 sp
Sword, Rapier	8	3	3	Puncture	3	1.5	0.9	22 sp
Sword, Scimitar	8	8	4	Slash	3	2	0.9	10 sp
Sword, Short	7	3	3	Puncture	3	1.5	0.5	7 sp
Whip	15	3	1	Grapple	2	2	3.0	2 sp

Key:

- F = Fumble Range for the attack. If an unmodified 1 is thrown on the attack roll, then the attacker must roll ≥ F on 1d20 to avoid fumbling.
- mST = minimum Strength for attack.
- DAMAGE TYPE = the type of damage inflicted by the weapon, i.e. whether the attack slashes, crushes, punctures, etc. Different types of armour protect to lesser or greater extents versus different Damage Types. (Damage Type also determines the kind of Injuries that the attack may cause; Injuries are described later.)

- ADB = Attack Damage Bonus. This bonus is added to any HIP loss caused by the attack, if it hits.
- SPEED = the default duration required for an attack.
- WEIGHT = the average weight of the weapon.
- LENGTH = the average length of the weapon.
- COST = the average cost of the weapon (gp = gold piece, sp = silver piece, bp = bronze piece and cp = copper piece).
- * Note that spiked shields deliver Puncture Injuries, not Crush. The weights and prices given are for wooden shields. More expensive reinforced or metal shields are listed in the *Prices for Goods and Services* chapter.

3,1,2) TWO-HANDED

NAME	F	mST	ADB	DAMAGE TYPE	SPEED (secs)	WEIGHT (kgs)	LENGTH (metres)	COST
Axe, Battle	14	13	8	Slash	4	3	1.1	13 sp
Club	8	10	6	Crush	3	2.5	1.2	1 cp
Flail, Great	20	15	10	Crush	4	3.5	0.9+0.6	19 sp
Halberd	14	13	10	Slash	4	3.5	2.4	14 sp
Hammer, Great	12	15	10	Crush	4	4.5	1.2	20 sp
Mace, Great	8	15	10	Crush	4	3.5	1.2	10 sp
Mattock, War	14	13	8	Puncture	4	2.5	1.2	15 sp
Pick, Military	14	13	8	Puncture	4	3	1.2	15 sp
Pike	14	13	10	Puncture	4	3.5	3.6	12 sp
Quarterstaff *	12	6	4	Crush	3	2	1.8	5 cp
Spear *	8	6	4	Puncture	3	2.5	2.3	23 bp
Sword, Bastard *	10	8	6	Slash	3	2.5	1.2	20 sp
Sword, Claymore	14	13	8	Slash	4	2.5	1.1	20 sp
Sword, Katana *	10	8	6	Slash	3	2.5	1.2	23 sp
Sword, No-Dachi	14	13	10	Slash	4	3	1.8	25 sp
Sword, Two-Handed	14	15	12	Slash	4	4	1.8	20 sp
Trident *	8	6	4	Puncture	3	2.5	2.1	4 sp

3,1,2,1) USING TWO-HANDED WEAPONS WITH ONE HAND

Almost any two-handed melee weapon can be swung with only one hand, but the weight and lack of balance make effective attacks very tricky to deliver. In such cases, the character's ST stat is halved for the purposes of determining the Strength Penalty, i.e. a penalty equal to (ST/2)–mST is applied to the attack skill bonus. Fractions <0.5 should be rounded down and those ≥0.5 rounded up.

* Weapons like quarterstaffs, spears, tridents, bastard swords and katanas have long handles and are balanced such that they can be used relatively easily one-handed (hence their low mST statistics).

3,2) THROWN WEAPONS

NAME	F	mST	ADB	DAMAGE TYPE	SPEED (secs)	MAX RANGE (metres)	WEIGHT (kgs)	LENGTH (metres)	COST
Axe, Hand	20	8	3	Slash	3	15	2.5	0.9	5 sp
Bolas	20	3	1	Grapple	3	15	1	1.0	6 sp
Dagger	10	3	2	Puncture	2	20	0.5	0.3	3 sp
Dart	5	3	1	Puncture	2	10	0.25	0.1	2 sp
Hammer, War	20	8	3	Crush	4	15	2.5	0.9	15 sp
Javelin	15	8	6	Puncture	3	50	2	1.8	3 sp
Mace	20	8	3	Crush	4	15	2.5	0.9	6 sp
Net, Gladiator's	15	3	0	Grapple	3	10	1	1.5	3 sp
Nunchaku	20	3	1	Crush	2	15	1	0.5+0.5	12 sp
Shuriken	5	3	1	Slash	2	20	0.5	0.1	30 sp
Spear	15	6	6	Puncture	3	40	2.5	2.4	23 bp

Note that the maximum range given in this table is not the furthest that a weapon can be thrown, but is the longest distance over which successful attacks can be made. I.e. the distances given in the table are for fairly flat trajectories which are easy to aim. A dagger, for example, could be lobbed high up into an arcing, parabolic trajectory so that it travels much further than 20 metres horizontally. However, it would be extremely hard to aim such a throw so that it hit a specific target. Many attempts might be needed, and the dagger would be as likely to hit handle first as blade first.

3,2,1) THROWING SMALL ROCKS

NAME	F	mST	ADB	DAMAGE TYPE	SPEED (secs)	MAX RANGE (metres)	WEIGHT (kgs)	LENGTH (metres)	SIZED LIKE
Rock, Small	5	3	1	Crush	2	ST	0.5	0.5	Apple
Rock, Medium		13	5				2	0.1	Grapefruit

E.g. a character with ST=10 can hit targets up to 10 metres away with a small rock.

Note that, unless a character specifically develops a skill at throwing rocks, an attack bonus equal to AG/4 should be used.

3,3) MISSILE WEAPONS

NAME	Fr, Ff	mST	ADB	DAMAGE TYPE	SPEED (secs)	RELOAD (secs)	MAX RANGE (metres)	WEIGHT (kgs)	LENGTH (metres)	COST
Blow-pipe	15,5	3	0	Puncture	1	3	30	0.5	0.9	5 sp
Bow, Composite Long	10,15	10	9		1	3	120	1.5	1.5	17 sp
Bow, Composite Short	10,11	8	5		1	3	80	1	0.9	9 sp
Bow, Long	10,14	8	6		1	3	100	1.5	1.5	10 sp
Bow, Short	10,10	3	3		1	3	60	1	0.9	6 sp
Cross-bow, Heavy	20,1	13	12		1	8	150	4.5	0.9	22 sp
Cross-bow, Light	10,1	3	6		1	5	100	2.5	0.6	11 sp
Sling	10,15	3	2	Crush	2	3	40	0.5	0.9	15 bp
Sling, Staff	15,20	8	4	Crush	2	3	60	1	0.9+0.3	2 sp

Key:

- Fr = Fumble Range for reloading.
- Ff = Fumble Range for firing.

3,4) USING TOOLS INSTEAD OF WEAPONS

If a tool is used to attack instead of a proper weapon, use half of the skill bonus for the closest weapon and half of its ADB. E.g. Gabrot the Goblin has been forced to defend himself with an old carpenter's hammer. His One-Handed Hammers/Mattocks/Picks skill bonus is used in the attack roll (this covers the use of one-handed hammers), but his normal skill bonus of +14 is reduced to +7. Additionally, if he hits, an ADB of +2 will be used rather than +4, the norm for war hammers.

4) UNARMED COMBAT

Unarmed attacks can be divided into the following types. The same attack skill, Unarmed Combat, is used for all.

NAME	F	mST	DAMAGE TYPE	ADB	SPEED (secs)
Holds or Locks	7	0	Grapple	0	3
Kicks or Punches	5	0	Crush / Mental	0	1
Trips or Throws	9	0	Crush	0	2

When making a kick or punch Unarmed Combat attack to the head, the attacker can choose whether his attack will deliver the Crush or Mental Damage Type. If the Mental Damage Type is chosen and the attack causes an Injury (Injuries are described shortly), then the target is likely to be stunned rather than wounded. The decision regarding Damage Type must be made before the attack.

(Because of their great size, strength and density, Trolls are able to make more dangerous unarmed attacks – see the *Optional Races* chapter. Some may also be able to throw large rocks.)

5) ELEMENTAL SPELL ATTACKS

Similar rules are used to determine whether an elemental bolt, ball or cone spell (e.g. Lightning Bolt, Fire Ball) hits its target or not. As usual, this formula is used for the attack roll:

10 + [target's Dodge/Block skill bonus] – [attacker's attack skill bonus]

...where the attack skill is either the attacker's relevant spell-casting skill or AG/4, whichever is highest.

Note that a target can use Block skill to deflect bolts but not balls or cones.

Note too that the Fumble Range of any magical attack is given by the spell's level.

5,1) SIZE

Elemental spell attacks can be cast in different sizes – Tiny, Small, Medium, Large or Huge. Unless otherwise specified (e.g. by a spell's description), the size of an elemental spell attack correlates with the size of its caster. E.g. a Human, medium in size, will generally cast medium sized bolts, balls and cones; an old dragon, huge in size, will generally breathe out a huge sized cone of fire.

5,2) ATTACK DAMAGE BONUS

The elemental attack spell's size determines its Attack Damage Bonus, regardless of whether the spell is a bolt, ball or cone:

SIZE	ADB
Tiny	0
Small	+1
Medium	+4
Large	+10
Huge	+20

5,3) DAMAGE TYPE

Spells of the following elements deliver the corresponding Damage Types:

ELEMENT	DAMAGE TYPE
Acid	Acid
Cold	Cold
Earth	Puncture
Electricity (Lightning)	Electricity
Fire	Heat
Ice	Puncture
Water	Crush

5,4) STRENGTH PENALTY

Strength Penalties are not applied to elemental spell attacks.

5,5) ATTACKS AND VOLUME

Note that there is no difference in Attack Damage Bonuses between bolts, balls and cones of the same size. The only difference in terms of damage inflicted is that, whereas a bolt only affects a single target (the first one it strikes), balls and cones have a volume and they affect everyone within it. In addition to a volume, a cone is sustained, flame-thrower like, for an extended period, damaging everyone entering the volume during that duration. Balls only damage targets within their volume during the instant in which they appear – they dissipate harmlessly afterwards.

5,5,1) ARMOUR COMBINATION VERSUS ATTACKS WITH VOLUME

Attacks like elemental ball or cone spells will generally engulf a whole target, affecting all body locations simultaneously. To model this, work out the target's average Amour Combination (AC) by adding together the highest AC values on each first division body location (i.e. the torso, four limbs and head) and dividing by six. Once the average AC has been calculated, use it to determine the Armour Damage Penalty versus the Damage Type of the attack.

E.g. a character wearing a rigid leather helmet (AC 4), a soft leather hauberk and a plate cuirass (AC 9 on the torso and AC 1 on the arms and upper legs) has an average AC of (9+1+1+1+1+4)/6= 17/6=3. So, if the character is hit by a fireball, he is treated as if he has an Armour Damage Penalty of -4 versus the attack (see the table in the *Armour Damage Penalties for Different Armour Combinations* section below).

6) ARMOUR

6,1) ARMOUR COMBINATIONS

Different pieces of armour, made from different materials (e.g. leather, chain mail, plate), can be worn on different body locations. The next table lists the combinations of armour that can be worn on a particular second division body location, and their Armour Combination rating. It also shows some equivalent natural animal hides (i.e. as found on certain animals).

TYPE OF ARTIFICIAL ARMOUR	AC	EXAMPLE OF EQUIVALENT NATURAL ANIMAL HIDE
Naked Skin or Cloth	0	Soft Skin (e.g. wolf)
Soft Leather	1	Hide (e.g. bull)
Reinforced Leather (with wood splints)	2	Tough Hide (e.g. crocodile)
Reinforced Leather (with metal splints)	3	
Rigid Leather	4	Bone, Carapace or Wood (e.g. skeletons)
Rigid Leather over Soft Leather	5	Extremely Tough Hide (huge creatures only)
Chain Mail over Soft Leather	6	
Scale Mail over Soft Leather	7	
Plate	8	Metallic Skin (e.g. Rust Monster)
Plate over Soft Leather	9	
Plate over Chain Mail over Soft Leather	10	
Obsidian (see the *Treasure* chapter)	11	Stony Skin (e.g. Trolls)

6,2) ARMOUR DAMAGE PENALTIES FOR DIFFERENT ARMOUR COMBINATIONS

The Armour Damage Penalties given by the following table modify any Hit Points delivered to the body location protected by the armour. Different armours protect better versus different types of damage.

DAMAGE TYPE	ARMOUR COMBINATION (AC)											
	0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**
ACID	0	-1	-2	-3	-4	-7	-5	-6	-8	-9	-10	-10
COLD	0	-2	-5	-3	-4	-10	-6	-7	-1	-8	-9	-10
CRUSH	0	-1	-2	-3	-6	-7	-4	-5	-8	-9	-10	-10
ELECTRICITY	0	0	0	+1	0	0	+2	+3	+6	+4	+5	-10
HEAT	0	-2	-3	-4	-5	-6	-7	-8	-1	-9	-10	-10
PUNCTURE	0	-1	-4	-5	-2	-3	-9	-8	-6	-7	-10	-10
SLASH	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-10
ASPHYXIATION	Armour Damage Penalty is always zero!											
GRAPPLE												
MAGIC												
MENTAL												

These penalties are based on the following assumptions:

- Acid – the thicker the armour, the more metal and the less porous, the better.
- Cold – metal is conductive, so metal against skin offers least protection. However, metal will protect underlying leather to some extent. More protection comes with several layers of leather.
- Crush – the more rigid the armour, the less it will transmit the impact to the wearer.
- Electricity – metal is very conductive, so the thicker the non-metal armour, the better.
- Heat – metal is conductive, so metal against skin offers least protection. Exposed leather will burn rather than insulate. Metal will protect underlying leather to some extent, so these combinations offer best protection.
- Puncture – rigid layers are least effective versus punctures. Chain mail is most effective.
- Slash – the harder the material, the more it resists being cut. Metal armours are most effective.
- Asphyxiation, Grapple, Magic or Mental – armour has no effect against these Injuries.

6,2,1) ATTACK DAMAGE BONUS VERSUS ARMOUR COMBINATION FOR VARIOUS DAMAGE TYPES

If calculating ADB+ADP is too much mental arithmetic when determining the number of HIPs lost because of an attack, the following tables can be used to help. They cross-reference an attack's ADB with the target body location's AC for the different Damage Types.

E.g. a medium acid bolt hits a target's forearm, which is protected by a plate bracer. The bolt delivers Acid damage with an Attack Damage Bonus of 4, and the bracer protects as Armour Combination 8. Consequently, the Acid table is used to cross-reference an ADB of 4 with an AC of 8. The result is added to the total number of Hit Points lost because of the bolt attack – in this case, the result of -4 reduces the HIP loss, reflecting the effective protection bestowed by the bracer. (This assumes, of course, that the acid bolt hits – if it misses, no HIPs are lost by the target regardless of the attack's ADB or the target's AC.)

6,2,1,1) ACID

ADB	ARMOUR COMBINATION (AC)											
	0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**
0	0	-1	-2	-3	-4	-7	-5	-6	-8	-9	-10	-10
1	1	0	-1	-2	-3	-6	-4	-5	-7	-8	-9	-9
2	2	1	0	-1	-2	-5	-3	-4	-6	-7	-8	-8
3	3	2	1	0	-1	-4	-2	-3	-5	-6	-7	-7
4	4	3	2	1	0	-3	-1	-2	-4	-5	-6	-6
5	5	4	3	2	1	-2	0	-1	-3	-4	-5	-5
6	6	5	4	3	2	-1	1	0	-2	-3	-4	-4
7	7	6	5	4	3	0	2	1	-1	-2	-3	-3
8	8	7	6	5	4	1	3	2	0	-1	-2	-2
9	9	8	7	6	5	2	4	3	1	0	-1	-1
10	10	9	8	7	6	3	5	4	2	1	0	0
11	11	10	9	8	7	4	6	5	3	2	1	1
12	12	11	10	9	8	5	7	6	4	3	2	2
13	13	12	11	10	9	6	8	7	5	4	3	3
14	14	13	12	11	10	7	9	8	6	5	4	4
15	15	14	13	12	11	8	10	9	7	6	5	5
16	16	15	14	13	12	9	11	10	8	7	6	6
17	17	16	15	14	13	10	12	11	9	8	7	7
18	18	17	16	15	14	11	13	12	10	9	8	8
19	19	18	17	16	15	12	14	13	11	10	9	9
20	20	19	18	17	16	13	15	14	12	11	10	10

6,2,1,2) COLD

ADB	ARMOUR COMBINATION											
	0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**
0	0	-2	-5	-3	-4	-10	-6	-7	-1	-8	-9	-10
1	1	-1	-4	-2	-3	-9	-5	-6	0	-7	-8	-9
2	2	0	-3	-1	-2	-8	-4	-5	1	-6	-7	-8
3	3	1	-2	0	-1	-7	-3	-4	2	-5	-6	-7
4	4	2	-1	1	0	-6	-2	-3	3	-4	-5	-6
5	5	3	0	2	1	-5	-1	-2	4	-3	-4	-5
6	6	4	1	3	2	-4	0	-1	5	-2	-3	-4
7	7	5	2	4	3	-3	1	0	6	-1	-2	-3
8	8	6	3	5	4	-2	2	1	7	0	-1	-2
9	9	7	4	6	5	-1	3	2	8	1	0	-1
10	10	8	5	7	6	0	4	3	9	2	1	0
11	11	9	6	8	7	1	5	4	10	3	2	1
12	12	10	7	9	8	2	6	5	11	4	3	2
13	13	11	8	10	9	3	7	6	12	5	4	3
14	14	12	9	11	10	4	8	7	13	6	5	4
15	15	13	10	12	11	5	9	8	14	7	6	5
16	16	14	11	13	12	6	10	9	15	8	7	6
17	17	15	12	14	13	7	11	10	16	9	8	7
18	18	16	13	15	14	8	12	11	17	10	9	8
19	19	17	14	16	15	9	13	12	18	11	10	9
20	20	18	15	17	16	10	14	13	19	12	11	10

6,2,1,3) CRUSH

ADB	ARMOUR COMBINATION											
	0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**
0	0	-1	-2	-3	-6	-7	-4	-5	-8	-9	-10	-10
1	1	0	-1	-2	-5	-6	-3	-4	-7	-8	-9	-9
2	2	1	0	-1	-4	-5	-2	-3	-6	-7	-8	-8
3	3	2	1	0	-3	-4	-1	-2	-5	-6	-7	-7
4	4	3	2	1	-2	-3	0	-1	-4	-5	-6	-6
5	5	4	3	2	-1	-2	1	0	-3	-4	-5	-5
6	6	5	4	3	0	-1	2	1	-2	-3	-4	-4
7	7	6	5	4	1	0	3	2	-1	-2	-3	-3
8	8	7	6	5	2	1	4	3	0	-1	-2	-2
9	9	8	7	6	3	2	5	4	1	0	-1	-1
10	10	9	8	7	4	3	6	5	2	1	0	0
11	11	10	9	8	5	4	7	6	3	2	1	1
12	12	11	10	9	6	5	8	7	4	3	2	2
13	13	12	11	10	7	6	9	8	5	4	3	3
14	14	13	12	11	8	7	10	9	6	5	4	4
15	15	14	13	12	9	8	11	10	7	6	5	5
16	16	15	14	13	10	9	12	11	8	7	6	6
17	17	16	15	14	11	10	13	12	9	8	7	7
18	18	17	16	15	12	11	14	13	10	9	8	8
19	19	18	17	16	13	12	15	14	11	10	9	9
20	20	19	18	17	14	13	16	15	12	11	10	10

6,2,1,4) ELECTRICITY

ADB	ARMOUR COMBINATION											
	0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**
0	0	0	0	1	0	0	2	3	6	4	5	-10
1	1	1	1	2	1	1	3	4	7	5	6	-9
2	2	2	2	3	2	2	4	5	8	6	7	-8
3	3	3	3	4	3	3	5	6	9	7	8	-7
4	4	4	4	5	4	4	6	7	10	8	9	-6
5	5	5	5	6	5	5	7	8	11	9	10	-5
6	6	6	6	7	6	6	8	9	12	10	11	-4
7	7	7	7	8	7	7	9	10	13	11	12	-3
8	8	8	8	9	8	8	10	11	14	12	13	-2
9	9	9	9	10	9	9	11	12	15	13	14	-1
10	10	10	10	11	10	10	12	13	16	14	15	0
11	11	11	11	12	11	11	13	14	17	15	16	1
12	12	12	12	13	12	12	14	15	18	16	17	2
13	13	13	13	14	13	13	15	16	19	17	18	3
14	14	14	14	15	14	14	16	17	20	18	19	4
15	15	15	15	16	15	15	17	18	21	19	20	5
16	16	16	16	17	16	16	18	19	22	20	21	6
17	17	17	17	18	17	17	19	20	23	21	22	7
18	18	18	18	19	18	18	20	21	24	22	23	8
19	19	19	19	20	19	19	21	22	25	23	24	9
20	20	20	20	21	20	20	22	23	26	24	25	10

6,2,1,5) HEAT

ADB	ARMOUR COMBINATION											
	0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**
0	0	-2	-3	-4	-5	-6	-7	-8	-1	-9	-10	-10
1	1	-1	-2	-3	-4	-5	-6	-7	0	-8	-9	-9
2	2	0	-1	-2	-3	-4	-5	-6	1	-7	-8	-8
3	3	1	0	-1	-2	-3	-4	-5	2	-6	-7	-7
4	4	2	1	0	-1	-2	-3	-4	3	-5	-6	-6
5	5	3	2	1	0	-1	-2	-3	4	-4	-5	-5
6	6	4	3	2	1	0	-1	-2	5	-3	-4	-4
7	7	5	4	3	2	1	0	-1	6	-2	-3	-3
8	8	6	5	4	3	2	1	0	7	-1	-2	-2
9	9	7	6	5	4	3	2	1	8	0	-1	-1
10	10	8	7	6	5	4	3	2	9	1	0	0
11	11	9	8	7	6	5	4	3	10	2	1	1
12	12	10	9	8	7	6	5	4	11	3	2	2
13	13	11	10	9	8	7	6	5	12	4	3	3
14	14	12	11	10	9	8	7	6	13	5	4	4
15	15	13	12	11	10	9	8	7	14	6	5	5
16	16	14	13	12	11	10	9	8	15	7	6	6
17	17	15	14	13	12	11	10	9	16	8	7	7
18	18	16	15	14	13	12	11	10	17	9	8	8
19	19	17	16	15	14	13	12	11	18	10	9	9
20	20	18	17	16	15	14	13	12	19	11	10	10

6,2,1,6) PUNCTURE

ADB	ARMOUR COMBINATION											
	0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**
0	0	-1	-4	-5	-2	-3	-9	-8	-6	-7	-10	-10
1	1	0	-3	-4	-1	-2	-8	-7	-5	-6	-9	-9
2	2	1	-2	-3	0	-1	-7	-6	-4	-5	-8	-8
3	3	2	-1	-2	1	0	-6	-5	-3	-4	-7	-7
4	4	3	0	-1	2	1	-5	-4	-2	-3	-6	-6
5	5	4	1	0	3	2	-4	-3	-1	-2	-5	-5
6	6	5	2	1	4	3	-3	-2	0	-1	-4	-4
7	7	6	3	2	5	4	-2	-1	1	0	-3	-3
8	8	7	4	3	6	5	-1	0	2	1	-2	-2
9	9	8	5	4	7	6	0	1	3	2	-1	-1
10	10	9	6	5	8	7	1	2	4	3	0	0
11	11	10	7	6	9	8	2	3	5	4	1	1
12	12	11	8	7	10	9	3	4	6	5	2	2
13	13	12	9	8	11	10	4	5	7	6	3	3
14	14	13	10	9	12	11	5	6	8	7	4	4
15	15	14	11	10	13	12	6	7	9	8	5	5
16	16	15	12	11	14	13	7	8	10	9	6	6
17	17	16	13	12	15	14	8	9	11	10	7	7
18	18	17	14	13	16	15	9	10	12	11	8	8
19	19	18	15	14	17	16	10	11	13	12	9	9
20	20	19	16	15	18	17	11	12	14	13	10	10

6,2,1,7) SLASH

ADB	ARMOUR COMBINATION											
	0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**
0	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-10
1	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-9
2	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-8
3	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-7
4	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-6
5	5	4	3	2	1	0	-1	-2	-3	-4	-5	-5
6	6	5	4	3	2	1	0	-1	-2	-3	-4	-4
7	7	6	5	4	3	2	1	0	-1	-2	-3	-3
8	8	7	6	5	4	3	2	1	0	-1	-2	-2
9	9	8	7	6	5	4	3	2	1	0	-1	-1
10	10	9	8	7	6	5	4	3	2	1	0	0
11	11	10	9	8	7	6	5	4	3	2	1	1
12	12	11	10	9	8	7	6	5	4	3	2	2
13	13	12	11	10	9	8	7	6	5	4	3	3
14	14	13	12	11	10	9	8	7	6	5	4	4
15	15	14	13	12	11	10	9	8	7	6	5	5
16	16	15	14	13	12	11	10	9	8	7	6	6
17	17	16	15	14	13	12	11	10	9	8	7	7
18	18	17	16	15	14	13	12	11	10	9	8	8
19	19	18	17	16	15	14	13	12	11	10	9	9
20	20	19	18	17	16	15	14	13	12	11	10	10

6,2,1,8) ASPHYXIATION, GRAPPLE, MAGIC OR MENTAL

Because Asphyxiation, Grapple, Magic and Mental attacks are not affected by the Armour Combination of the target, the Armour Damage Penalty versus these types of attacks is zero, so any HIP loss (from a successful attack) is just increased by the Attack Damage Bonus. I.e.:

ADB	ALL ACs
0	0
1	1
2	2
3	3
etc.	etc.

6,3) ARMOUR ACTION PENALTIES

Because of its stiffness, wearing armour reduces a character's ability to make successful actions. This is represented via an Armour Action Penalty. The sum of the Armour Action Penalties for all of the pieces of armour worn by a character (rounding fractions ≥0.5 up and <0.5 down) contributes to his Resistance Penalty. This, in turn, penalises his skill and stat rolls for actions; see the *Resistance* section of the *Actions* chapter.

6,4) MAGICAL ARMOUR BONUS

If a piece of armour has a magical bonus, it should be added to the Action Penalty associated with that armour so as to reduce the Action Penalty and make the armour less cumbersome to wear. A magical bonus can only reduce a piece of armour's Action Penalty to zero; it cannot give the armour a positive Action Penalty. (Note that the magical bonus of armour does not alter Armour Damage Penalties.)

6,5) AVAILABLE PIECES OF ARMOUR

The following table lists:

- the types of armour that exist;
- the standard garments available in each type of construction;
- the limitations to the protection offered by particular garments;
- the Action Penalties (for pairs, where applicable; halve the penalty for half of a pair, rounding fractions <0.5 down and ≥0.5 up);
- weights and prices (for pairs, where applicable; halve the weight or price for half of a pair, rounding fractions <0.5 down and ≥0.5 up).

TYPE	GARMENTS AVAILABLE	BODY LOCATIONS COVERED	ACTION PENALTY	WEIGHT (kgs)	PRICE
Soft Leather	Cap	Head (Crown only)	0	0.5	5 cp
	Hood	Head (not Face or Throat)	0	1	1 bp
	Jerkin	Torso (not Groin or Bottom)	0	4.5	1 sp
	Coat	Torso, Arms	0	6.5	4 sp
	Hauberk	Torso, Arms, Upper Legs	0	8	6 sp
	Gauntlets	Hands and Wrists	0	1	4 bp
	Boots	Lower Legs, Feet	0	2	1 sp
	Shoes	Feet	0	0.5	4 bp
	Trousers	Legs (also Groin and Bottom)	0	4.5	4 sp
Wood Reinforced Leather (soft leather with wood reinforcements sewn in, e.g. splint mail)	Jerkin	Torso (not Groin or Bottom)	-1	5.5	5 sp
	Coat	Torso, Arms	-1	7	7 sp
	Hauberk	Torso, Arms, Upper Legs	-1	9	9 sp
	Gauntlets	Hands and Wrists	0	1.5	4 sp
	Skirt	Upper Legs (also Groin and Bottom)	0	3	4 sp
Metal Reinforced Leather (soft leather with metal reinforcements sewn in, e.g. splint mail)	Jerkin	Torso (not Groin or Bottom)	-1	7	6 sp
	Coat	Torso, Arms	-1	9	9 sp
	Hauberk	Torso, Arms, Upper Legs	-1	11.5	11 sp
	Gauntlets	Hands and Wrists	0	2	5 sp
	Skirt	Upper Legs (also Groin and Bottom)	0	4.5	5 sp

TYPE	GARMENTS AVAILABLE	BODY LOCATIONS COVERED	ACTION PENALTY	WEIGHT (kgs)	PRICE
Rigid Leather (waxed leather, e.g. cuir bouilli)	Helmet	Head (Crown only)	0	1	25 bp
	Breastplate	Torso (Front only)	-1	11.5	45 bp
	Cuirass (coupled breast and back plate)	Torso (not Groin or Bottom)	-1	16	1 gp
	Bracers	Lower Arms (not Elbow or Wrist)	0	1	1 sp
	Vambraces	Upper Arms (not Shoulder or Elbow)	0	2	3 sp
	Gauntlets	Hands and Wrists	0	1.5	5 sp
	Cuisses	Upper Legs (not Knees, Hips or Groin)	0	2	1 sp
	Greaves	Lower Legs (not Knees or Ankles)	0	2	1 sp
	Cod Piece	Groin	0	0.5	15 bp
Chain Mail (interlocking rings of metal)	Coif (chain mail hood)	Head (not Face or Throat)	0	2	1 gp
	Jerkin	Torso (not Groin or Bottom)	-1	9	15 sp
	Coat	Torso, Arms	-1	13.5	4 gp
	Hauberk	Torso, Arms, Upper Legs	-1	18	55 sp
	Gauntlets	Hands and Wrists	0	2.5	3 gp
	Chausses (chain mail leggings with feet)	Feet, Legs (also Groin and Bottom)	-1	9	4 gp
Scale Mail (overlapping small scales of metal riveted together – like scales of a fish.	Hood	Head (not Face or Throat)	0	2	2 gp
	Jerkin	Torso (not Groin or Bottom)	-1	11.5	3 gp
	Coat	Torso, Arms	-2	17.5	8 gp
	Hauberk	Torso, Arms, Upper Legs	-3	22.5	11 gp
	Gauntlets	Hands and Wrists	0	2.5	6 gp
	Skirt	Upper Legs (also Groin and Bottom)	0	2	3 gp

TYPE	GARMENTS AVAILABLE	BODY LOCATIONS COVERED	ACTION PENALTY	WEIGHT (kgs)	PRICE
Plate (solid large plates of metal hinged or riveted together)	Pot Helm	Head (Crown only)	0	1	4 sp
	Full Helm	Head (including Neck but not Face)	-1	2.5	9 sp
	Closed Helm (with visor)	Head (including Neck and Face)	-2	2.5	125 sp
	Breastplate	Torso (Front only)	-1	11.5	2 gp
	Cuirass (coupled breast and back plate)	Torso (not Groin or Bottom)	-1	18	45 sp
	Bracers	Lower Arms (not Elbow or Wrist)	0	2	5 sp
	Vambraces	Upper Arms (not Shoulder or Elbow)	0	2	5 sp
	Gauntlets	Hands and Wrists	0	2.5	5 gp
	Sabatons	Ankles and Feet (not Soles)	0	2.5	4 gp
	Cuisses	Upper Legs (not Knees, Hips or Groin)	0	3.5	1 gp
	Greaves	Lower Legs (not Knees or Ankles)	0	3.5	1 gp
	Cod Piece	Groin	0	1	4 sp
	Suit (cuirass attached to pair of articulated arms and legs)	Torso, Arms and Legs (not Hands and Feet)	-5	35	25 gp

6,6) WEARING ARMOUR

Six rules generally describe how armour combinations can be worn:

- Multiple layers of the same type of armour cannot be worn.
- Soft Leather can be worn under any other Armour Combination.
- Chain Mail and Scale Mail must be worn over a layer of Soft Leather, which acts as padding and stops chafing.
- Plate armour will generally be worn over a padding layer of Soft Leather, although bracers, vambraces, cuisses and greaves (i.e. the small pieces worn on parts of limbs) may be worn directly against the skin.
- Chain Mail can be worn beneath Plate.
- Reinforced Leather, Rigid Leather, Scale Mail and Plate have to be worn as the outermost layer and cannot be covered by further layers of armour.

So, a character wearing:

- soft leather hooded coat, trousers, shoes and gauntlets (total Action Penalty =0);
- chain mail hooded coat, chausses and gauntlets (total Action Penalty =-2);
- plate suit, sabatons, gauntlets and closed helm (total Action Penalty =-7);

...will have a total Action Penalty of -9. The weight of all of this armour will be 84 kgs! For a character with ST=15, this weight gives a -3 Encumbrance Penalty and, thus, a Resistance Penalty of -12=-9+-3. In other words, wearing lots of armour will be extremely deleterious to even the strongest characters' skill and stat rolls for actions. Better find some magic armour!

7) DAMAGE AND INJURIES

As seen before, a creature's health is represented by a number of Hit Points. Being hit by an attack causes HIPs to be lost.

7,1) HIT POINT LOSS PENALTY

When a creature's current number of HIPs equals:

- 25% of maximum, -3 is added to its Resistance Penalty;
- 10% of maximum, -6 is added to its Resistance Penalty;
- zero or becomes negative, the creature falls unconscious. It ceases to be able to perform actions of any sort (except those performed by the subconscious, e.g. breathing).

7,2) REGAINING LOST HIT POINTS

Lost Hit Points are regained naturally by eating and sleeping. Healing spells and herbs can also be used to regain lost HIPs. If a character does not eat or sleep properly, the rate at which he regains lost HIPs is reduced (see the *Damage from Starvation and Sleep Deprivation* section).

7,3) INJURIES

To simplify combat, we generally only follow the level of a creature's Hit Points. However, sometimes it is useful to model specific Injuries. Injuries are classed as severe wounds that generally require special healing techniques, e.g. spells or herbs.

7,3,1) INJURY ROLL TABLES

If the attacker throws an unmodified 20 in the attack roll, then the victim makes a second 1d20 roll – this latter roll is called an Injury Roll. This Injury Roll's 1d20 score is cross-referenced on one the following Injury Roll Tables with the amount of HIPs lost by the victim in the attack. The resulting letter indicates the severity of the Injury inflicted by the attack (a result of "-" indicates that no Injury is delivered). As the tables demonstrate, if the attack did not cause the victim to lose any HIPs, then no Injury is delivered.

Separate Injury Roll Tables are given for each of the different sizes of targets – Tiny, Small, Medium, Large and Huge. Generally, use the table that corresponds to the target's size (*The Bestiary* gives the size of each type of creature; all of the PC races are Medium with the exception of Trolls, who are Large). However, if the attacker is smaller than the target, a different table should be used to reflect this size difference, as shown in the next table:

ATTACKER'S SIZE	**TARGET'S SIZE**				
	Tiny	**Small**	**Medium**	**Large**	**Huge**
Tiny	Tiny	Large	Huge	N/A	N/A
Small	Tiny	Small	Large	Huge	N/A
Medium	Tiny	Small	Medium	Large	Huge
Large	Tiny	Small	Medium	Large	Huge
Huge	Tiny	Small	Medium	Large	Huge

Note that:

- a result of N/A indicates that the target cannot receive an Injury from attacks made by aggressors of this size;

- in the case of elemental spell attacks (i.e. bolts, balls or cones), the attacker's size is actually the size of the elemental spell attack itself, rather than the caster.

7,3,1,1) TINY CREATURE INJURY ROLL TABLE

VICTIM'S 1d20	NUMBER OF HIPS LOST BY VICTIM															
	0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**≥15**
≤1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	-	-	-	-	-	A	A	A	A	A	A	A	A	A	B	C
3	-	-	-	-	A	A	A	A	A	A	A	A	A	B	C	D
4	-	-	-	A	A	B	B	B	B	B	B	B	B	C	D	E
5	-	-	A	A	B	B	B	B	B	B	B	B	C	D	E	F
6	-	A	A	B	B	C	C	C	C	C	C	C	D	E	F	G
7	-	A	B	B	C	C	C	C	C	C	C	D	E	F	G	H
8	-	B	B	C	C	D	D	D	D	D	D	E	F	G	H	I
9	-	B	C	C	D	D	D	D	D	D	E	F	G	H	I	I
10	-	C	C	D	D	E	E	E	E	E	F	G	H	I	I	I
11	-	C	D	D	E	E	E	E	E	F	G	H	I	I	I	I
12	-	D	D	E	E	F	F	F	F	G	H	I	I	I	I	I
13	-	D	E	E	F	F	F	F	G	H	I	I	I	I	I	I
14	-	E	E	F	F	G	G	G	H	I	I	I	I	I	I	I
15	-	E	F	F	G	G	G	H	I	I	I	I	I	I	I	I
16	-	F	F	G	G	H	H	I	I	I	I	I	I	I	I	I
17	-	F	G	G	H	H	I	I	I	I	I	I	I	I	I	I
18	-	G	G	H	H	I	I	I	I	I	I	I	I	I	I	I
19	-	H	H	H	I	I	I	I	I	I	I	I	I	I	I	I
≥20	-	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I

7,3,1,2) SMALL CREATURE INJURY ROLL TABLE

VICTIM'S 1d20	NUMBER OF HIPS LOST BY VICTIM															
	0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**≥15**
≤1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-	-	-	-	A	A	A	A	A	A
3	-	-	-	-	-	-	-	-	-	A	A	A	A	A	A	A
4	-	-	-	-	-	-	-	-	A	A	B	B	B	B	B	B
5	-	-	-	-	-	-	-	A	A	B	B	B	B	B	B	B
6	-	-	-	-	-	-	A	A	B	B	C	C	C	C	C	C
7	-	-	-	-	-	A	A	B	B	C	C	C	C	C	C	C
8	-	-	-	-	A	A	B	B	C	C	D	D	D	D	D	D
9	-	-	-	A	A	B	B	C	C	D	D	D	D	D	D	F
10	-	-	A	A	B	B	C	C	D	D	E	E	E	E	E	G
11	-	A	A	B	B	C	C	D	D	E	E	E	E	E	F	H
12	-	A	B	B	C	C	D	D	E	E	F	F	F	F	G	I
13	-	B	B	C	C	D	D	E	E	F	F	F	F	G	H	I
14	-	C	C	C	D	D	E	E	F	F	G	G	G	H	I	I
15	-	D	D	D	D	E	E	F	F	G	G	G	H	I	I	I
16	-	E	E	E	E	E	F	F	G	G	H	H	I	I	I	I
17	-	F	F	F	F	F	F	G	G	H	H	I	I	I	I	I
18	-	G	G	G	G	G	G	G	H	H	I	I	I	I	I	I
19	-	H	H	H	H	H	H	H	H	I	I	I	I	I	I	I
≥20	-	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I

7,3,1,3) MEDIUM CREATURE INJURY ROLL TABLE

VICTIM'S 1d20	NUMBER OF HIPS LOST BY VICTIM															
	0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**≥15**
≤1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	A
3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	A	A
4	-	-	-	-	-	-	-	-	-	-	-	-	-	A	A	B
5	-	-	-	-	-	-	-	-	-	-	-	-	A	A	B	B
6	-	-	-	-	-	-	-	-	-	-	-	A	A	B	B	C
7	-	-	-	-	-	-	-	-	-	-	A	A	B	B	C	C
8	-	-	-	-	-	-	-	-	-	A	A	B	B	C	C	D
9	-	-	-	-	-	-	-	-	A	A	B	B	C	C	D	D
10	-	-	-	-	-	-	-	A	A	B	B	C	C	D	D	E
11	-	-	-	-	-	-	A	A	B	B	C	C	D	D	E	E
12	-	-	-	-	-	A	A	B	B	C	C	D	D	E	E	F
13	-	-	-	-	A	B	B	B	C	C	D	D	E	E	F	F
14	-	-	-	A	B	C	C	C	C	D	D	E	E	F	F	G
15	-	-	A	B	C	D	D	D	D	D	E	E	F	F	G	G
16	-	A	B	C	D	E	E	E	E	E	E	F	F	G	G	H
17	-	B	C	D	E	F	F	F	F	F	F	F	G	G	H	H
18	-	C	D	E	F	G	G	G	G	G	G	G	G	H	H	I
19	-	D	E	F	G	H	H	H	H	H	H	H	H	H	I	I
≥20	-	E	F	G	H	I	I	I	I	I	I	I	I	I	I	I

7,3,1,4) LARGE CREATURE INJURY ROLL TABLE

VICTIM'S 1d20	NUMBER OF HIPS LOST BY VICTIM															
	0	**1 to 3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**	**16**	**≥ 17**
≤1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	A
3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	A	A
4	-	-	-	-	-	-	-	-	-	-	-	-	-	A	A	A
5	-	-	-	-	-	-	-	-	-	-	-	-	A	A	A	A
6	-	-	-	-	-	-	-	-	-	-	-	A	A	A	A	B
7	-	-	-	-	-	-	-	-	-	-	A	A	A	A	B	B
8	-	-	-	-	-	-	-	-	-	A	A	A	A	B	B	B
9	-	-	-	-	-	-	-	-	A	A	A	A	B	B	B	B
10	-	-	-	-	-	-	-	A	A	A	A	B	B	B	B	C
11	-	-	-	-	-	-	A	A	A	A	B	B	B	B	C	C
12	-	-	-	-	-	A	A	A	B	B	B	B	B	C	C	F
13	-	-	-	-	A	A	A	B	B	B	B	B	C	C	F	F
14	-	-	-	A	A	B	B	B	B	B	B	C	C	F	F	G
15	-	-	A	A	B	B	B	B	C	C	C	C	F	F	G	G
16	-	A	A	B	B	C	C	C	C	C	C	F	F	G	G	H
17	-	A	B	B	C	F	F	F	F	F	F	F	G	G	H	H
18	-	B	B	C	F	G	G	G	G	G	G	G	G	H	H	I
19	-	B	C	F	G	H	H	H	H	H	H	H	H	H	I	I
≥20	-	C	F	G	H	I	I	I	I	I	I	I	I	I	I	I

7,3,1,5) HUGE CREATURE INJURY ROLL TABLE

VICTIM'S 1d20	NUMBER OF HIPS LOST BY VICTIM															
	0	1 to 5	6	7	8	9	10	11	12	13	14	15	16	17	18	≥ 19
≤1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	A
3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	A	A
4	-	-	-	-	-	-	-	-	-	-	-	-	-	A	A	A
5	-	-	-	-	-	-	-	-	-	-	-	-	A	A	A	A
6	-	-	-	-	-	-	-	-	-	-	-	A	A	A	A	A
7	-	-	-	-	-	-	-	-	-	-	A	A	A	A	A	A
8	-	-	-	-	-	-	-	-	-	A	A	A	A	A	A	B
9	-	-	-	-	-	-	-	-	A	A	A	A	A	A	B	B
10	-	-	-	-	-	-	-	A	A	A	A	A	A	B	B	B
11	-	-	-	-	-	-	A	A	A	A	A	A	B	B	B	B
12	-	-	-	-	-	A	A	A	A	A	A	B	B	B	B	F
13	-	-	-	-	A	A	A	A	A	A	B	B	B	B	F	F
14	-	-	-	A	A	A	A	B	B	B	B	B	B	F	F	G
15	-	-	A	A	A	B	B	B	B	B	B	B	F	F	G	G
16	-	A	A	A	B	B	B	B	B	B	B	F	F	G	G	H
17	-	A	A	B	B	F	F	F	F	F	F	F	G	G	H	H
18	-	A	B	B	F	G	G	G	G	G	G	G	G	H	H	I
19	-	B	B	F	G	H	H	H	H	H	H	H	H	H	I	I
≥20	-	B	F	G	H	I	I	I	I	I	I	I	I	I	I	I

7,3,2) INJURY DESCRIPTION TABLES

The following tables provide the GM with descriptions of Injuries for each Damage Type, depending on the severity (determined by the Injury Roll) and the body location struck. They also list:

- Injury Penalties, which should be added to the victim's Resistance Penalty, RZ, so as to worsen it;
- bleeding, i.e. the rate at which Hit Points are automatically lost every subsequent second because of blood loss;
- a percentage chance that suffering an Injury to the:
  - arm causes the victim to drop whatever is held in his hand;
  - leg causes the victim to fall to the ground (i.e. be knocked over by the blow);
  - head causes the victim to drop any held items *and* fall to the ground;
- the time required for the natural healing of the Injury. For severe Injuries, the natural healing rate will be so slow that the victim will generally have died from the effects of the Injury long before his body can naturally repair itself. Note that:
  - natural healing can repair wounds but cannot regenerate body parts which have been removed or destroyed, i.e. the natural healing time for an amputated limb will be the time required for the stump to heal over, not the time required to regrow a new limb;
  - brain and nerve damage (which typically cause mental stat loss or paralysis) does not heal naturally. Such damage must be healed using spells or herbs. The infinity symbol, ∞, indicates that natural healing of an Injury is impossible.

Injury Penalties and HIP loss from bleeding are applied until the Injury is healed or regenerated.

Note that these Injury descriptions are designed for creatures with similar physiologies to the standard PC races and the GM should feel free to adapt them as necessary to produce a realistic result. Different Injury descriptions are given for attacks to limbs, torsos or heads – if the victim's body has an unusual shape, then the GM should again alter the descriptions to give a realistic result. The descriptions of creatures in *The Bestiary* give guidelines that should direct the GM as to whether a particular creature normally suffers the effects of a specific Injury or not. Many creatures, especially undead, are immune to certain or all types of Injury.

7,3,2,1) ACID INJURY DESCRIPTION TABLE

SEVERITY	BODY LOCATION	DESCRIPTION	INJURY PENALTY	BLEEDING (HIPS/SEC)	DROPS ITEM / FALLS DOWN	NATURAL HEALING TIME (HOURS)
A	Any	First degree burn.	-1	N/A		100/CO
B	Any	First degree burn.	-2	N/A		100/CO
C	Any	First degree burn.	-3	N/A		100/CO
D	Any	Second degree burn.	-4	N/A		1000/CO
E	Any	Second degree burn.	-5	N/A		1000/CO
F	Limb	Third degree burn.	-6	1	50%	10000/CO
	Torso	Third degree burn.	-7	2	N/A	10000/CO
	Head	Third degree burn.	-8	3	50%	10000/CO
G	Limb	Extensive third degree burn.	-7	2	75%	10000/CO
	Torso	Extensive third degree burn.	-8	3	N/A	10000/CO
	Head	Extensive third degree burn, destroying one superficial organ (e.g. eye, ear, nose).	-9	4	75%	10000/CO
H	Limb	Limb dissolved completely from below the elbow/knee.	-8	3	100%	10000/CO
	Torso	Extensive third degree burns, destroying internal organs.	Fatal			∞
	Head	Extensive third degree burns, destroying portion of skull and dissolving brains.	Fatal			∞
I	Limb	Limb dissolved completely from below the shoulder/hip.	-10	5	100%	10000/CO
	Torso	Midriff totally dissolved to goo.	Fatal			∞
	Head	Head totally dissolved to goo.	Fatal			∞

7,3,2,2) ASPHYXIATION INJURY DESCRIPTION TABLE

Use this type of Injury whenever a character is struggling to breathe.

SEVERITY	DESCRIPTION
A	The victim suffers a -4 Injury Penalty for 3 seconds as he chokes. His player must then roll 1d100-SD. If the total is: • ≤50, the victim recovers control of his breathing and suffers no further ill effects from this Injury; • >50 the victim loses 1d20+2 HIPs and his player must make another Asphyxiation Injury Roll.

Subsequent severities are the same as A but with:

SEV	INJURY PENALTY WHILST CHOKING	TOTAL REQUIRED FOR RECOVERY	HIP LOSS IF 1d100 ROLL FAILED
B	-6	≤45	1d20+3
C	-8	≤40	1d20+4
D	-10	≤35	1d20+5
E	-12	≤30	1d20+6
F	-14	≤25	1d20+7
G	-16	≤20	1d20+8
H	-18	≤15	1d20+9
I	-20	≤10	1d20+10

Note that, if there is no available air whatsoever (e.g. if the character is deep underwater), then there is no chance that the victim will regain control of his breathing and so all of his 1d100 rolls should be classed as automatically scoring 100. Thus, the character is forced into a cycle of HIP loss and further Asphyxiation Injury Rolls until he loses consciousness and dies of asphyxia.

7,3,2,3) COLD INJURY DESCRIPTION TABLE

SEVERITY	BODY LOCATION	DESCRIPTION	INJURY PENALTY	BLEEDING (HIPS/SEC)	DROPS ITEM / FALLS DOWN	NATURAL HEALING TIME (HOURS)
A	Any	First degree frostbite.	-1	N/A		100/CO
B	Any	First degree frostbite.	-2	N/A		100/CO
C	Any	First degree frostbite.	-3	N/A		100/CO
D	Any	Second degree frostbite.	-4	N/A		1000/CO
E	Any	Second degree frostbite.	-5	N/A		1000/CO
F	Limb	Third degree frostbite.	-6	1*	50%	10000/CO
	Torso	Third degree frostbite.	-7	2*	N/A	10000/CO
	Head	Third degree frostbite.	-8	3*	50%	10000/CO

SEVERITY	BODY LOCATION	DESCRIPTION	INJURY PENALTY	BLEEDING (HIPS/SEC)	DROPS ITEM / FALLS DOWN	NATURAL HEALING TIME (HOURS)
G	Limb	Extensive third degree frostbite.	-7	2*	75%	10000/CO
	Torso	Extensive third degree frostbite.	-8	3*	N/A	10000/CO
	Head	Extensive third degree frostbite, destroying one superficial organ (e.g. eye, ear, nose).	-9	4*	75%	10000/CO
H	Limb	Limb below the elbow/knee is frozen rigid, breaks off and shatters on ground.	-8	3*	100%	10000/CO
	Torso	Extensive third degree frostbite, destroying internal organs. Instant death.	Fatal			∞
	Head	Extensive third degree frostbite. Portion of skull and brain splits into frozen chunks. Instant death.	Fatal			∞
I	Limb	Limb below the shoulder/hip is frozen rigid, breaks off and shatters on ground.	-10	5*	100%	10000/CO
	Torso	Midriff shatters into a thousand frozen shards. Instant death.	Fatal			∞
	Head	Head shatters into a thousand frozen shards. Instant death.	Fatal			∞

* Bleeding starts after 1d20 minutes (when wound has thawed).

7,3,2,4) CRUSH INJURY DESCRIPTION TABLE

SEVERITY	BODY LOCATION	DESCRIPTION	INJURY PENALTY	BLEEDING (HIPS/SEC)	DROPS ITEM / FALLS DOWN	NATURAL HEALING TIME (HOURS)
A	Any	Hairline fracture.	-1	N/A		100/CO
B	Any	Hairline fracture.	-2	N/A		100/CO
C	Any	Hairline fracture.	-3	N/A		100/CO
D	Any	Fracture.	-4	N/A		1000/CO
E	Any	Fracture.	-5	N/A		1000/CO
F	Limb	Exposed fracture (protruding bone). Limb useless without splint.	-6	1	50%	10000/CO
	Torso	Exposed fracture (protruding rib).	-7	2	N/A	10000/CO
	Head	Exposed fracture (protruding bone).	-8	3	50%	10000/CO
G	Limb	Shattered joint. Limb useless.	-7	2	75%	10000/CO
	Torso	Ribcage staved in. Punctured lung reduces CO by -2.	-8	3	N/A	10000/CO
	Head	Multiple fractures to skull. Brain damage reduces either AG, CH, IN or SD by -1.	-9	4	75%	10000/CO

SEVERITY	BODY LOCATION	DESCRIPTION	INJURY PENALTY	BLEEDING (HIPS/SEC)	DROPS ITEM / FALLS DOWN	NATURAL HEALING TIME (HOURS)
H	Limb	Limb mashed to pulp (destroyed) from below elbow/knee.	-8	3	100%	10000/CO
	Torso	Internal organs destroyed. Instant death.	Fatal			∞
	Head	Whole head knocked off – it flies 1d20 metres. Instant death.	Fatal			∞
I	Limb	Limb mashed to pulp (destroyed) from below shoulder/hip.	-10	5	100%	10000/CO
	Torso	Whole midriff liquefied by blow. Instant death.	Fatal			∞
	Head	Skull smashed to bits. Brain goo splashes everything within 1d20 metres. Instant death.	Fatal			∞

7,3,2,5) ELECTRICITY INJURY DESCRIPTION TABLE

SEVERITY	BODY LOCATION	DESCRIPTION	INJURY PENALTY	BLEEDING (HIPS/SEC)	DROPS ITEM / FALLS DOWN	NATURAL HEALING TIME (HOURS)
A	Any	First degree burn.	-1	N/A		100/CO
B	Any	First degree burn.	-2	N/A		100/CO
C	Any	First degree burn.	-3	N/A		100/CO
D	Any	Second degree burn.	-4	N/A		1000/CO
E	Any	Second degree burn.	-5	N/A		1000/CO
F	Limb	Third degree burn. Internal bleeding.	-6	1	50%	10000/CO
	Torso	Third degree burn. Internal bleeding.	-7	2	N/A	10000/CO
	Head	Third degree burn. Internal bleeding. All hair stands on end for 1d20 minutes.	-8	3	50%	10000/CO
G	Limb	Extensive third degree burn. Internal bleeding.	-7	2	75%	10000/CO
	Torso	Extensive third degree burn. Internal bleeding.	-8	3	N/A	10000/CO
	Head	Extensive third degree burn, internal bleeding and brain damage. Reduce either AG, CH, IN or SD by -1. All hair stands on end for 1d20 minutes, then falls out.	-9	4	75%	10000/CO
H	Limb	Limb completely burnt to ashes from below the elbow/knee. Wound cauterised.	-8	N/A	100%	10000/CO
	Torso	Extensive third degree burns, destroying internal organs. Instant death.	Fatal			∞
	Head	Extensive third degree burns. Portion of skull and brain burnt to crisp. Instant death.	Fatal			∞

SEVERITY	BODY LOCATION	DESCRIPTION	INJURY PENALTY	BLEEDING (HIPS/SEC)	DROPS ITEM / FALLS DOWN	NATURAL HEALING TIME (HOURS)
I	Limb	Limb completely burnt to ashes from below the shoulder/hip. Wound cauterised.	-10	N/A	100%	10000/CO
	Torso	Midriff totally burnt to ashes. Head and limbs fall onto ground, whilst ashes blow away in wind. Instant death.	Fatal			∞
	Head	Head totally burnt to ashes. Rest of corpse collapses in a twitching heap. Instant death.	Fatal			∞

7,3,2,6) GRAPPLE INJURY DESCRIPTION TABLE

SEVERITY	BODY LOCATION	DESCRIPTION	NATURAL HEALING TIME (HOURS)
A	Any	-1 Injury Penalty while grappled.	N/A
B	Any	-2 Injury Penalty while grappled.	N/A
C	Any	-3 Injury Penalty while grappled.	N/A
D	Any	-4 Injury Penalty while grappled.	N/A
E	Any	-5 Injury Penalty while grappled.	N/A
F	Any	-7 Injury Penalty while grappled.	N/A
G	Any	-9 Injury Penalty while grappled.	N/A
H	Any	-12 Injury Penalty while grappled.	N/A
I	Any	-15 Injury Penalty while grappled.	N/A

7,3,2,7) HEAT INJURY DESCRIPTION TABLE

SEVERITY	BODY LOCATION	DESCRIPTION	INJURY PENALTY	BLEEDING (HIPS/SEC)	DROPS ITEM / FALLS DOWN	NATURAL HEALING TIME (HOURS)
A	Any	First degree burn.	-1	N/A		100/CO
B	Any	First degree burn.	-2	N/A		100/CO
C	Any	First degree burn.	-3	N/A		100/CO
D	Any	Second degree burn.	-4	N/A		1000/CO
E	Any	Second degree burn.	-5	N/A		1000/CO
F	Limb	Third degree burn.	-6	1	50%	10000/CO
	Torso	Third degree burn.	-7	2	N/A	10000/CO
	Head	Third degree burn.	-8	3	50%	10000/CO

SEVERITY	BODY LOCATION	DESCRIPTION	INJURY PENALTY	BLEEDING (HIPS/SEC)	DROPS ITEM / FALLS DOWN	NATURAL HEALING TIME (HOURS)
G	Limb	Extensive third degree burn.	-7	2	75%	10000/CO
	Torso	Extensive third degree burn.	-8	3	N/A	10000/CO
	Head	Extensive third degree burn, destroying one superficial organ (e.g. eye, ear, nose).	-9	4	75%	10000/CO
H	Limb	Limb completely burnt to ashes from below the elbow/knee. Wound cauterised.	-8	N/A	100%	10000/CO
	Torso	Extensive third degree burns, destroying internal organs. Instant death.	Fatal			∞
	Head	Extensive third degree burns. Portion of skull and brain burnt to crisp. Instant death.	Fatal			∞
I	Limb	Limb completely burnt to ashes from below the shoulder/hip. Wound cauterised.	-10	N/A	100%	10000/CO
	Torso	Midriff totally burnt to ashes. Head and limbs fall onto ground, whilst ashes blow away in wind. Instant death.	Fatal			∞
	Head	Head totally burnt to ashes. Rest of corpse collapses in a heap. Instant death.	Fatal			∞

7,3,2,8) MAGIC INJURY DESCRIPTION TABLE

SEVERITY	BODY LOCATION	DESCRIPTION	INJURY PENALTY	BLEEDING (HIPS/SEC)	DROPS ITEM / FALLS DOWN	NATURAL HEALING TIME (HOURS)
A	Any	Internal second degree burn. Internal bleeding.	-1	1	N/A	100/CO
B	Any	Internal second degree burn. Internal bleeding.	-2	1	N/A	100/CO
C	Any	Internal second degree burn. Internal bleeding.	-3	1	N/A	100/CO
D	Any	Internal third degree burn. Internal bleeding.	-4	2	N/A	1000/CO
E	Any	Internal third degree burn. Internal bleeding.	-5	3	N/A	1000/CO
F	Limb	Internal third degree burn causes nerve damage at shoulder/hip. Arm paralysed from shoulder/hip down. Internal bleeding.	-6	4	50%	10000/CO
	Torso	Internal third degree burn causes spinal nerve damage. Paralysed from waist down: incontinence and useless legs. Internal bleeding.	-10	5	N/A	10000/CO
	Head	Internal third degree burn causes brain damage. Reduce either AG, CH, IN or SD by -2. Internal bleeding.	-8	6	50%	10000/CO

SEVERITY	BODY LOCATION	DESCRIPTION	INJURY PENALTY	BLEEDING (HIPS/SEC)	DROPS ITEM / FALLS DOWN	NATURAL HEALING TIME (HOURS)
G	Limb	Limb below shoulder/hip vanishes and falls from sky 1d20 metres away. Wound cauterized.	-7	N/A	100 %	10000/CO
	Torso	Torso vanishes and falls from sky 1d20 metres away. Head, neck and limbs fall to ground in a splash of blood. Instant death.	Fatal			∞
	Head	Head vanishes and falls from sky 1d20 metres away. Rest of corpse collapses on ground. Instant death.	Fatal			∞
H	Limb	Whole limb instantly metamorphoses into a serpent, which drops to ground and slithers away. Wound cauterised.	-8	N/A	100 %	10000/CO
	Torso	Whole torso instantly metamorphoses into 666 cockroaches. Instant death.	Fatal			∞
	Head	Whole head instantly metamorphoses into a pumpkin. Instant death.	Fatal			∞
I	Any	Spontaneous combustion. Whole body is engulfed in blinding white flames and turns to colourless ash. Instant death. (Flames radiate no heat so clothing and possessions may survive intact.)	Fatal			∞

7,3,2,9) MENTAL INJURY DESCRIPTION TABLE

SEVERITY	BODY LOCATION	DESCRIPTION	INJURY PENALTY	BLEEDING (HIPS/SEC)	DROPS ITEM / FALLS DOWN	NATURAL HEALING TIME (HOURS)
A	Head	Stun. Injury Penalty lasts for 1d20+10 seconds only.	-1	N/A	10%*	100/CO
B	Head	Stun. Injury Penalty lasts for 2d20+20 seconds only.	-2	N/A	20%*	100/CO
C	Head	Stun. Injury Penalty lasts for 3d20+30 seconds only.	-3	N/A	30%*	100/CO
D	Head	Stun. Injury Penalty lasts for 4d20+40 seconds only.	-4	N/A	40%*	1000/CO
E	Head	Stun. Injury Penalty lasts for 5d20+50 seconds only.	-5	N/A	50%*	1000/CO
F	Head	Victim falls unconscious for 20/SD hours and then wakes.	N/A	N/A	100 %*	N/A
G	Head	Unconsciousness and brain damage. Victim falls unconscious for 20/SD hours. Reduce either AG, CH, IN or SD by -2.	Unconsciousness			∞

SEVERITY	BODY LOCATION	DESCRIPTION	INJURY PENALTY	BLEEDING (HIPS/SEC)	DROPS ITEM / FALLS DOWN	NATURAL HEALING TIME (HOURS)
H	Head	Soul is ejected from body (joining the souls of the dead in the Spirit World). Body remains alive in coma.	Coma			∞
I	Head	All electrical activity in brain is switched off permanently – it becomes just a lifeless lump of flesh. Soul erased.	Fatal			∞

* The percentage is the chance that the victim both drops held items and falls over.

7,3,2,10) PUNCTURE INJURY DESCRIPTION TABLE

SEVERITY	BODY LOCATION	DESCRIPTION	INJURY PENALTY	BLEEDING (HIPS/SEC)	DROPS ITEM / FALLS DOWN	NATURAL HEALING TIME (HOURS)
A	Any	Minor muscle damage.	-1	N/A		100/CO
B	Any	Minor muscle damage.	-2	N/A		100/CO
C	Any	Minor muscle damage.	-3	N/A		100/CO
D	Any	Muscle damage.	-4	N/A		1000/CO
E	Any	Muscle damage.	-5	N/A		1000/CO
F	Limb	Severe muscle damage.	-6	1	50%	10000/CO
	Torso	Punctured lung reduces CO by -2.	-7	2	N/A	10000/CO
	Head	Fractured skull.	-8	3	50%	10000/CO
G	Limb	Severe muscle damage and fracture.	-7	2	75%	10000/CO
	Torso	Spinal nerve damage. Stabbed through to lumbar vertebrae. Paralysed from waist down: incontinence and useless legs.	-8	3	N/A	10000/CO
	Head	Fractured skull and brain damage. Reduce either AG, CH, IN or SD by -1.	-9	4	75%	10000/CO
H	Limb	Stabbing force severs limb below elbow/knee.	-8	3	100%	10000/CO
	Torso	Heart destroyed by thrust. Instant death.	Fatal			∞
	Head	Stab through eye destroys eye and brain. Instant death.	Fatal			∞
I	Limb	Stabbing force severs limb below shoulder/hip.	-10	5	100%	10000/CO
	Torso	Thrust knocks spinal column out of victim's back. The corpse collapses in a disjointed heap. Instant death.	Fatal			∞
	Head	Thrust through and out of skull. Liquefied brain goo spurts out of rear hole. Instant death.	Fatal			∞

7,3,2,11) SLASH INJURY DESCRIPTION TABLE

SEVERITY	BODY LOCATION	DESCRIPTION	INJURY PENALTY	BLEEDING (HIPS/SEC)	DROPS ITEM / FALLS DOWN	NATURAL HEALING TIME (HOURS)
A	Any	Minor muscle damage.	-1	N/A		100/CO
B	Any	Minor muscle damage.	-2	N/A		100/CO
C	Any	Minor muscle damage.	-3	N/A		100/CO
D	Any	Fracture.	-4	N/A		1000/CO
E	Any	Fracture.	-5	N/A		1000/CO
F	Limb	Severe muscle damage.	-6	1	50%	10000/CO
	Torso	Multiple fractured ribs.	-7	2	N/A	10000/CO
	Head	Fractured skull.	-8	3	50%	10000/CO
G	Limb	Severe muscle damage and fracture.	-7	2	75%	10000/CO
	Torso	Damage to one of lower vital organs (spleen, liver, kidney, etc.) reduces CO by -2.	-8	3	N/A	10000/CO
	Head	Fractured skull and brain damage. Reduce either AG, CH, IN or SD by -1.	-9	4	75%	10000/CO
H	Limb	Limb severed cleanly below elbow/knee.	-8	3	100%	10000/CO
	Torso	Guts fall on ground after scooping slash. Organs destroyed. Instant death.	Fatal			∞
	Head	Top of skull and brain sliced off (lobotomy). Instant death.	Fatal			∞
I	Limb	Limb severed cleanly below shoulder/hip.	-10	5	100%	10000/CO
	Torso	Torso cut through. Victim falls in twain. Instant death.	Fatal			∞
	Head	Neck severed cleanly. Head flies 1d20 metres away from attacker. Instant death.	Fatal			∞

7,3,3) INJURY RANGE

As indicated previously, a normal attack causes an Injury to be inflicted on the victim if the attacker rolls an unmodified 20 on his attack roll. The Injury Range of normal attacks like this is said to be 20 because the result of the 1d20 attack roll must be 20 to deliver an Injury.

7,3,3,1) THE INJURY RANGE OF ATTACKS WITH MAGIC WEAPONS

Attacks with a magic weapon have an Injury Range equal to 20 *minus* the weapon's magical bonus. E.g.:

- a +1 magical sword has an Injury Range of 19=20-1, and it will deliver an Injury if the attack roll scores an unmodified result of ≥19;
- a +2 magical sword has an Injury Range of 18=20-2, and it will deliver an Injury if the attack roll scores an unmodified result of ≥18;
- and so on…

(Note that magic weapons' bonuses are also *added* to the attack skill bonus used in the attack roll.)

7,3,3,2) THE INJURY RANGE OF SLAYING ATTACKS

Some magic weapons or spells inflict slaying attacks, generally on a specific type of creature or target. The Injury Range of a slaying attack is decreased by 3 points (this is cumulative with any other decreases due to the bonus of a magic weapon, etc.). E.g. a magical +3 broadsword of dragon slaying has an Injury Range of:

- 14=20-3-3 versus dragons, delivering an Injury if the attack roll scores an unmodified result of ≥14;
- 17=20-3 versus all other types of target, delivering an Injury if the attack roll scores an unmodified result of ≥17.

In addition, the victim of a slaying attack must add +3 to his Injury Roll. This makes the chance of receiving a more damaging Injury greater.

7,3,3,3) INJURY RANGE AND ATTACK SKILL

Attack skill can also improve Injury Range. The Injury Range of an attack is automatically decreased by 1 point once the attacker's unmodified skill bonus for that attack form reaches 15, and decreases by a further 1 point for every 5 points of skill bonus thereafter, i.e.:

ATTACK SKILL BONUS	INJURY RANGE DECREASE
<15	0
≥15	-1
≥20	-2
≥25	-3
etc.	etc.

E.g. if a warrior with a Double-Edged One-Handed Sword skill bonus of 25 is using the magical +3 broadsword of dragon slaying, then his attacks have an Injury Range of:

- 11=20-3-3-3 versus dragons, delivering an Injury if the attack roll scores an unmodified result of ≥11;
- 14=20-3-3 versus all other types of target, delivering an Injury if the attack roll scores an unmodified result of ≥14.

Note that the warrior's Double-Edged One-Handed Sword skill bonus with this weapon is actually 28, because of its +3 bonus.

7,4) DEATH

As mentioned before, loss of Hit Points can result in death. When a creature's current number of HIPs equals:

- 25% of maximum, a -3 penalty is added to his Resistance Penalty, RZ;
- 10% of maximum, a -6 penalty is added to his RZ;
- zero (or becomes negative), the creature falls unconscious;
- -CO (i.e. a negative value equal to the creature's CO stat) or less, the creature dies.

7,4,1) SOULS

One complicating factor that has been ignored till now, but which is important in many spells (see the *Magic* chapter), is the presence of the soul. Every living or sentient creature has a soul as well as a physical body. During consciousness and unconsciousness, the soul and the body are united. On death, the soul instantly leaves the body and enters the plane of the dead, the Spirit World. If a creature is in a coma, its body is still alive but its soul has somehow left (it may have travelled to the Spirit World or it may remain in the realm of the living as a ghost, perhaps).

7,5) DAMAGE FROM FALLING

To simulate the damage of falling, the GM makes an attack roll with a bonus of +1 per metre fallen, which delivers Crush damage. The protection of any worn armour by the faller is ignored, i.e. falling PCs are classed as being Armour Combination 0 everywhere (for the standard PC races). Dodge or Block skill cannot be used to defend against this attack roll, so the falling character's Gymnastics skill should be used as the difficulty factor instead. The Injury Range for the attack is equal to 20 minus the distance fallen.

Note that the attack will always hit (because the ground cannot miss!) but it may not deliver any HIPs or Injuries if the falling character's Gymnastics skill is high enough, or if he is lucky.

The GM should distribute the effects of any Injuries towards the area of the body that hit the ground first. A player may make a Gymnastics skill roll versus a suitable difficulty factor to orientate his body in the desired way (e.g. feet first) during the fall. A fumble should indicate that the character lands on his head.

E.g. a character with a Gymnastics skill of 12 falls 15 metres. The GM makes an attack roll with an attack bonus of 15, and the character's Gymnastics skill of 12 is used as the difficulty factor. Since 10+12-15=7, the GM must roll ≥7 to "hit" (although the ground cannot miss). If she rolls:

- <7, then the character lands harmlessly;
- ≥7, then the character lands badly and takes damage. If the GM throws a 14, for instance, then the character will lose 14-7=7 HIPs. In addition, since the Injury Range of this attack is 20-15=5, the roll of 14 indicates that an Injury has been delivered. The character's player must roll 1d20 and consult the Medium Injury Roll Table, cross-referencing against 7 HIPs. If he rolls a 16, then his character will suffer an E severity Crush Injury. He has suffered a fracture of the leg which worsens his Resistance Penalty by -5.

7,6) DAMAGE FROM DROWNING

Drowning is simulated using Asphyxiation Injuries. E.g. if a character in choppy water fails a Swimming skill roll, he should lose a number of HIPs equal to the difficulty factor of the failed roll, and make an Asphyxiation Injury Roll. (Note that the Armour Damage Penalty is always zero versus Asphyxiation Injuries.) Choking in smoke can be handled in a similar way following a SD stat roll.

7,7) DAMAGE FROM STARVATION AND SLEEP DEPRIVATION

Although not strictly related to combat, the effects of hunger and lack of sleep will be dealt with here as they can damage the health of the character.

If a character is able to ingest a healthy amount of nutrition during a day, e.g. at least one well-balanced meal, and enjoy a full night's sleep, at least equal in duration to his race's typical daily sleep requirement (see the *Character Generation* chapter), then he will naturally regain a number of lost Hit Points equal to his CO stat on waking. (He will also regain all of his lost Power Points; this is discussed in the *Magic* chapter.)

If the character went hungry yesterday and/or if he did not get his full sleep requirement during the night, then he will regain only CO/2 HIPs on waking. If he goes hungry during the subsequent day and/or gets too little sleep during the subsequent night, then he will regain only CO/4 lost HIPs on waking next morning, and so on. The number of regained HIPs keeps halving such that, if the character goes without food and/or sleep for long enough, he will stop regaining lost HIPs altogether.

One day with a healthy level of nutrition followed by a restful night will restore the rate at which HIPs (and POPs) are regained to the normal level.

7,8) DAMAGE FROM POISONS AND DISEASES

The effects of various poisons and diseases are described in the *Prices for Goods and Services* chapter.

7,9) DAMAGE TO OBJECTS

Characters will occasionally wish to attack inanimate objects – doors or locks are commonly targeted. The GM should give the object a certain number of HIPs and allow attackers to attack it. Note that the inanimate object will not be able to dodge or block the attacks and so the difficulty factor in the attack rolls will generally be zero. (Thus, the attack roll is successful and the target is hit if the result of 1d20 plus the attack skill is ≥10.) Once the object has lost all of these HIPs, it is breached, split, destroyed, etc.

7,9,1) DAMAGE TO WEAPONS, ARMOUR AND SHIELDS

Weaponry, armour and shields will often sustain damage during combat. It is too complicated to model this with a system of Hit Points, as is done for damage to characters. Instead, the GM should follow this guidance:

- weapons – if an attack has been badly fumbled, the GM should pronounce that the weapon used has broken;
- armour – if a piece of armour was in the way of an attack which inflicted an Injury, then it is likely to have been broken;
- shields and weapons used to block – the GM should use the guidance in the *Quality Values* section earlier to decide how many blocks a shield or weapon can make before breaking.

Once broken, such items need repairing before they can be used again, or replacing if the GM feels the damage was severe enough. Characters can pay an armourer to effect repairs or they may attempt repairs themselves – but this will require skills such as Leather and/or Metal Working and suitable equipment, e.g. needle, thread, wax, anvil, hammer, forge and tongs.

7,9,2) DAMAGE TO MAGICAL ITEMS

Again, the GM gets the malicious fun of deciding when magical items break. However, she should bear in mind that magical items will break far less frequently than mundane items, and artefacts (see the *Treasure* chapter) may have such powerful destinies that they can only be destroyed by elaborate and dangerous means, e.g. in the fiery pit of a volcano…

8) AN EXAMPLE OF COMBAT

Here follows an example of a combat. Hopefully this demonstration will clarify the rules covered in this and previous chapters regarding performing and timing actions, attacking and defending, weaponry and armour, and damage and injuries.

Galraba the Half-Orc Warrior is walking along the northern trail through Darkwood.

The GM decides that the trees and bushes bordering the trail ahead of Galraba hide two Human bandits who plan to ambush and rob her. A third bandit, the leader, is lurking deeper in the woods with his bow. Wilbert and Wilfred, the two bandits beside the trail, are based upon the Weak Fighter Non Player Character (NPC) template in *The Bestiary* and have Stealth skill bonuses of 6. Their leader, Alfred, is based on an Average Ranger NPC so has a Stealth bonus of 10.

The GM invites Galraba's player to make an Observation skill roll to determine if Galraba spots the bandits. Galraba's Observation skill bonus is normally 12, but this is reduced by her Resistance Penalty, RZ. How do we calculate this?

- The weight of Galraba's armour and other gear comes to a hefty 67 kgs. However, with her mighty ST stat of 18, this only gives an Encumbrance Penalty of -3.
- Her total Armour Action Penalty is -2 because her:
  - soft leather hauberk, hood and boots give no Action Penalty;
  - chain mail hauberk has an Action Penalty of -1;
  - breast plate is +1 magical so its normal -1 Action Penalty is reduced to zero;
  - plate full helm gives an Action Penalty of -1.
- Galraba has her full complement of Hit Points and is not injured, nor is she impeded by any other factors.

Consequently, Galraba's RZ is -3+-2=-5.

Thus, Galraba's Observation skill bonus is reduced to 12-5=7. Her player needs to roll:

10 + [difficulty factor] – [skill bonus]
= 10 + [Stealth] – [Observation]
= 10+6-7
= 9

…or higher to spot Wilbert or Wilfred. She must roll ≥13 to see Alfred, since his Stealth skill bonus is 4 points greater than Wilbert's and Wilfred's. Galraba's player throws a 3, so she fails to notice any of the bandits at all!

Until Alfred fires his bow at Galraba, that is. Alfred's Bows skill bonus is 12. How is this modified?

- The minimum Strength (mST) of his long bow is 8 and Alfred's ST stat is 14. 14-8=6 which is positive, so no Strength Penalty is applied.
- Alfred is aiming at Galraba's torso, the default body location, so no Location Penalty is applied.
- Alfred is in the trees off to Galraba's side. Because he is attacking from her flank, he gains a +1 Orientation Bonus.
- His bow is non-magical, so no extra bonus there.
- Galraba is about 80 metres away from Alfred. The maximum range of a long bow is 100 metres, so this is a long range shot. A Range Penalty of -2 is applied.
- Alfred is fit and healthy, unarmoured, and has dropped his heavy tower shield and backpack on the ground beside a tree – he therefore has a Resistance Penalty (RZ) of zero. He is not fatigued yet either.
- Alfred is not using the wrong hand to hold his bow so no Off Hand Penalty applies.
- He is not making more than one attack simultaneously, so no Simultaneous Attack Penalty applies.
- As he is firing through trees, foliage partially obscures his view of the Half-Orc. The GM decides to apply a -2 penalty to reflect this.

This gives a total attack skill bonus of 12+1-2-2=9.

Normally, Galraba might use her Dodge skill to avoid this attack. However, she failed to spot Alfred so is surprised by his attack. Therefore her Dodge skill bonus is automatically zero against this attack.

The standard formula for action resolution gives 10+[target's Dodge skill]–[attacker's attack skill]= 10+0–9=1, so the GM must roll ≥1 for Alfred to hit. (It is impossible to fail this roll on 1d20. However, if she throws a 1, Alfred may have fumbled the attack.) The GM throws a 12 so the attack hits. Galraba loses a number of Hit Points equal to:

- the difference between the GM's die roll (12) and the number needed to hit (1), i.e. 12-1=11 HIPs;
- plus the Attack Damage Bonus (ADB) of the long bow, which is 6;
- plus the Armour Damage Penalty (ADP) of the body location hit – Galraba's torso. Her torso is protected by Armour Combination (AC) 10, i.e. plate over chain mail over soft leather. The bow delivers damage of the Puncture type, so the ADP versus AC10 is -10.

So Galraba loses 11+6-10=7 HIPs from her total. Before the fight, she was at her maximum of 50 HIPs, so she now has 43 left. Thank goodness for her armour!

Alfred's Injury Range with his long bow is 20 (it is non-magical and his Bows skill is <15). Consequently, his attack would only have caused an Injury if the GM had rolled a 20, but she didn't.

The arrow thudding into Galraba's side is an event likely to trigger a reaction from Galraba and the two bandits watching by the trail. It's time for Reactions Rolls.

- Since Alfred's action triggered the reactions of the others, and because he is fully aware of what is happening, he does not need to take part in the rolls but will start automatically on zero seconds.
- Galraba's RE stat is 15. Her player must throw 1d20+RE-RZ. She throws a 12, giving a total of 12+15-5=22.
- Wilbert has an RE stat of 5. He is healthy, unarmoured and is carrying too little gear to warrant an Encumbrance Penalty (the weight of his belongings comes to less than three times his ST stat of 12). Consequently, he has an RZ of zero. The GM throws 1d20+RE-RZ=10+5-0=15.
- Wilfred, like Wilbert, has RE=5 and RZ=0. The GM throws a 3, giving him a score of 8.

Consequently, Alfred will start his actions first at zero seconds into the timed combat situation. Galraba can begin her actions 1 second later. Wilbert follows at 2 seconds, and Wilfred starts at 3.

Since a combat situation has begun, the GM should also ensure that she knows when the participants will become fatigued. The onset of fatigue is given by a character's current HIPs plus his RZ.

- Galraba has 43 HIPs after being shot with Alfred's arrow. Therefore, she will become fatigued at 43-5=38 seconds.
- Alfred has 30 HIPs and zero RZ, so won't become fatigued until 30 seconds have elapsed.
- Both Wilbert and Wilfred have zero RZ and, with 25 HIPs each, will become fatigued after 25 seconds.

The timings of the subsequent actions in this example combat are now listed in the following table. The left column (called CLOCK) gives the number of seconds that have elapsed since the start of the combat. The middle column (ACTION) describes the actions that the combatants are commencing at each particular time. The right column (END TIME) lists the times at which any new actions described are expected to finish. Note how actions are always resolved by rolls at the end of their duration.

CLOCK	ACTION	END TIME
0	Galraba has just been shot.	N/A
	Alfred drops his bow, picks up his shield and begins to jog through the trees towards Galraba, whilst unharnessing his hand axe. His top speed is 8 m/s so, flat out, he could cover the 80 metre distance in just 10 seconds. Since he is jogging through trees and bushes, the GM feels that 20 seconds is reasonable to accomplish all of this. She will make an AG stat roll later to see if he trips on a tree root, though.	20

CLOCK	ACTION	END TIME
1	Galraba comes to her senses. She unslings her two-handed sword, which takes 3 seconds, whilst looking around her. The GM will let her make another Observation skill roll at 4 seconds.	4
2	Wilbert steps out from behind a tree, 10 metres down the trail from Galraba, hand axe already drawn, and runs towards Galraba, roaring. The GM decides that it will take him only a couple of seconds to engage her. The trail is well trodden and flat, so no AG stat roll is required to sprint this short distance.	4
3	Wilfred now jumps out of the trees onto the trail. He also runs at Galraba with his hand axe.	5
4	Galraba has completed looking around now. Her Observation skill bonus is 12 but this is reduced to 7 by her RZ of -5. None of the three bandits are being stealthy now but Alfred is still many metres away in the trees whilst Wilbert and Wilfred are on the trail in plain view. The GM decides that Galraba cannot fail to notice Wilbert and Wilfred but that there is a difficulty factor of 5 to see Alfred. Galraba's player needs to score ≥10+5-7=8. She rolls 1d20 and gets a 6, meaning that Galraba still hasn't seen Alfred. Wilbert arrives within melee range of Galraba at this time. Galraba's player therefore decides that she will chop at his torso with her sword. This attack takes 4 seconds.	8
	Wilbert begins an attack with his hand axe, which takes 3 seconds. For simplicity, the GM decides that he will aim at Galraba's torso.	7
5	Wilfred arrives at Galraba a second later. He also begins a 3 second attack with his axe, but the GM decides he will aim at Galraba's head.	8
7	The GM resolves Wilbert's attack first. His attack skill bonus is 8. Is this modified? • The mST of his hand axe is 8 and Wilbert's ST stat is 12, so no Strength Penalty is applied. • He is swinging at Galraba's torso, the default body location, so no Location Penalty is applied. • Galraba is facing him, so no Orientation Bonus applies. • His axe is non-magical. • He has a zero RZ and is not fatigued yet, so no penalties there. • He is using his preferred hand so no Off Hand Penalty applies. • He is not making any other attacks, so no Simultaneous Attack Penalty applies. No modifications means a total attack bonus of 8. Galraba has no shield and is attacking with her two-handed sword, not parrying, so she must use her Dodge skill to avoid this attack. Her Dodge skill bonus is normally 13, but this is reduced to 8 because of her RZ of -5. The standard formula for action resolution gives: 10+[target's Dodge skill]–[attacker's attack skill]=10+8–8=10, so the GM must roll ≥10 for Wilbert to hit. She throws a 3 and so Wilbert misses. Swish! Wilbert decides to attempt that attack again. Maybe he will not miss next time.	10
8	Now for Wilfred. His One-Handed Axes skill bonus is 8. This is modified like so: • The mST of Wilfred's hand axe is 8 and his ST stat is 12, so no Strength Penalty is applied. • He is swinging at Galraba's head so a -2 Location Penalty is applied. • Galraba is facing Wilbert. Wilfred is therefore attacking from her flank so he gets a +1 Orientation Bonus. • His axe is non-magical.	

CLOCK	ACTION	END TIME
	• He has a zero RZ and is not fatigued yet, so no penalty there. • He is using his preferred hand so no Off Hand Penalty applies. • He is not making any other attacks, so no Simultaneous Attack Penalty applies. This gives a total attack bonus of 8-2+1=7. Galraba can try to dodge this attack too. So, the standard formula for action resolution gives: 10+[target's Dodge skill]–[attacker's attack skill]=10+8–7=11, so the GM must roll ≥11 for Wilfred to hit. She throws a 16 – a hit. So Galraba loses a number of Hit Points equal to: • the difference between the GM's die roll (16) and the number needed to hit (11), i.e. 5 HIPs; • plus the ADB of the hand axe, which is 4; • plus the ADP of the body location hit. Galraba is wearing a soft leather hood and plate full helm. Consequently, there are different Armour Combinations for the different parts of her head, e.g. her exposed face is AC0 while her covered crown is AC9. However, Wilfred just specified that he was aiming at her head, rather than at a more precise body location like her face. Consequently, the highest Armour Combination on her head, AC9, is applied to the attack. The axe delivers damage of the Slash type, so the ADP versus AC9 is -9. So Galraba loses 5+4-9=0 HIPs. Her armour has completely protected her from the blow! Wilfred's Injury Range with his axe is the standard 20, since it is a non-magic weapon and his skill bonus is <15. Consequently, his attack would only have caused an Injury if the GM had rolled a 20, and she didn't. The GM must now decide what Wilfred will do next. Belting Galraba in the head didn't seem to work, so Wilfred tries a more precise attack aimed at Galraba's unarmoured face.	11
	Galraba's two-handed sword strikes Wilbert's unarmoured torso at the same time as Wilfred's axe struck her. Her Double-Edged Two-Handed Swords skill bonus is 16. How is this modified? • The mST of her sword is 15 but her ST stat is 18, so no Strength Penalty is applied. • She is swinging at Wilbert's torso, the default body location, so no Location Penalty is applied. • She is facing Wilbert, so no Orientation Bonus is gained. • Her sword is +1 magical, giving a +1 bonus. • Her RZ=-5, since she is not fatigued yet. • She is using a two-handed weapon with both hands, so no Off Hand Penalty applies. • She is not making any other attacks, so no Simultaneous Attack Penalty applies. This gives a total attack skill bonus of 16+1-5=12. Wilbert's Dodge skill bonus is 5. The standard formula for skill resolution gives: 10+[target's Dodge skill]–[attacker's attack skill]=10+5-12=3, so Galraba's player must roll ≥3 to hit. She throws a 17. So Wilbert loses a number of Hit Points equal to:	

CLOCK	ACTION	END TIME
	• the difference between Galraba's player's die roll (17) and the number needed to hit (3), i.e. 14 HIPs; • plus the ADB of the two-handed sword, which is 12; • plus the ADP of the body location hit. This was Wilbert's unarmoured torso, which is AC0. The ADP versus AC0 for any Damage Type is 0. So Wilbert loses 14+12-0=26 HIPs from his total. Since he only has 25 HIPs normally, the attack knocks him unconscious and he falls to the floor. Wilbert is not dead (he dies if his HIP total reaches -12, his CO stat) but is out of action until he recovers naturally or is healed somehow. Galraba's player grins and turns to face Wilfred. The GM decides that this will take 1 second.	9
9	Galraba is now facing Wilfred and can commence an attack at him with her sword. She decides to make a 3 second slash at Wilfred's torso (1 second quicker than normal, so a penalty will apply to Galraba's attack skill later).	12
10	Wilbert's swing at Galraba's head was due to be finished at 10 seconds into the combat, but he's already been knocked out by Galraba. Therefore, his attack does not need to be resolved.	N/A
11	Wilfred's second attack, this time at Galraba's unarmoured face, occurs now. Wilfred's attack skill bonus is 8 and is modified like so: • He is swinging at Galraba's face, a second division body location, so a -4 Location Penalty is applied. • Galraba has turned to face him now, so he loses his Orientation Bonus. This gives a total attack bonus of 8-4=4. Galraba's Dodge skill bonus is 8 (because her RZ=-5). The standard formula for action resolution gives: 10+[target's Dodge skill]–[attacker's attack skill]=10+8–4=14, so the GM must roll ≥14 for Wilfred to hit. She throws a 1 and so Wilfred misses. Worse still, he may have fumbled. The Fumble Range for a hand axe is 8. The GM throws 1d20 and scores a 2. Since this is less than the Fumble Range, a fumble did occur. The GM decides that unlucky Wilfred loses his grip and flings his axe into the woods! Realising he is doomed, the GM lets Wilfred attempt to turn and flee. She decides it will take him a second to turn on his heel and begin sprinting away.	12
12	Wilfred commences his dash for safety at 12 seconds. Unfortunately, Galraba's attack strikes at the same time and he is not out of reach yet. Galraba's Double-Edged Two-Handed Swords skill bonus is 16. How is this modified? • First, a penalty equal to -2x1=-2 applies to her skill because she made her attack 1 second quicker than the default duration. • She is swinging at Wilfred's torso, so no Location Penalty is applied. • Wilfred has now turned to flee, so Galraba gets a +2 Orientation Bonus for striking from his rear. • Her sword is +1 magical. • Her RZ=-5, since she is not fatigued yet. This gives a total attack skill bonus of 16-2+2+1-5=12.	

CLOCK	ACTION	END TIME
	Despite having turned away, Wilfred is still painfully aware of the Half-Orc with the big sword, so may still use his Dodge skill. His bonus is 5. The standard formula for skill resolution gives: 10+[target's Dodge skill]–[attacker's attack skill]=10+5-12=3, so Galraba's player must roll ≥3 to hit. Her player throws an 18. So Wilfred loses a number of Hit Points equal to: • the difference between Galraba's player's die roll (18) and the number needed to hit (3), i.e. 15 HIPs; • plus the ADB of the two-handed sword, which is 12; • plus the ADP of the body location hit. This was Wilfred's unarmoured torso, which is AC0. The ADP versus AC0 for any Damage Type is 0. So Wilfred loses 15+12-0=27 HIPs from his total. He only has 25 HIPs so will be falling unconscious like Wilbert. However, that's not all! Galraba has a +1 magic weapon and a skill bonus with it of ≥15. These two factors reduce her Injury Range from the standard 20 to 18. Since her player threw an 18 on the attack roll, her attack consequently delivers an Injury. Wilfred has lost 27 HIPs because of this attack and the GM rolls 16 for the Injury Roll. The Medium Creature Injury Roll Table (Humans and Half-Orcs are Medium sized) indicates that an Injury of severity H has been delivered by Galraba's attack. Consulting the Slash Injury Description Table (since two-handed swords do Slash damage) for attacks to the torso, we see that Galraba has made a scooping slash which spills Wilfred's guts on the ground! Wilfred gurgles and collapses dead to the floor. Galraba lowers her sword and begins to rest, whilst looking around her. She needs to rest for 100/CO seconds to reset the onset of fatigue. With a CO of 18, this will take 6 seconds.	18
18	By this time, Galraba is fully rested. The GM decides that it is now so easy to spot Alfred the bandit leader, who is jogging towards her through the trees, that no Observation skill roll is required. Galraba waits for him to get within the reach of her sword.	20
20	Alfred should arrive within melee range of Galraba now. The GM feels it appropriate, however, to make an AG stat roll for her NPC, to test whether he had any trouble running through the wood, across uneven ground crisscrossed with roots and brambles. Alfred has an AG stat of 15 and the GM chooses the difficulty factor to be 10. She must then roll ≥10+10-15=5 for Alfred to succeed. She scores a 4 – a slight failure. The GM decides that this means that Alfred took a little longer to jog through the woods than expected – perhaps he had to watch his footing closely. She delays his arrival at melee range with Galraba till 22 seconds.	22
22	Alfred arrives within reach of his target and swings his hand axe at her (a 3 second attack), aiming at her unarmoured right hand.	25
	Galraba begins her own attack at the same time. Alfred is unarmoured so she aims at his torso (a 4 second attack). Since Galraba has recommenced vigorous actions after resting, it is necessary to recalculate when she will next become fatigued. Her current HIP total is 43. With her RZ of -5, fatigue will start next at 22+43-5=60 seconds.	26

CLOCK	ACTION	END TIME
25	Alfred's attack is resolved now. His One-handed Axes skill bonus is normally 10: • The mST of his hand axe is 8 and his ST stat is 14, so no Strength Penalty is applied. • He is swinging at Galraba's right hand, a second division body location, so a -4 Location Penalty is applied. • They are facing each other, so no Orientation Bonus applies. • His axe is magical with a +2 bonus. • He has a zero RZ and is not fatigued yet (although he will be in 5 seconds). This gives a total attack bonus of 10-4+2=8. Galraba's Dodge skill bonus is 8 (because her RZ=-5). The standard formula for action resolution gives: 10+[target's Dodge skill]–[attacker's attack skill]=10+8–8=10, so the GM must roll ≥10 for Alfred to hit. She throws a 16, so he hits. Galraba loses a number of Hit Points equal to: • the difference between the GM's die roll (16) and the number needed to hit (10), i.e. 6 HIPs, • plus the ADB of the hand axe, which is 4, • plus the ADP of the body location hit. This was the right hand which is AC0. The ADP versus AC0 is 0. So Galraba loses 6+4=10 HIPs from her total. She now has 43-10=33 left. Alfred roars triumphantly and strikes again with his axe (a 3 second attack), this time aiming at the Half-Orc's face. He also decides to bash her right arm with his tower shield at the same time (a 5 second attack).	28+ 30
26	Galraba's two-handed sword attack is resolved now. Her skill bonus of 16 is modified like so: • She is swinging at Alfred's torso so no Location Penalty is applied. • Her sword is +1 magical. • Her RZ=-5, since she is not fatigued (she will be at 60 seconds into the combat). This gives a total attack skill bonus of 16+1-5=12. Alfred has a Block skill bonus of 11, better than his Dodge skill of 9. The GM decides, therefore, that Alfred will use his tower shield to block Galraba's sword, rather than dodging it as normal. This means that he must cancel the shield bash attack that he started one second ago, though. The standard formula for skill resolution gives: 10+[target's Block skill]–[attacker's attack skill]=10+11-12=9, so Galraba's player must roll ≥9 to hit. Her player throws a 6, a miss. Her sword is harmlessly deflected by Alfred's shield. Galraba commences another sword attack, aiming at Alfred's torso again.	30
	Having successfully avoided damage from Galraba's sword, Alfred begins his shield bash attack again, aiming at her right arm.	31

CLOCK	ACTION	END TIME
28	Alfred's next axe attack is resolved now. Galraba's face is a second division body location, like the hand that he aimed at previously, so the same modifiers apply again. He has a total attack bonus of 8. Galraba's Dodge skill bonus is 8 still, so the GM must roll ≥10+8-8=10 for Alfred to hit. She throws an 11 so he hits, just. Galraba loses (11-10)+ADB+ADP=1+4+0=5 HIPs. She now has only 33-5=28 HIPs left. Alfred roars again and begins another attack with his hand axe, aiming at her face once more.	31
30	Galraba's next sword attack is resolved now. Alfred is unarmoured so she can aim at his torso, the easiest body location to hit, without penalty and she is not fatigued, so her bonus remains 12. The GM decides not to sacrifice Alfred's shield bash attack again – he will try to dodge this attack. His Dodge skill is 9. (Alfred becomes fatigued at this point in the combat, but won't accrue the -1 Fatigue Penalty until the next second; currently, he still has a zero Fatigue Penalty.) Consequently, Galraba's player must roll ≥10+9-12=7 to hit. Her player throws a 7 – she just nicks him. Alfred loses a number of Hit Points equal to (7-7)+ADB+ADP=0+12+0=12. Alfred now has 30-12=18 HIPs left. Galraba begins another attack, striking at Alfred's head this time, hoping to do more severe damage if she is lucky.	34
31	At 31 seconds, both Alfred's hand axe and shield bash attacks are ready to be rolled. The GM decides to resolve the axe attack first. Alfred's standard One-handed Axes skill bonus of 10 is modified like so: • He is swinging at Galraba's face (to avoid her armour), a second division body location, so a -4 Location Penalty is applied. • His axe has a +2 magical bonus. • At the beginning of the combat, the GM calculated that Alfred would become fatigued at 30 seconds. He has not rested since combat began with his arrow shot. Now that 31 seconds have elapsed, a Fatigue Penalty equal to 30-31=-1 is added to his Resistance Penalty. His RZ was zero, so it is now -1. • He is making his axe strike at the same time as bashing with his shield, so a -2 Simultaneous Attack Penalty applies. This gives a total attack bonus of 10-4+2-1-2=5. Galraba's Dodge skill bonus is 8. The standard formula for action resolution gives: 10+[target's Dodge skill]–[attacker's attack skill]=10+8–5=13, so the GM must roll ≥13 for Alfred to hit. She throws a 4, so he misses. Now for Alfred's shield bash. His Shield Bash skill bonus is 8. • The mST of his tower shield is 12 and Alfred's ST stat is 14, so no Strength Penalty is applied. • He is swinging at Galraba's right arm, a first division body location with a -1 Location Penalty. • His shield is non-magical, so no magic bonus applies. • He has a -1 RZ due to fatigue. • He is attacking with his shield with his left hand, so a -2 Off Hand Penalty applies.	

CLOCK	ACTION	END TIME
	• He was making his shield bash at the same time as attacking with his axe, so a -2 Simultaneous Attack Penalty applies. This gives a total attack bonus of 8-1-1-2-2=2. The standard formula gives: 10+[target's Dodge skill]–[attacker's attack skill]=10+8–2=16, so the GM must roll ≥16 for Alfred to hit. Luckily, she throws a 20 – Alfred hits and the bash inflicts an Injury too! Galraba loses a number of Hit Points equal to: • the difference between the GM's die roll (20) and the number needed to hit (16), i.e. 4 HIPs; • plus the ADB of the tower shield, which is 4; • plus the ADP of the body location hit. This was the right arm. Galraba's soft leather and chain mail hauberks protect her arms, giving AC6 on this body location. The ADP versus AC6 for Crush damage is -4. So Galraba loses 4+4-4=4 HIPs from her total. She now has 28-4=24 left. The GM resolves the Injury inflicted by the shield bash now. Galraba lost 4 HIPs because of this attack and her player rolls 14 for the Injury Roll. The Medium Creature Injury Roll Table indicates that an Injury of severity B has been delivered by Alfred's shield bash attack. Consulting the Crush Injury Description Table shows that a hairline fracture will have resulted, perhaps in Galraba's wrist, the pain causing a -2 Injury Penalty. Galraba's RZ was -5 due to her armour and equipment. However, she has now accrued a -2 Injury Penalty which is added to her RZ, bringing it to -7. (Note that her RZ is not worsened by fatigue or Hit Point loss yet, since she won't become fatigued until 60 seconds into the combat and she still has more than 25% of her normal HIPs.) The GM decides that Alfred will chop at Galraba's face with his hand axe, to finish her off.	34
34	At 34 seconds, both Galraba's sword and Alfred's axe attacks must be resolved. The GM decides to resolve her NPC's attack first, to build the suspense. Alfred's standard One-handed Axes skill bonus of 10 is modified like so: • He is swinging at Galraba's face, a second division body location, so a -4 Location Penalty is applied. • His axe has a +2 magical bonus. • He has an RZ of -4 because he is fatigued. (He became fatigued at 30 seconds, so his Fatigue Penalty is now 30-34=-4.) • He is only making one attack currently, so no Simultaneous Attack Penalty applies. This gives a total attack bonus of 10-4+2-4=4. With her RZ of -7, Galraba's Dodge skill bonus is reduced from 13 to 6. The standard formula gives: 10+[target's Dodge skill]–[attacker's attack skill]=10+6–4=12, so the GM must roll ≥12 for Alfred to hit. She throws an 18 – Alfred's attack is successful. In addition, because Alfred's axe is +2 magical, an attack will cause an Injury on a roll of 20-2=18 or higher – so this attack delivers an Injury too.	

CLOCK	ACTION	END TIME
	Galraba loses a number of Hit Points equal to: • the difference between the GM's die roll (18) and the number needed to hit (12), i.e. 6 HIPs; • plus the ADB of the hand axe, 4; • plus the ADP of the body location hit. This was the Galraba's face, which is unarmoured AC0 so the ADP is zero. So Galraba loses 6+4=10 HIPs, taking her down to 24-10=14 in total. Now for the Injury inflicted by the axe. Galraba lost 10 HIPs because of this attack and, unfortunately, her player's Injury Roll scores 17. The Medium Creature Injury Roll Table indicates that an Injury of severity F has been delivered by Alfred's axe blow. Consulting the Slash Injury Description Table shows that Galraba now has a fractured skull. She gains an additional -8 Injury Penalty, taking her total RZ to -15, and will lose 3 HIPs every subsequent second due to bleeding from the wound. Ouch! Triumphant, Alfred begins another attack at her face.	37
	Galraba's sword attack at Alfred's head is also resolved at 34 seconds into the combat. She really needs this attack to count or she is doomed. Her skill bonus of 16 is modified like so: • She is swinging at Alfred's head, so a -2 Location Penalty is applied. • Her sword is +1 magical. • Her RZ is still -7. (We know that Alfred's axe is inflicting a terrible wound upon Galraba at this very point in time. However, Galraba's own attack is occurring simultaneously so the increase to her Injury Penalty because of the skull fracture can be ignored until next second.) This gives a total attack skill bonus of 16-2+1-7=8. Alfred can use his shield to block this attack. His Block skill bonus is normally 11 but his RZ of -4 (due to fatigue) reduces it to 11-4=7. Therefore, the standard formula for skill resolution gives: 10+[target's Block skill]–[attacker's attack skill]=10+7-8=9, so Galraba's player must roll ≥9 to hit. Her player throws a 15 – the attack hits! Alfred loses a number of Hit Points equal to (15-9)+ADB+ADP=6+12+0=18. He only has 18 HIPs left anyway so this is enough to render him unconscious. Thus, at the same moment that Alfred's axe strikes Galraba, her sword blow knocks him down and out. Galraba gasps with relief and pain as she drops her sword and clutches her throbbing head…	N/A

Obviously, a lot can happen in just over half a minute! Although this may seem a lot of detail to keep track of, many of the modifiers to a character's attack skill bonuses are constant (e.g. Strength Penalties, Magic Weapon Bonuses, Off-Hand Penalties) and can be recorded on the Character Sheet, removing the need to recalculate them each time an attack is made with a particular weapon. In addition, the record keeping work can be shared between the GM and players. It is suggested that each player records the end times for his character's actions, along with his character's Hit Point loss and details of Injuries if any occur. Meanwhile, the GM does the same for the NPCs and monsters, and draws a sketch map of the situation. By comparing the lists of end times against the current elapsed time, it is easy to work out whose action finishes next. By sharing the labour like this, and with a little practice, role-playing a combat becomes fast and realistic.

CHAPTER 5
MAGIC

This chapter describes the two types of magic used in the world – profane and pious magic.

Pious magic is the gift of the gods. Devoted priests are able to use magic prayers to call upon divine intervention and change reality. Because they use divine power, these prayers can be extremely potent and versatile. However, the gods will only answer prayers which further their often inscrutable and inconstant aims, and which are made by priests who have curried enough favour. Many prayers go unanswered.

Profane magic has nought to do with the gods. Skilled people known as magicians are able to change reality for themselves by using magic spells to manipulate the ambient magical power that is so rich in the world. Spells are spoken and written in the arcane language Magicka, a specialised and inherently magical tongue developed by the ancients in aeons past. Casting magic spells does not require any devotion to a god, so is an easier ability to acquire. However, spells tend to be less versatile and weaker than magic prayers.

The recipe-like nature of spells makes profane magic the easier of the two types to describe first.

1) PROFANE MAGIC

Spells are divided into sixteen disciplines, which represent the distinct fields of profane magic that have been studied, developed and codified into text over the millennia. Each discipline is associated with a specific list of spells, and all of the spells of a particular discipline have a common theme. For example, the spells of the Healing discipline are all associated with healing wounds and injuries.

The subsequent sections describe every discipline and its spells. First, a key to some of the terms used in the descriptions is provided (some of these terms are explained in more detail later):

- LEVEL – the level of the spell. The higher the level, the more powerful is the spell.
- NAME – the name used to refer to the spell.
- DISC – the discipline to which the spell belongs.
- CAST – whether the spell is cast instantaneously or non-instantaneously.
- TYPE – whether the spell is direct or indirect. Targets can try to resist direct spells if they wish; if successfully resisted, such spells have no effect. Indirect spells cannot be resisted. (Direct spells are sometimes referred to as resistible spells, while indirect spells may be called irresistible spells.)

- DUR – the duration of the spell's effects.
    - By default, all spells' effects manifest as soon as the caster finishes casting, and cease when the duration has elapsed, except where noted otherwise in the description. E.g. the Summon Fire Elemental spell causes a fire elemental to appear in front of the caster the moment that he finishes casting the spell. This elemental disappears after a maximum of SC minutes. However, the Enhance Attack spell's duration is given as one attack and it is described as affecting the target's next attack. Consequently, the effects of this spell will manifest whenever the target begins his next attack, which may be some time after the caster has finished his incantation. They end once this singe attack is completed.
    - Any spell can be cancelled instantaneously at any time before the given duration by its caster (with the exception of spells whose duration is marked as permanent).
    - If a finite time is not given for a spell's duration, its duration will either be permanent (i.e. its effects are irreversible and cannot be cancelled by its caster or dispelled with a spell like Dispel Magic) or indefinite (i.e. its effects continue indefinitely until the spell is cancelled by its caster or is dispelled or the caster dies).
    - The caster always knows the exact time remaining for the durations of any active spells that he has cast (with the exception of spells whose duration is permanent or indefinite).
- RAN – the range, i.e. the maximum distance, from the caster to the target or focus of the spell's volume. Note that spells with a range other than Self can still be cast by the caster upon himself.
- VOL – the radius of the spherical volume affected by the spell's effects.
    - Although generally a volume, this parameter may also be an area or a number of targets of a specific type.
    - Where a number is given, this is the maximum number and the caster may choose to affect a volume of smaller radius, or fewer targets, etc.

Often, the potency of spells is dependent upon the caster's relevant spell-casting skill bonus. E.g., a caster with a high Alchemy Spell-Casting skill will be able to cast spells from the Alchemy discipline with a longer duration than a caster will a lower Alchemy Spell-Casting skill. In the following descriptions, the abbreviation SC always refers to the spell-casting skill bonus:

- for the discipline of the spell being described, e.g. if SC is used in the description of a Healing spell then it is referring to Healing Spell-Casting skill (not Alchemy Spell-Casting);
- of he who is casting the spell (not the SC of the spell's target or anyone else).

Note that, unless otherwise stated in a spell's description, casting a spell multiple times on the same target never increases the potency of its effects. E.g. casting an Enhance Attack spell, which gives a +1 bonus to attack skill, twice at the same target will not result in the target's attack skill being increased by +2.

1,1) DISCIPLINES

1,1,1) ALCHEMY

These spells are largely concerned with the creation of items with magical powers.

Note that all magical items have a few shared properties, regardless of their type. They are usually much harder to break than their non-magical counterparts, and they do not become dulled, rusted or otherwise sullied with age. Magic weapons retain their sharp edges.

LEVEL 1) CHARGE

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 item

This spell enables the caster to transfer a number of his Power Points into a Soul Stone (which may or may not have been embedded within an item). The Soul Stone cannot contain more POPs than the maximum number that it normally holds.

If the caster's SC≥15, he may transfer his POPs into any Soul Stone within sight (i.e. he does not need to touch the Stone).

Note that, if the soul trapped within the Soul Stone lacks spell-casting abilities and does not have POPs, it cannot be charged.

LEVEL 2) SOUL TRAP

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Direct
DUR: SC seconds	RAN: SC metres	VOL: 1 target

In order for this spell to be successful, the caster must hold a precious stone (gem, crystal, etc.) whilst casting this spell and for its full duration. If the spell's target is killed (or enters a coma) during the spell's duration, then the target's soul immediately enters the caster's stone (note that the soul may resist this since Soul Trap is a direct spell). The target's soul is trapped permanently within the stone and is held in stasis there – frozen in time and comatose.

A single stone may only contain one soul at any time. Once a soul is trapped in a stone (creating a Soul Stone – the term for a precious stone containing a trapped soul), it cannot be moved from that stone except through the use of a Free Soul spell (see below). If a Soul Stone is destroyed, the soul it contains is released and banished immediately to the Spirit World. (Note that most precious stones are so tough that they can only be destroyed via the loss of 20 or more Hit Points from a single attack. Remember that, although unable to dodge the attack, a stone would be Armour Combination 11.)

The soul of any sentient creature can be trapped in a precious stone in this way. Note that this spell is Indirect, so the slain creature's soul cannot resist being trapped in the caster's precious stone. Note too that Soul Stones, containing souls with spell-casting abilities and Power Points, are required in order to create magical items with many of the subsequent spells in this discipline.

LEVEL 3) WORK MATERIAL

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: Touch	VOL: <10 cms

This spell allows the caster to magically bend, sculpt and bond pieces of leather, wood, metal, stone, etc. into new forms. The targets become malleable and plastic in his fingers. Apart from for making novel items, the caster can also use this spell to repair broken objects. If no new raw materials are required, repairs can be performed very quickly, e.g. the caster could simply pick up a chain mail jerkin and mould the damaged links back into loops with his fingers.

The caster must have an SC of:

- ≥1 to work cloth or leather (i.e. soft organic);
- ≥10 to work wood, bone or ivory (i.e. hard organic);
- ≥15 to work metal, stone, glass, or ceramics (i.e. inorganic);
- ≥20 to work materials affected by any magical enchantment.

If a target's smallest physical dimension is >SC cms, then it cannot be affected by this spell at all. E.g. an Alchemist with an SC of 10 could rend a hole in a wooden door which was 10 cms thick or less, but could not affect a thicker door, or one made of metal or stone.

Although the spell bestows this power for only SC minutes, the changes made to targets are permanent.

LEVEL 4) POTION

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Indirect
DUR: Indefinite	RAN: Touch	VOL: 1 potion

This spell must be cast upon a small volume of water – equivalent in size to a single shot of spirit. After casting this spell, the next spell cast by the caster is embedded into the water. The embedded spell is effectively stored in the water. Whoever subsequently drinks this water – now known as a potion – is affected by the embedded spell.

All varieties of potions are colourless and odourless, so sight and smell cannot be used to gauge their effects. A successful Attune skill roll is the only certain way to determine what will happen when a potion is drunk (other than by drinking it and seeing what happens). Imbibing only part of a potion will have no effect on the drinker and will make the rest of the potion useless, i.e. the whole potion must be drunk in order to experience its effects, and a single potion cannot be shared. Potions invariably come in single-dose glass phials – the narrow neck of the phial is snapped off to allow the liquid to be poured down the throat and drunk in one gulp.

Any embedded spell must be suitable for storing in a potion and being subsequently cast after a delay upon the drinker. Some spells may not suit these restrictions and, at the GM's discretion, may not be embedded.

Note that (unlike herbs, poisons, etc.) potions do not spoil with age. The effects of drinking a potion will be the same, regardless of whether it is drunk an hour, a year or a century after its making.

LEVEL 5) SOUL STONE EMBEDDING

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Touch	VOL: 1 stone

This spell enables the caster to magically weld a Soul Stone onto an item, e.g. onto a sword's pommel. Once a Soul Stone has been embedded into an item, the Soul Stone itself does not need to be touched in order to use its powers – instead, touching any part of the item is sufficient, e.g. the sword's hand grip.

Although this spell securely fuses a Soul Stone to an item, if enough force is applied, the stone and item can be separated. If this occurs, this spell ends and the item ceases to be magical. (Any spells cast upon the Soul Stone which enhanced the item's powers also fail, although spells which only affected the Soul Stone itself may continue.) The amount of force required to remove an embedded Soul Stone varies with the item. It will be much harder, for example, to prise a gem away from the metal pommel of a sword than it will be to tear away one fused to the breast of a woollen cloak.

This spell will not work if it is used to try to embed a Soul Stone to an item which already has a Soul Stone embedded on it.

This spell may be cast in reverse, so as to safely remove a Soul Stone from an item which was previously embedded there by the caster. It cannot be used to remove Soul Stones embedded by others.

LEVEL 6) ALCHEMIST'S KEY

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Direct
DUR: Instantaneous	RAN: Touch	VOL: 1 portal

This spell can only be cast upon a Soul Stone previously embedded onto a door or lid, etc. (with a Soul Stone Embedding spell). The spell causes any bolts, catches or other fastenings on the door/lid to slide open. If the door/lid is sealed with locks requiring keys, the spell will also cause the locks to unlock if they have a difficulty factor versus Pick Lock skill rolls of ≤SC; locks which are more difficult to pick are unaffected.

The Soul Stone used must have a maximum POP total of ≥25 for this spell to work.

LEVEL 7) SPELL EMBEDDING

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Touch	VOL: 1 item

This spell can only be cast upon a Soul Stone previously embedded within an item (with a Soul Stone Embedding spell). It enables the caster to embed the next spell he casts into the Soul Stone. The caster must be touching the Soul Stone (or the item into which it has been embedded) whilst casting both spells in order for the process to be successful.

Once a spell has been embedded in this way, it can be cast by anyone with Attune skill. Each time the item is attuned, the requisite number of POPs required to cast the embedded spell is lost from the pool within the Soul Stone. These lost POPs are regained at a fixed rate of 1 per hour. An embedded spell can only be attuned if the stone contains enough POPs to cast that spell. Note that the spell-casting skill of the character that embedded the spell in the item is used to determine the potency of the effects of the embedded spell, rather than the spell-casting skill of the character attuning the item.

This spell can be used to create weapons which instantaneously cast spells upon the victims of their attacks. E.g. by using Spell Embedding, Stun and Spell Trigger spells, an alchemist could create a sword which can be attuned to instantaneously cast Stun upon the target just struck.

The embedding process can be repeated such that a single Soul Stone may contain a number of different embedded spells equal, at most, to its maximum POP total divided by 20 (e.g. a Soul Stone with 100 POPs might contain up to 5 different embedded spells). A spell cannot be embedded in a Soul Stone that does not contain enough POPs to allow it to cast that spell. Finally, note that any embedded spell must be suitable for embedding in an item – some spells may not suit this restriction and, at the GM's discretion, may not be embedded.

LEVEL 8) INJURY ENHANCEMENT

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 item

This spell can only be cast upon a Soul Stone previously embedded within a weapon (with a Soul Stone Embedding spell). It makes the weapon deliver an additional Injury. Any creature having to make an Injury Roll as a result of being struck by this weapon must make an additional Injury Roll versus a type of damage specified by the caster (from Acid, Cold, Electricity, Heat or Mental).

Casting this spell causes the Soul Stone to have its maximum POP total reduced by 20. If this would reduce its maximum POP total to zero or below, the spell cannot be cast on this stone.

LEVEL 9) RANGE ENHANCEMENT

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 item

This spell can only be cast upon a Soul Stone previously embedded within a weapon (with a Soul Stone Embedding spell). It makes a single thrown weapon, or ammunition fired by a single missile weapon, travel X times as far as normal, where X equals:

- 1.5 if the caster's SC ≤ 15;
- 1.5 or 2.0 if the caster's 16 ≥ SC ≤ 19;
- 1.5, 2.0 or 3.0 if the caster's SC ≥ 20.

Casting this spell causes the Soul Stone to have its maximum POP total reduced by 20, 40 or 60, for x1.5, x2 or x3 range respectively. If this would reduce its maximum POP total to zero or below, the spell cannot be cast on this stone.

LEVEL 10) ALCHEMIST'S LOCK

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Direct
DUR: Indefinite	RAN: Touch	VOL: 1 portal

This spell can only be cast upon a Soul Stone previously embedded onto a door or lid, etc. (with a Soul Stone Embedding spell). The spell seals the door or lid, magically welding the join shut so that it cannot be opened by anyone other than the caster. If the caster cares to choose a password when casting this spell, then persons uttering the word as they touch the door/lid may also open it. In addition, this spell conveys magical protection to the door or lid such that it becomes impervious to any attack that causes the loss of a number of Hit Points equal to or less than the maximum number of POPs stored in the Soul Stone. E.g. if the spell is cast upon a Soul Stone with 10 POPs embedded in a door, then the door will only be damaged by axe blows delivering ≥11 HIPs – weaker attacks will bounce off ineffectually.

Entry can be gained by using a successful Dispel Magic spell to cancel the Alchemist's Lock. Alternatively, the material or wall adjacent to the door/lid could be split or dug through.

LEVEL 11) SKILL ENHANCEMENT

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 item

This spell can only be cast upon a Soul Stone previously embedded within an item (with a Soul Stone Embedding spell). It gives the item a magic bonus of X, where X equals:

- +1 if the caster's SC ≤ 15;
- +1 or +2 if the caster's 16 ≥ SC ≤ 19;
- +1, +2 or +3 if the caster's SC ≥ 20.

These bonuses are generally applied to skill rolls made with the item. For most kinds of item, it will be obvious as to which skill is affected by the bonus – e.g. using a +1 lock pick increases its user's Pick Lock skill by +1, and using a +2 long bow increases its user's Bows skill by +2. However, this spell can be cast upon items which are not associated directly with a skill, e.g. pieces of clothing. In such cases, the spell-caster may choose a single skill (with the GM's approval) to which the bonus applies – the user of the item benefiting from this bonus. E.g. a cloak which increases its wearer's Stealth skill bonus by +3, or a glove which increases its wearer's Pick Pocket skill by +2. At the GM's discretion, this spell can be applied to a wide range of items, e.g. a bonus to a lock would increase the difficulty factor versus a thief's Pick Lock skill.

Note that, while a bonus to a weapon increases its user's attack skill, the bonus also decreases the weapon's:

- Injury Range (see the *Combat* chapter), i.e. the range of values required of the attack roll to inflict an Injury. So a +1 weapon will inflict an Injury on attack rolls of 20 or 19; a +2 weapon will inflict an Injury on rolls of 20, 19 or 18; and so on.
- Fumble Range, i.e. making it harder to fumble. So, while a non-magical war hammer has a Fumble Range of 8, a +1 war hammer has a Fumble Range of 7.

Note that, if a bonus is bestowed upon a piece of armour, it will not affect the wearer's skills but, instead, the bonus is added to the Action Penalty associated with that armour, so as to reduce the Action Penalty and make the armour less cumbersome to wear. (Note that Action Penalties can be reduced to zero in this way but cannot be made positive, i.e. >0.)

Casting this spell causes the Soul Stone to have its maximum POP total reduced by 30, 50 or 70, for a +1, +2 or +3 bonus respectively. If this would reduce its maximum POP total to zero or below, the spell cannot be cast on this stone.

LEVEL 12) DAMAGE ENHANCEMENT

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 item

This spell can only be cast upon a Soul Stone previously embedded within a weapon (with a Soul Stone Embedding spell). It makes the weapon cause X times the normal number of Hit Points to be lost whenever it hits, where X equals:

- 1.5 if the caster's SC ≤ 15;
- 1.5 or 2.0 if the caster's 16 ≥ SC ≤ 19;
- 1.5, 2.0 or 3.0 if the caster's SC ≥ 20.

Whenever such a weapon makes a successful attack, always calculate the number of HIPs that would be lost by the target normally, i.e. if the weapon did not have this power, before applying the multiplier.

Casting this spell causes the Soul Stone to have its maximum POP total reduced by 60, 80 or 100, for x1.5, x2 or x3 damage respectively. If this would reduce its maximum POP total to zero or below, the spell cannot be cast on this stone.

LEVEL 13) CONSTANT SPELL EMBEDDING

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Touch	VOL: 1 item

This spell acts like the Spell Embedding spell, but the spell that is embedded takes effect constantly – it automatically affects anyone who complies with certain conditions regarding the use of the item, as specified by the caster. Spells with instantaneous durations cannot be embedded with this spell.

E.g. the caster might use this spell to embed an Invisibility spell into a ring, specifying that anyone who puts on the ring is affected by the Invisibility spell, and remains invisible for as long as they are wearing the ring. Alternatively, a Resist Heat spell may be embedded into a sword, such that anyone who wields the sword is automatically affected by the Resist Heat spell. (The GM should use her discretion with regard to which spells may take effect constantly via an item, and to the conditions that Alchemists specify.)

Only one constant spell effect may be embedded in a single item at any time.

Casting this spell causes the Soul Stone to have its maximum POP total reduced by 150. If this would reduce its maximum POP total to zero or below, the spell cannot be cast on this stone.

LEVEL 14) VORPAL WEAPON

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 item

This spell can only be cast upon a Soul Stone previously embedded within a weapon (with a Soul Stone Embedding spell). This spell makes the weapon's attacks cleave easily through armour. The Armour Combination of any body location struck by the weapon is reduced by SC/2 (to a minimum of zero).

Casting this spell causes the Soul Stone to have its maximum POP total reduced by 70. If this would reduce its maximum POP total to zero or below, the spell cannot be cast on this stone.

LEVEL 14) SLAYING WEAPON

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 item

This spell can only be cast upon a Soul Stone previously embedded within a weapon (with a Soul Stone Embedding spell). If the weapon (including ammunition fired from it if it is a missile weapon) is hitting a particular type of target, as specified by the caster on casting this spell, then the attack is slaying. This means that, against the specified type of target only, the attack's Injury Range is decreased by 3 points and the victim's Injury Roll is made at +3 (see the *Combat* chapter).

If he wishes, the caster may specify a weapon as slaying a general type of creature (e.g. undead), a particular species (e.g. liches) or, alternatively, he may restrict the item to slaying a particular individual (e.g. the Liche King Xalifoss).

A weapon may only ever be slaying against one type of target, and the type of target must be that which was specified when this spell was cast.

Casting this spell causes the Soul Stone to have its maximum POP total reduced by 70. If this would reduce its maximum POP total to zero or below, the spell cannot be cast on this stone.

LEVEL 15) SOUL AWAKENING

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Touch	VOL: 1 item

This spell creates a sentient item. It can only be cast upon a Soul Stone previously embedded within an item (with a Soul Stone Embedding spell). It releases the soul trapped within the Soul Stone from comatose stasis – effectively awakening it again. If the caster's:

- SC < 20, the sentient item is able to magically sense the world using the senses of whoever is touching it. In addition, the item can communicate telepathically with whoever touches it (using whichever languages it knows).
- SC ≥ 20, the sentient item can see and hear as well as it could when alive in its original body. It is able to communicate telepathically with whoever touches it and may speak with an audible voice if it desires.

Once freed from stasis, the awakened soul's personality and memories are restored and it becomes able to interact with the world although, since its body is now an inanimate object, it cannot perform any actions that require movement. The soul may perform purely mental actions using the skill and stat bonuses it had when alive (at the GM's discretion, the item may be able to increase its bonuses in specific skills through development as normal). It can also automatically attune those spells that are embedded within its Soul Stone, using its pool of POPs (no attunement roll is required). It may not, however, cast any other spells. Note that, although lacking a living body, an awakened soul in a Soul Stone still requires sleep and can still be affected by spells that affect souls (unless specifically noted otherwise).

Whenever a sentient item is touched, a battle of wills may be instigated by either the item itself or the person touching it. To determine who wins, the person touching the item should make an SD stat roll, versus the SD stat of the sentient item itself. (Any magical bonus on the item should be added to the item's soul's SD stat for these purposes.) The winner is able to control the actions of the loser as if via a Command spell (see the Mind discipline). The control lasts while physical contact between the winner and loser is maintained; once this contact is broken, the control is lost. Should contact be made again, another battle of wills can be instigated immediately by either side.

E.g. if an evil sentient item won a battle of wills, it might order the person touching it to hold it and never put it down again (enabling the item to keep control of its holder indefinitely). Alternatively, if the person won the battle, he could order the sentient item to cast any spells embedded within it without needing to attune the item himself.

Whenever a character or item wins a battle of wills, it gains a +1 bonus to its SD stat for the purposes of the next battle of will versus the same opponent. These +1 bonuses are cumulative so that it becomes progressively easier to win subsequent battles of will versus the same opponent. Once a battle is lost, these bonuses are lost also.

LEVEL 16) REMOTE ATTUNEMENT

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Within sight	VOL: 1 item

This spell enables the caster to attune an item without touching it, regardless of who is using the item or how they are using it at the time. After making the spell-casting roll to cast this spell, the caster immediately makes an Attune skill roll – if this is successful, the desired power is attuned. Note that an item's spell cannot be attuned if its Soul Stone does not have enough POPs left to cast that spell. (However, a Charge spell could first be used to transfer some of the caster's POPs into the Soul Stone…)

LEVEL 17) ANIMATE

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Direct
DUR: Indefinite	RAN: Touch	VOL: 1 item

This spell is generally cast upon a statue which has had a Soul Stone embedded within it and which has then been made sentient. Once Animate is cast, the statue becomes animated – the once lifeless statue now able to move under the control of the soul in the Soul Stone. Limbs which were rigid are now able to magically flex, enabling the statue to move itself. Such creatures are known as Golems (see *The Bestiary*).

The statue must be made from a single type of material – typically clay, bronze or marble – and, if it is to animate successfully, must have a body shape consistent with that of the body which the soul used to have. E.g. if a Soul Stone containing an Elf's soul is embedded into a humanoid statue (with head, body, two legs and two arms), made sentient and then has an Animate spell cast upon it, the statue will become a Golem. The Elf is used to having a humanoid body and so the Golem will be able to walk around, manipulate objects with its hands, etc. If the form of the statue is different to that which the soul is used to, then the spell will fail and the statue will remain inanimate, not becoming a Golem. E.g. this spell will fail if the Elf Soul Stone is embedded in a statue of a lion – the statue remaining rigid and lifeless.

A Golem can make use of skills that it had developed whilst its soul was in its natural body (and can develop them further). E.g. the Golem mentioned previously could pick up a long sword and make attacks using the Elf's old Double-Edged One-Handed Swords skill bonus. However, the rigidity of the statue body will reduce bonuses for moving actions. A penalty of SC-20 (maximum of zero) is applied to such bonuses, where SC is the spell-casting of the caster of the Animate spell. E.g. if the Golem is animated by an alchemist with an SC of 17, a penalty of 17-20=-3 is added to the Elf's Double-Edged One-Handed Swords skill bonus (and skills or stats for all other moving actions). If the Golem lacks necessary appendages, like fingers, then the GM should increase the penalty suitably. Remember that the soul's new body is very likely to have different physical stats compared with its original form (i.e. that it was born with), and so many skill bonuses will require recalculation (see *The Effects of Changing Stats* section of the *Character Development* chapter).

This spell can also be cast on a sentient melee or thrown weapon. If the Animate spell is followed by a Permanency spell and then a Flight spell, the sentient weapon gains the ability to fly through the air and attack by itself, without being held. The attacks must be made using the soul's attack skill bonus for the relevant weapon. As with Golems, a penalty equal to SC-20 is applied.

LEVEL 18) SOUL PURPOSE

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Direct
DUR: Indefinite	RAN: Touch	VOL: 1 item

This spell can only be cast upon a sentient item. It gives the soul an overriding sense of purpose – a mission which it strives to fulfil with every fibre of its being. Typical purposes might be to:

- help its maker;
- help its current owner;
- defeat evil;
- defeat Wood Elves.

This spell is Direct and so the target soul may resist its effects (any magical bonuses on the item should be added to the item's soul's SD stat for these purposes). If it fails to resist, the personality change which takes place is immediate and complete – the way the soul thinks about the world is changed and it will behave according to its new purpose.

LEVEL 19) WARDING STONE

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Indirect
DUR: Indefinite	RAN: Touch	VOL: 1 stone

This spell must be cast upon a Soul Stone, which must have been embedded (with a Soul Stone Embedding spell) into the foundations of a building. This done, the caster becomes aware of:

- all creatures within the building – of their species, name and location;
- which doors, windows and other portals are open, closed, locked or unlocked;
- the location and nature of any structural damage that is occurring, or has occurred since the spell was cast.

If the embedded Soul Stone has a maximum POP total of ≥200, the caster gains an additional power. Whilst he is within the affected volume, the caster is able to transfer his senses to any other point within the volume simply by concentrating. E.g. the caster might be in his bedroom but, by concentrating, he could see and hear what is happening in the kitchens.

The volume affected by the spell extends to all enclosed spaces that are designated by the GM as being effectively part of that single building, and which are within 10xSC metres of the Soul Stone (e.g. a building's cellars would be affected but its gardens and outhouses would not).

LEVEL 20) FREE SOUL

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 stone

This spell can only be cast upon a sentient item. On casting the spell, the caster – who must be simultaneously touching the Soul Stone and a comatose body – acts as a conduit for the soul. The soul is released from its Soul Stone trap and gains control over the comatose body, which immediately awakes. For this spell to be successful, the body must be:

- of the same race and gender as the soul's original body (of birth);
- healthy enough to hold the soul.

The soul becomes fully united with its new body. It will regain its old skill bonuses and spells (physical stat bonuses may have changed though), and will also remember any new skills that were developed with its previous item form (although these may not be useable in the new body). The soul also remembers any embedded spells (consider these as having been memorised). Any outlook changes or purposes forced on the soul with Soul Purpose spells are not lost in the transfer, however.

LEVEL 20) REJECTION OF FLESH

DISC: Alchemy	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Touch	VOL: 1 stone

This powerful spell is an amalgam of Soul Trap, Soul Stone Embedding, Soul Awakening and Animate. Casting the spell embeds a precious stone into an intricate metal statue which the caster must have constructed himself. Whenever and wherever the caster subsequently dies, his soul will be instantly transferred into the stone, awoken from stasis, and the statue animated under his control. The caster gains a new metal body, while his old flesh body rots.

In order for the caster to have fluent control over his new form, the statue must be humanoid in shape. In addition, if he is to be able to talk – necessary if he wishes to communicate or cast spells again – then the workings of the golem must contain some system of resonating chambers, flanges or taught wires which can be filled or vibrated by the caster to create sound. Of course, once in control of his new body and back in his workshop, the caster will be able to alter and improve his body as he desires…

1,1,2) COMBAT

These spells increase the caster's capabilities in combat.

LEVEL 1) ENHANCE ATTACK

DISC: Combat	CAST: Instantaneous	TYPE: Direct
DUR: 1 attack	RAN: SC metres & in sight	VOL: 1 target

This spell gives the target's next melee, missile or thrown attack a bonus of SC/5 (minimum of +1). This bonus affects the Injury Range of the attack and is cumulative with bonuses from magic weaponry.

LEVEL 2) TOUGHEN ARMOUR

DISC: Combat	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Touch	VOL: 1 piece of armour

This spell enhances the Armour Combination of a single piece of armour by up to SC/5 (minimum of 1). E.g. a 12th level caster could make his rigid leather breastplate, normally AC 4, protect as if it were scale mail over soft leather, i.e. AC 7. Although the armour's Damage Penalties change, the Action Penalty and the body locations that it protects do not change.

LEVEL 3) IGNORE FATIGUE

DISC: Combat	CAST: Non-instantaneous	TYPE: Indirect
DUR: (10xSC) seconds	RAN: Self	VOL: Self

The caster will not tire – and may ignore Fatigue Penalties – for the duration.

LEVEL 4) ENHANCE RANGE

DISC: Combat	CAST: Instantaneous	TYPE: Direct
DUR: 1 attack	RAN: SC metres & in sight	VOL: 1 target

This spell makes the target's next missile or thrown attack travel X times as far as normal, where X equals:

- 1.5 if the caster's SC ≤ 10;
- 2.0 if the caster's 10 ≥ SC ≤ 19;
- 3.0 if the caster's SC ≥ 20.

LEVEL 5) ENERGISE ATTACK

DISC: Combat	CAST: Instantaneous	TYPE: Direct
DUR: 1 attack	RAN: SC metres & in sight	VOL: 1 target

This spell makes the target's next melee, missile or thrown attack deliver an additional Injury. Any creature having to make an Injury Roll as a result of being struck by this attack must make an additional Injury Roll versus a type of damage specified by the caster (from Acid, Cold, Electricity, Heat or Mental).

LEVEL 6) RECALL WEAPON

DISC: Combat	CAST: Instantaneous	TYPE: Direct
DUR: Instantaneous	RAN: Within sight	VOL: 1 weapon

On casting this spell, a chosen weapon within range will appear instantly (and safely) in either the caster's hand(s) or his scabbard/belt/harness/etc. The weapon must have been in the caster's possession previously.

LEVEL 7) DEFLECT

DISC: Combat	CAST: Instantaneous	TYPE: Indirect
DUR: 1 attack	RAN: Self	VOL: Self

This spell increases the difficulty factor versus the next melee, missile, thrown or elemental bolt attack directed at the caster by SC/5 (effectively increasing the caster's Dodge or Block).

LEVEL 8) MAGIC ARMOUR

DISC: Combat	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC seconds	RAN: Self	VOL: Self

The caster's every body location is protected as if it is covered by an Armour Combination equal to SC/2. The spell does not hamper the caster's movement (i.e. no Armour Action Penalties result).

LEVEL 9) ENHANCE DAMAGE

DISC: Combat	CAST: Instantaneous	TYPE: Direct
DUR: 1 attack	RAN: SC metres & in sight	VOL: 1 target

This spell makes the target's next melee, missile or thrown attack deliver X times the normal number of HIPs if it hits, where X equals:

- 1.5 if the caster's SC ≤ 15;
- 2.0 if the caster's 16 ≥ SC ≤ 19;
- 3.0 if the caster's SC ≥ 20.

LEVEL 10) MULTIPLE ATTACK

DISC: Combat	CAST: Instantaneous	TYPE: Indirect
DUR: 1 attack	RAN: Self	VOL: Self

The caster's next melee attack strikes as SC/5 different simultaneous attacks, i.e. SC/5 separate attack rolls are made.

LEVEL 11) ENHANCE TOUGHNESS

DISC: Combat	CAST: Non-instantaneous	TYPE: Direct
DUR: SC seconds	RAN: SC metres & in sight	VOL: 1 target

This spell multiplies the target's current HIP total by X, where X equals:

- 1.5 if the caster's SC ≤ 15;
- 2.0 if the caster's 16 ≥ SC ≤ 19;
- 3.0 if the caster's SC ≥ 20.

At the end of the duration, the target's current HIP total is divided by 1.5, 2.0 or 3.0 respectively, returning it to the normal range.

LEVEL 12) VORPAL ATTACK

DISC: Combat	CAST: Instantaneous	TYPE: Direct
DUR: 1 attack	RAN: SC metres & in sight	VOL: 1 target

This spell makes the target's next melee, missile or thrown attack cleave easily through armour. If the attack hits, the Armour Combination of the body location struck is reduced by SC/2 (to a minimum of zero) for the purposes of this single attack roll.

LEVEL 13) TRANSFER SKILL

DISC: Combat	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC seconds	RAN: Self	VOL: Self

For the duration, the caster is able to use his highest weapon skill bonus to attack with any weapon.

LEVEL 14) SHIELD

DISC: Combat	CAST: Non-instantaneous	TYPE: Indirect
DUR: Indefinite	RAN: Self	VOL: Self

This spell creates a magical force-field which reduces the damage inflicted by attacks. The caster effectively gains a separate pool of magical Hit Points which are lost before his own. For every two POPs that the caster expends to cast this spell in addition to the 14 normally required, the field gains one HIP. The field remains active until it runs out of HIPs or is dispelled.

LEVEL 15) BERSERKER

DISC: Combat	CAST: Non-instantaneous	TYPE: Direct
DUR: (10 x SC) seconds	RAN: SC metres & in sight	VOL: 1 target

The target enters a berserk frenzy, in which:

- he ignores his Resistance Penalty;
- his attacks deliver double HIPs;
- he is fearless.

The only actions that a target can make whilst affected by this spell are melee attacks, dodges, and sprints or leaps made to engage targets in combat.

LEVEL 16) SLAYING ATTACK

DISC: Combat	CAST: Instantaneous	TYPE: Indirect
DUR: 1 attack	RAN: Self	VOL: Self

This spell makes the caster's next attack be slaying versus whatever opponent it strikes. This means that the attack's Injury Range is decreased by 3 points and the victim's Injury Roll is made at +3 (see the *Combat* chapter).

LEVEL 17) INSPIRE ALLIES

DISC: Combat	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: SC metres & in sight	VOL: SC targets

Up to SC chosen targets within the volume are filled with self-confidence. They will feel no fear for the duration, and will make all skill and stat rolls with a +1 bonus.

LEVEL 18) CURSE OF HEAVY ARMOUR

DISC: Combat	CAST: Non-instantaneous	TYPE: Direct
DUR: SC seconds	RAN: SC metres & in sight	VOL: 1 target

The caster's total Armour Action Penalty is transferred to the target for the duration. In other words, during this time, the caster's Resistance Penalty is not increased by any Armour Action Penalties while the target's Resistance Penalty is increased by his normal total Armour Action Penalty and that of the caster.

LEVEL 19) DESTINY

DISC: Combat	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC seconds	RAN: Self	VOL: Self

For the duration, the caster makes all Injury Rolls with a penalty equal to SC/5, i.e. each roll is reduced by SC/5 so as to render the Injury less deadly.

LEVEL 20) INVULNERABILITY

DISC: Combat	CAST: Non-instantaneous	TYPE: Direct
DUR: SC seconds	RAN: SC metres & in sight	VOL: SC targets

Up to SC chosen targets within the volume become invulnerable to any forms of damage inflicted by non-magic weapons. In addition, all magic weapon attacks directed at the targets are made with a penalty equal to SC/5 to their attack rolls. (If one of the targets of this spell is the caster himself, all magic weapon attacks directed at the caster are made with a penalty equal to SC/4.)

1,1,3) CONJURATION

These spells enable the caster to summon a range of creatures and items to act as his servants and tools.

Some of the spells in this discipline (and others) require a pentagram to be drawn or made on the ground before they can be cast. All such pentagrams consist of a five-pointed star symbol within a circle, the points of the pentagram touching the circle's circumference roughly 72° apart. Preparing a pentagram may require tools, e.g. chalk or a chisel to mark flagstones, a spade for turf, or perhaps burning oil. The symbol could also be drawn in mud or sand with a finger or twig, or even constructed from interwoven branches if necessary. If a pentagram is to be reused, it may be made in a more robust fashion – perhaps from polished metal inlaid into a stone floor.

All pentagrams which are drawn or made on the spot must be constructed carefully. Spells cannot be cast upon a pentagram if even one of its lines is incomplete or broken. As a guide, a pentagram whose outer circle is 1 metre in diameter generally takes 1 minute to construct. Every additional 1 metre radius requires an extra minute, e.g. if the pentagram's circle has a radius of 5 metres, it takes 5 minutes to create. (The GM may wish to vary this time depending on the method used to make the pentagram; obviously, engraving a pentagram permanently into stone will take much longer.)

Note that if:

- a pentagram with an active spell upon it has one or more of its lines broken, then the spell ends immediately and the caster loses 25% of his Hit Points and Power Points;
- two or more pentagrams are constructed so that they encircle each other or overlap, then it becomes impossible to cast spells upon them, i.e. they lose their magical usefulness.

LEVEL 1) SUMMON COIN

DISC: Conjuration	CAST: Non-instantaneous	TYPE: Indirect
DUR: 10+SC seconds	RAN: Self	VOL: 1 coin

This spell summons a single coin into the caster's hand. The denomination of the coin (e.g. tin, bronze, gold) is chosen by the caster. At the end of this spell's duration, the summoned coin vanishes back to whence it came.

LEVEL 2) SUMMON TOOL

DISC: Conjuration	CAST: Non-instantaneous	TYPE: Indirect
DUR: 10+SC seconds	RAN: Self	VOL: Infinite

This spell summons a tool into the caster's person. The type of the tool (e.g. lock pick, key or coil of rope) is chosen by the caster. The piece will have a magical bonus which is determined by the caster's SC:

- +1 if the caster's SC ≤ 10;
- +2 if the caster's 11 ≥ SC ≤ 15;
- +3 if the caster's SC ≥ 16.

Note that a single item is always summoned; thus, a grappling hook and rope must be summoned separately with two spells. In addition, a tool will always be summoned intact, i.e. not damaged or broken. Finally, only general tools may be summoned, e.g. the caster could not use this spell to summon the specific key required to open the locked door in front of him, but could use it to summon a lock pick. At the end of this spell's duration, the summoned tool vanishes back to whence it came.

(It may be inappropriate for some kinds of item to have a magical bonus, e.g. candles.)

LEVEL 3) SUMMON WEAPON

DISC: Conjuration	CAST: Non-instantaneous	TYPE: Indirect
DUR: 10+SC seconds	RAN: Self	VOL: Infinite

This spell summons a magic weapon into the caster's hand(s). The type of weapon (e.g. broadsword, battle axe, etc.) is chosen by the caster. The weapon will have a magical bonus which is determined by the caster's SC:

- +1 if the caster's SC ≤ 10;
- +2 if the caster's 11 ≥ SC ≤ 15;
- +3 if the caster's SC ≥ 16.

Note that a single item is always summoned; thus a missile weapon will not appear with ammunition as well. The weapon will be summoned intact, i.e. not damaged or broken. At the end of this spell's duration, the summoned weapon vanishes back to whence it came.

LEVEL 4) SUMMON ARMOUR

DISC: Conjuration	CAST: Non-instantaneous	TYPE: Indirect
DUR: 10+SC seconds	RAN: Self	VOL: Infinite

This spell summons a magical piece of armour onto the caster's person. The type of the piece (e.g. chain mail hauberk, plate full helm) is chosen by the caster. The piece will have a magical bonus which is determined by the caster's SC:

- +1 if the caster's SC ≤ 10;
- +2 if the caster's 11 ≥ SC ≤ 15;
- +3 if the caster's SC ≥ 16.

Note that a single piece of armour, of the correct size for the caster, is always summoned, and it always appears correctly positioned on the caster's body with strapping properly adjusted, and so on. The piece will be summoned intact, i.e. not damaged or broken. At the end of this spell's duration, the summoned armour vanishes back to whence it came.

LEVEL 5) MARK

DISC: Conjuration	CAST: Instantaneous	TYPE: Indirect
DUR: Varies	RAN: SC metres & in sight	VOL: 1 target

This spell marks a specific creature (including characters) with an invisible magical mark, unique to the caster. Once marked in this way, the creature is magically linked to the caster and can be summoned to him via other spells on this list.

Up to SC different creatures can bear the mark of the caster at any time, and the caster can choose to cancel a mark from a creature whenever he likes, enabling him to mark another.

The duration of a mark depends on the level of contact that the caster is able to have with the creature. If the target creature has been touched by the caster for ≥(20/SC) minutes (minimum of 1 minute) immediately prior to casting this spell, then the mark's duration is indefinite. If the target can only be touched by the caster for ≥(20/SC) seconds prior to casting this spell, then the mark only remains on the target for SC days, disappearing thereafter. If the target is only seen and not touched by the caster when he casts this spell, the mark's duration is only SC hours.

Marks on creatures can be seen with Detect Magic and Detect Summoned spells. A particular creature can only bear one mark at a time; the mark bestowed by a previous conjuror must be removed before that creature can be marked by another. A Dispel Magic spell may remove a mark if cast upon a marked target.

If a target dies, any mark born by it is cancelled (unless the creature immediately becomes undead).

LEVEL 6) PENTAGRAM OF SUMMONING

DISC: Conjuration	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: Touch	VOL: 1 pentagram

This spell teleports (i.e. magically transports in an instant) a target that the caster has previously marked (with a Mark spell) into a pentagram which is being touched by the caster. Note that:

- this spell is direct so the target may try to resist being summoned if it chooses;
- the target appears with the worn, carried and held items that were on its person when the spell was cast.

The summoned target is magically trapped within the hemispherical volume delineated by the pentagram's outer circle. The target cannot touch the pentagram itself and, to cross the hemisphere's border against the caster's will, it must pass a SD stat roll using the caster's SC as the difficulty factor. If the target passes, the spell fails, the target is free and the caster loses 10% of his POPs. If the target fails, the spell continues – the target remains trapped and gains -2 to its Resistance Penalty. If the target tries to cross the hemispherical border and fails again, the Resistance Penalty increases by another -2, and so on. Any Resistance Penalty accrued in this way is cancelled once the target leaves the pentagram.

In the same way, the summoned target is prevented from making melee attacks against those outside the pentagram. It must make a successful SD stat roll first to break the pentagram's restraint; else its melee attacks are deflected harmlessly by the hemispherical border. Note, though, that the summoned target can throw weapons, fire missile ammunition or cast spells out of the pentagram without restriction, enabling it to attack those on the outside. If it is able, the summoned target may also cast Dispel Magic spells on the pentagram. If one of these succeeds, the Pentagram of Summoning spell is cancelled, enabling the summoned to cross the pentagram freely.

If the caster wills it, the summoned target may cross the hemispherical border safely. Note that the target can only be controlled via the Command Summoned spell (or perhaps certain spells from other disciplines, e.g. Command Demon if the summoned target is demonic). Note too that, while the spell remains active, the target may not touch or tamper with the pentagram, even once outside.

At the end of the Pentagram of Summoning spell's duration, the target vanishes back to whence it came (regardless of whether it is within the pentagram or not at this time). Only the target's death or Eject Summoned or Dispel Summoned spells can force the target to return prematurely to the location from which it was summoned (even cancelling the Pentagram of Summoning spell before its duration has elapsed will not return the creature early).

If the summoned target is too large to fit within the pentagram's hemisphere, then the spell fails immediately after the target appears, leaving the target unrestrained and not affected by the pentagram in any way.

If the casting of this spell is fumbled, then caster is harmed (see the *Fumbling Spell-Casting* section later) and a randomly chosen creature is summoned into the pentagram instead. The GM should select the summoned creature's species using the tables in the *Creatures by Habitat and Threat* section of *The Bestiary*.

LEVEL 7) COMMAND SUMMONED

DISC: Conjuration	CAST: Non-instantaneous	TYPE: Direct
DUR: As Pentagram of Summoning spell	RAN: SC metres & in sight	VOL: 1 target

The target must be a creature summoned by Conjuration magic and held within a Pentagram of Summoning whilst this spell is cast. It makes the target unquestioningly carry out the caster's orders to the best of its ability (regardless of the language used) for the duration. Note that orders must still be followed even if they require the target to leave the pentagram.

LEVEL 8) EJECT SUMMONED

DISC: Conjuration	CAST: Non-instantaneous	TYPE: Indirect
DUR: Instantaneous	RAN: SC metres & in sight	VOL: 1 target

The target must be a creature summoned by Conjuration magic and held within a Pentagram of Summoning whilst this spell is cast. It instantly returns the target to the location from which it was summoned.

LEVEL 9) PUNISH SUMMONED

DISC: Conjuration	CAST: Non-instantaneous	TYPE: Direct
DUR: Instantaneous	RAN: SC metres & in sight	VOL: 1 target

The target must be a creature summoned by Conjuration magic and held within a Pentagram of Summoning whilst this spell is cast. It causes the target to lose 10% of its Hit Points and to suffer a -1 increase in its Resistance Penalty. On leaving the pentagram, the target regains these lost HIPs and loses this Resistance Penalty.

This spell can be cast up to SC/4 times on a particular target during a single summoning; further castings will fail. Note that the Resistance Penalty gained by a punished target will reduce its SD stat and thus its ability to resist spells cast upon it while it is in the pentagram.

LEVEL 10) REPEL SUMMONED

DISC: Conjuration	CAST: Instantaneous	TYPE: Indirect
DUR: Concentration	RAN: Self	VOL: SC metres radius

Any creatures that were summoned by Conjuration magic suffer an increase of -(20-X) to their Resistance Penalties, where X is the distance in metres between each target and the caster. E.g. if a summoned basilisk is 10 metres from the caster, its Resistance Penalty is increased by -10. Once a creature leaves the volume, i.e. goes ≥20 metres from the caster, its Resistance Penalty increase ends. The caster must maintain strict concentration after casting the spell or it will end.

LEVEL 11) DISPEL SUMMONED

DISC: Conjuration	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 target

This spell immediately returns the target to the location from which it was summoned. If the target was not summoned by Conjuration magic, the spell is ineffective.

LEVEL 12) DETECT SUMMONED

DISC: Demonology	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: 100xSC metres

For the duration, whenever the caster concentrates, all creatures summoned by Conjuration magic within the volume become visible to him, regardless of whether darkness or intervening objects (e.g. walls, doors, ceilings, earth, rock, fog, etc.) block his normal view of them. He sees each creature as a glowing silhouette superimposed upon his normal field of view. The size of each silhouette allows him to guess the distance and size of that creature; larger silhouettes reveal closer or larger creatures, while very distant or small creatures may appear only as faint dots of light. As each creature moves relative to the caster, its silhouette moves too so that the caster can see if it is approaching or receding or passing him by. The silhouettes themselves are featureless, only revealing a creature's outline, direction and distance or size. While, with experience, it may become possible to identify a creature's species from the shape of its silhouette, it is likely to be impossible to identify particular individuals from amongst others of the same species unless an individual has a particular feature which somehow alters its silhouette.

Creatures which are currently marked by the caster with the Mark spell glow in a different colour to other summoned creatures.

LEVEL 13) TRANSFER SENSES

DISC: Conjuration	CAST: Instantaneous	TYPE: Direct
DUR: As Pentagram of Summoning spell	RAN: SC metres & in sight	VOL: 1 target

The target must be a creature summoned by Conjuration magic and held within a Pentagram of Summoning whilst this spell is cast. Once cast, by concentrating the caster may see, hear, smell, etc. using the senses of that creature rather than his own.

LEVEL 14) PREVENT SUMMONS

DISC: Conjuration	CAST: Non-instantaneous	TYPE: Direct
DUR: Indefinite	RAN: SC metres & in sight	VOL: 1 target

This spell removes any Conjuration marks from the target, thus preventing the target from being summoned. The spell also prevents the target from being marked in future.

Powerful personages often wear rings enchanted with this spell to thwart magical kidnappings by enemy conjurors.

LEVEL 15) STEAL MARK

DISC: Conjuration	CAST: Non-instantaneous	TYPE: Direct
DUR: Instantaneous	RAN: SC metres & in sight	VOL: 1 target

This spell allows its caster to steal marks from a target conjuror.

In the moment in which this spell is cast, the caster receives a vision of each of the creatures that the target has marked. The caster may then choose to steal up to SC/4 of the target's marks. The chosen creatures effectively become as if marked by the caster, rather than the target.

This spell fails if the caster tries to steal so many marks that more than SC different creatures would have his mark. It also fails if the target has not marked any creatures.

Note that the theft of marks does not affect their duration. E.g. if a creature was only temporarily marked because a conjuror could not touch it when casting Mark, then the duration of its marking is not reduced or lengthened if that mark is subsequently stolen by another conjuror.

LEVEL 16) STEAL SUMMONED

DISC: Conjuration	CAST: Non-instantaneous	TYPE: Indirect
DUR: Indefinite	RAN: Touch	VOL: 1 pentagram

The target of this spell is a Pentagram of Summoning which the caster must be touching whilst this spell is cast. Any creatures subsequently summoned into this pentagram will actually appear in a different pentagram constructed by the caster previously.

If the conjuror whose pentagram is the target of this spell casts Pentagram of Summoning upon the pentagram to summon one of his marks, the spell will appear to fail although he will lose the Power Points. Actually, the marked creature will be summoned into the pentagram of the caster of the Steal Summoned spell instead.

LEVEL 17) BREAK THE SHACKLES

DISC: Conjuration	CAST: Non-instantaneous	TYPE: Indirect
DUR: Indefinite until next summons	RAN: Touch	VOL: 1 pentagram

The target of this spell is a Pentagram of Summoning which the caster must be touching whilst this spell is cast. The next summoning spell cast upon that pentagram will fail as soon as the creature appears – leaving the creature free to escape from the pentagram and run amuck.

LEVEL 18) SLAY SUMMONED

DISC: Conjuration	CAST: Non-instantaneous	TYPE: Direct
DUR: Instantaneous	RAN: SC metres & in sight	VOL: 1 target

The target must be a creature summoned by Conjuration magic and held within a Pentagram of Summoning whilst this spell is cast. If the target fails to resist, it dies immediately.

LEVEL 19) FREE SUMMONS

DISC: Conjuration	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: SC metres & in sight	VOL: 1 target

This spell allows the caster to summon a target that he has marked without needing a pentagram. Wherever the target is located, it is able to sense when the caster is in the process of casting this spell, and may decide during those few seconds whether to allow itself to be summoned or not. If the target is willing, it is teleported to a location in range of the caster. If the target is unwilling, the spell fails and it is not moved.

As with Pentagram of Summoning, the summoned creature arrives without any carried, worn or held equipment, and will vanish after SC minutes back to whence it came.

If the casting of this spell is fumbled, then caster is harmed (see the *Fumbling Spell-Casting* section later) and a randomly chosen creature is summoned instead. The GM should select the summoned creature's species using the tables in the *Creatures by Habitat and Threat* section of *The Bestiary*. Note that, since there is no pentagram to restrain it when it appears, the summoned creature will be free to act as it wishes.

LEVEL 20) MONSTROUS FUSION

DISC: Conjuration	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 pentagram

This spell has two targets. The first must be a creature summoned by Conjuration magic and held within a Pentagram of Summoning whilst this spell is cast. The second target is chosen by the caster from his marks. The spell summons the second target into the very same physical location currently occupied by the first creature in the pentagram. The bodies of both creatures are immediately merged and fused according to the caster's wishes.

Thus, by casting this spell so as to summon a bull and fuse it with a human held in the pentagram, a minotaur could be created; by summoning a great eagle with this spell and merging it with a horse, a hippogriff could be produced. An imaginative conjuror might produce monsters like centaurs, harpies, mermaids, griffins, etc. in this way. By casting this spell repeatedly on the same target, a monstrous fusion of multiple creatures might be created, e.g. a manticore.

The spell's powerful magic will attempt to join and plumb the various parts of the creatures together in such a way that the resulting physiology of the monster will enable it to live naturally. If the GM decides that this cannot feasibly occur, then both creatures are almost certain to die – e.g. the fusion of a fire elemental with a human could never be viable.

Note that the duration of this spell is permanent. The monsters created by this spell do not disappear after SC minutes, nor can they be vanished with Eject Summoned or Dispel Summoned spells.

Both targets may try to resist this spell if they wish. In such cases, the average of their two SD stats should be used.

(The characteristics and powers of the bizarre monsters that might be created by this spell are left for the GM to devise. She will need to give particular thought to which of the two souls survives the merger into one body, or whether the two souls are merged into some sort of schizophrenic fusion…)

1,1,4) DEMONOLOGY

It is widely known that the world around us is not the only plane of existence. In these terms of reference, the world to which Humans, Elves, Dwarfs and the like are native is known as the Prime Plane. Of the other parallel realities, perhaps the best known is the Spirit World – the land thronged by the multitudinous spirits of the Dead. But there are other planes too, including the Elemental Planes and the Demonic Plane. It is access to the latter, and manipulation of its inhabitants, that Demonologists seek to achieve.

The Demonic Plane is a bizarre place. It is shrouded in a perpetual twilight, lit only by the gleaming of an incredible number of bright but distant stars. The terrain is normally extremely flat but, every few tens of miles or so, vertiginous jagged peaks, like enormous shards of glass standing on end, rise up from the level. The slick ground itself – which is made of obsidian, a glassy black volcanic extrusion – is rarely seen because it is always covered by a shallow layer of dense fog, which churns violently as though aggravated by some unseen force. This blanket of fog is generally around 50 cm deep and hugs the surface everywhere, only the jagged mountain peaks managing to puncture their way through its smothering. The generally flat featureless ground and the thick layer of fog make it almost impossible to find dropped equipment.

This world is inhabited by a variety of demonic denizens, and it is rumoured that vast cities of bizarre architecture exist within it somewhere. However, few would dare look for such places. It is not known if demons are inherently evil, or whether interaction with the Prime Plane or its natives somehow causes them to become evil, but demons generally seek only to kill or conquer the peoples of the Prime Plane if they can. Fortunately, the vast majority of the Demonic Plane appears to be uninhabited wasteland, and few Demonologists are unlucky enough to create portals which open up right next to a camp of demons or even a settlement. There again, perhaps such Demonologists do not survive to tell the tale…

Although their physiologies are alien to those of the standard PC races and most other creatures native to the Prime Plane, Demons still have flesh, bones and blood (usually vivid gold or silver in colour) and so are affected normally by Injuries, unless otherwise noted.

See the *Demons* section of *The Bestiary* for descriptions of several species of demon.

LEVEL 1) DETECT DEMON

DISC: Demonology	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: 100xSC metres

For the duration, whenever the caster concentrates and specifies a particular species of demon (e.g. "felv" or "balrog"), any such within the volume become visible to him, regardless of whether darkness or intervening objects (e.g. walls, doors, ceilings, earth, rock, fog, etc.) block his normal view of them. He sees each demon as a glowing silhouette superimposed upon his normal field of view. The size of each silhouette allows him to guess the distance and size of that demon; larger silhouettes reveal closer or larger demons, while very distant or small demons may appear only as faint dots of light. As each demon moves relative to the caster, its silhouette moves too so that the caster can see if it is approaching or receding or passing him by. The silhouettes themselves are featureless, only revealing a demon's outline, direction and distance or size. This makes it virtually impossible to identify particular individuals from amongst others of the same species, unless an individual has a particular feature which somehow alters its silhouette.

Alternatively, the caster may cast this spell so as to reveal only the silhouette of a particular demon, i.e. a single individual memorised with the Memorise Demon spell, when it is within the volume.

LEVEL 2) REPEL DEMON

DISC: Demonology	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: Self	VOL: SC metres & in sight

For the duration, demonic creatures must immediately flee from the volume around the caster.

LEVEL 3) COMMAND DEMON

DISC: Demonology	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: SC metres & in sight	VOL: SC demonic targets

The chosen demonic targets will unquestioningly carry out the caster's orders to the best of their ability, regardless of the language used by the caster. (An order which requires the target to directly harm or kill itself may be ignored, however. I.e. this spell can be used to force the target to perform dangerous acts, such as attacking foes against the odds, but cannot force the target to self-mutilate or jump off a high cliff.) Note that the range listed for this spell is only applicable to the position of targets when the spell is cast, and subsequent orders must still be followed even if they require the targets to move beyond this range. Targets are not required to complete orders once the duration has past, however.

LEVEL 4) PENTAGRAM OF DEMON SUMMONING

DISC: Demonology	CAST: Non-instantaneous	TYPE: Indirect
DUR: (10 x SC) minutes	RAN: Touch	VOL: 1 pentagram

This spell allows the caster to instantly summon a single demon from the Demonic Plane into a pentagram marked on the ground in front of the caster, which he must be touching. The caster must have an SC of:

- ≥1 to summon Class I demons;
- ≥10 to summon Class II demons;
- ≥15 to summon Class III demons.

A random demon of the chosen class is normally summoned. However, the caster may summon a specific demon if he has previously memorised it and if it can be summoned under the class restrictions listed previously.

The summoned demon is magically trapped within the hemispherical volume delineated by the pentagram's outer circle. The demon cannot touch the pentagram itself and, to cross the hemispherical border against the caster's will, it must pass a SD stat roll using the caster's SC as the difficulty factor. If the demon passes, the spell fails, the demon is free and the caster loses 10% of his POPs. If the demon fails, the spell continues – the demon remains trapped and gains -2 to its Resistance Penalty. If the demon tries to cross the hemispherical border and fails again, the Resistance Penalty increases by another -2, and so on. Any Resistance Penalty accrued in this way is cancelled once the demon leaves the pentagram.

In the same way, the summoned target is prevented from making melee attacks against those outside the pentagram. It must make a successful SD stat roll first to break the pentagram's restraint; else its melee attacks are deflected harmlessly by the hemispherical border. Note, though, that the summoned target can throw weapons, fire missile ammunition or cast spells out of the pentagram without restriction, enabling it to attack those on the outside. If it is able, the summoned target may also cast Dispel Magic spells on the pentagram. If one of these succeeds, the Pentagram of Summoning spell is cancelled, enabling the summoned to cross the pentagram freely.

If the summoned demon is too large to fit within the pentagram's hemisphere, then the spell fails immediately after the demon appears, leaving the demon unrestrained and not affected by the pentagram in any way.

If the caster wills it, the summoned demon may cross the hemispherical border safely. Note that the demon can only be controlled via Command Demon, Master Demon or Enslave Demon spells. Note too that, while the spell remains active, the demon may not touch or tamper with the pentagram, even once outside.

If the summoned demon is within the pentagram at the end of the spell's duration, it vanishes back to whence it came. If the demon has moved outside of the pentagram when the spell ends, it can only be returned home with a Banish Demon spell.

LEVEL 5) MEMORISE DEMON

DISC: Demonology	CAST: Non-instantaneous	TYPE: Direct
DUR: Until forgotten	RAN: SC metres & in sight	VOL: 1 target

This spell enables the caster to study and memorise a specific demonic creature for use with the Detect Demon spell. Up to SC different demons can be held in the caster's memory simultaneously. Memorised demons can be forgotten at will to make room for new ones.

LEVEL 6) BANISH DEMON

DISC: Demonology	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 target

This spell banishes a demon back to the Demonic Plane, regardless of the time it has spent in the physical world.

LEVEL 7) PURITY

DISC: Demonology	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: 20 metres

This spell generates a zone of purity around the caster which temporarily neutralises any demonic wrongness fields (see *Demons* section of *The Bestiary*). The caster's purity field can only neutralise wrongness fields from demons of Class equal to SC/5, rounding any fractions down. So, a caster with SC of 14 will produce a purity field which will neutralise wrongness fields generated by demons of Class I or II; the wrongness fields of Class III and IV demons would be too strong to be affected.

Note that, if the caster's purity field overlaps with a demon's wrongness field, both the caster and demon will become aware of each other's proximity, even if there is no line of sight.

LEVEL 8) DEMONIC FAMILIAR

DISC: Demonology	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 Class I demon

Upon casting this spell, a single Class I demon becomes the caster's familiar. This spell creates a link between the souls of the familiar and the caster, which enables the familiar to gain some of the caster's intellect and personality. Consequently, the familiar becomes very intelligent for a Class I demon, and the devoted friend and servant of the caster, now its master. In addition, the caster and the familiar may communicate telepathically and sense the world through each other's senses whilst within SC kms of each other.

The caster may only have one familiar at a time. If the familiar is ever slain, the caster's HIP and POP maximums will be temporarily halved for SC days and he will gain 1d4 Psychosis Points (see the *Psychoses* chapter).

Note that the caster is not affected by his familiar's Demonic Wrongness field. Note too that the familiar may resist spells using the caster's SD stat, rather than its own, if it is higher.

LEVEL 9) INVISIBILITY TO DEMONS

DISC: Demonology	CAST: Non-instantaneous	TYPE: Direct
DUR: Concentration	RAN: Self	VOL: SC metres & in sight

While he concentrates, the target cannot be seen by any demons. In addition, any invisible demons within the volume become visible to him.

LEVEL 10) MASTER DEMON

DISC: Demonology	CAST: Non-instantaneous	TYPE: Direct
DUR: SC hours	RAN: SC metres & in sight	VOL: 1 target

As Command Demon but, in addition, the caster can control the target's movements like a puppet whilst concentrating and whilst it is in range.

LEVEL 11) BECOME DEMON

DISC: Demonology	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: Self	VOL: Self

The caster transforms into a demon. He may choose the type of demonic form assumed, but it must be of:

- Class I if the caster's SC≤12;
- Class I or II if the caster's SC≤14;
- Class I, II or III if the caster's SC>15.

The form of Gonchongs, Mirror Demons or Class IV demons cannot be assumed with this spell.

The caster gains all of the demon's physical characteristics, e.g.:

- appearance and size (including physical stats like AG and ST);
- methods of locomotion and movement rates;
- natural senses;
- texture and smell;
- natural Armour Combination;
- natural resistance or vulnerability to certain types of damage;
- Hit Point (HIP) maximum;
- etc.

The caster retains his full mental faculties, i.e. personality, memories, mental stats (like IN and SD), skill bonuses and POPs. He may choose to use either his own skill bonus for an action, or that of the demon, whichever is greatest. He may still cast any spells that he could normally cast, and also gains any innate magical powers and spells that the demon could employ.

Transformations require 60/SC seconds (minimum of 1 second) to complete and cannot be halted in an incomplete state. During a transformation, the caster is paralysed. The transformation extends to the caster's clothing and carried or worn equipment. Any non-sentient items born by the caster before a transformation are absorbed into the new form (sentient things, e.g. living creatures or sentient magical items, are not absorbed or transformed and will fall from the transforming caster's possession); absorbed items' magical powers do not affect the new form.

Dispel Magic spells may force the caster back into his true form, and Detect Magic spells will reveal that the caster is surrounded by active magic. The caster also becomes subject to all spells that affect his demonic form, e.g. a Control Demon spell will affect the caster, although he can resist such spells if they are direct.

The caster takes damage as normal for the demonic form. When the caster transforms back into his normal form, the percentage loss of HIPs in the demonic form is applied to the caster's normal form too, e.g. if the demonic form had lost 75% of its HIPs, the caster's normal form will have lost 75% of its HIPs also (although Injuries are not transferred across). If the caster's HIP total is reduced to zero in a demonic form, he falls unconscious and the Become Demon spell automatically ends – the caster transforms back to his normal form (and remains unconscious until he has healed sufficiently to gain >0 HIPs). Likewise, if the caster is slain in a demonic form, he is slain in his normal form too – again, the Become Demon spell automatically ends and the caster transforms back to a dead version of his normal form.

LEVEL 12) PROBE PORTAL

DISC: Demonology	CAST: Non-instantaneous	TYPE: Indirect
DUR: Concentration	RAN: Touch	VOL: Self

This spell must be cast whilst the caster is touching the outer perimeter of a Pentagram of Demonic Portals. On concentrating, the caster is able to sense as if he were touching the corresponding pentagram on the other plane. Consequently, it allows the caster to see what, if anything, he is likely to meet when he steps into the pentagram and is teleported.

LEVEL 13) PENTAGRAM OF DEMONIC PORTALS

DISC: Demonology	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: Touch	VOL: 1 pentagram

When this spell is cast upon a pentagram in the Prime (or Demonic) Plane, a corresponding identical pentagram is created in a random location in the Demonic (or Prime) Plane. An open portal is then invoked between the two pentagrams' locations – anything entering the hemispherical volume delineated by one pentagram is instantly transported into the corresponding pentagram in the other plane.

The pentagram is referred to as being open because any creature or object entering it will be teleported. It is possible to lock a pair of pentagrams, such that only certain creatures or objects may be teleported, using the Lock Portal spell.

By default, this spell creates a corresponding pentagram in the opposite plane at a random location. However, the caster can chose to have the corresponding pentagram created in a location which has been memorised with a Memorise Demonic Location spell. Note that one pentagram of a pair must always be on the Prime Plane, however, and one on the Demonic Plane.

While a pentagram is open and acting as a connection between the planes, there is a chance that creatures from one plane will use it to enter the other. The chance that one or more demons will find and use a portal to enter the Prime Plane is a cumulative 2% per hour, and one roll should be made every hour. If a demon does come through, its maximum possible class is equal to the cumulative number of hours that the portal has been open divided by 5. The result should then be rounded up to give a whole number value from 1 to 4. Finally, the GM should roll as necessary to determine the exact class of the demon.

E.g. if a portal is open for 20 hours, there is a:

- 2% chance after the 1st hour that a Class I demon will emerge (Class I is the maximum since 1/5=0.2 rounds up to 1);
- 4% chance after the 2nd hour that a Class I demon will emerge (Class I is the maximum since 2/5=0.4 rounds up to 1);
- …and so on…
- 20% chance after the 10th hour that a Class I or II demon will emerge (Class II is the max since 10/5=2) – the GM should roll 1d2 to select whether the demon is actually Class I or II;
- 40% chance after the 20th hour that a Class I, II, III or IV demon will emerge (Class IV is the max since 20/5=4) – the GM should roll 1d4 to select whether the demon is actually Class I, II, III or IV.

The GM should determine the exact number of demons in each demonic excursion after choosing which exact species has come through, and by consulting the number guidelines for that species in *The Bestiary*.

Note that the magical force of this spell keeps the pentagram in the Demonic Plane free from being covered by the fog that hugs the ground therein – any fog that does enter it is teleported to the Prime Plane. Indeed, it is simple to tell that a pentagram is linked to the Demonic Plane by the fog that fills it and seeps out from it. When the spell's duration is up, however, the magic ceases and the thick white mist will hide the pentagram in the Demonic Plane again.

LEVEL 14) LOCK PORTAL

DISC: Demonology	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: Touch	VOL: 1 pentagram

By casting this spell on a Pentagram of Demonic Portals, the caster can prevent the pentagram from teleporting anything other than up to SC chosen targets (one of whom may be the caster). This spell affects both pentagrams in a pair, i.e. the pentagram on the Prime Plane and the corresponding pentagram in the Demonic Plane. The two pentagrams become locked.

This spell's duration automatically ends when the Pentagram of Demonic Portals spell cast upon the same pentagram ends.

LEVEL 15) MEMORISE DEMONIC LOCATION

DISC: Demonology	CAST: Non-instantaneous	TYPE: Indirect
DUR: Until forgotten	RAN: SC metres & in sight	VOL: 1 location

This spell enables the caster to study and memorise a location, for use with Pentagram of Demonic Portals spells. Locations may be on the Demonic or Prime Plane. Up to SC different locations can be held in the caster's memory simultaneously. Memorised locations can be forgotten at will to make room for new ones.

LEVEL 16) DEMONIC TELEPATHY

DISC: Demonology	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: Self	VOL: See description

The caster and selected demons are able to communicate telepathically whilst within the volume. The targets must be within sight of the caster on casting this spell, or must be demons memorised with a Memorise Demon spell. The caster and targets are able to understand each other's thoughts, regardless of language. If the caster's:

- SC ≤ 17, the demons must stay within 10xSC metres of the caster in order to communicate telepathically;
- 18 ≥ SC ≤ 19, the demons must stay within SC kilometres of the caster;
- SC ≥ 20, there may be any distance between the caster and demons (e.g. the demons can be in the Demonic Plane while the caster is on the Prime Plane).

LEVEL 17) ENSLAVE DEMON

DISC: Demonology	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 target

As Master Demon, except the duration is permanent. A Dispel Magic spell will not free the target from this spell; only the caster's death will do this.

LEVEL 18) DEMONIC POSSESSION

DISC: Demonology	CAST: Non-instantaneous	TYPE: Direct
DUR: SC hours	RAN: Touch	VOL: 1 target

On casting this spell, a target becomes possessed by a previously memorised demon. The demon may control the target's actions during the duration of the spell (if the target is a PC, it becomes an NPC whilst it is being controlled by the demon). The target remains conscious and will remember all experiences, but can do nothing while the demon is in control. The demon is likely to use the target's body for its own ends, e.g. information gathering, manipulation of others, sport (GMs should remember that almost all demons are evil).

Unusually, the caster cannot cancel this spell prematurely. In addition, there is a chance equal to five times the possessing demon's class that it will resist releasing control of the target's body when the spell ends. If the demon successfully retains control, the duration of the spell is extended by its original duration, e.g. if the spell originally had a duration of 20 hours, a successful demon will retain its control for a further 20 hours.

Should the demon attempt to make the target's body perform an action that would be totally alien to the target (e.g. self-mutilation or suicide), then the target may resist by making a SD stat roll versus half of the demon's SC skill bonus. If the roll is:

- passed, the spell ends and the target regains control of his body;
- failed, the alien action is not attempted, but the demon can try to force the victim to perform the action again (and the target can resist once more);
- fumbled, then the target carries out the alien action as the demon desires.

Note that, whilst the demon can take control of the target's body at will within the spell's duration, it does not have to exercise this control all of the time – consequently, the target might appear to friends to be sane one moment and totally mad the next. Note also that, for this spell to be effective, the target must be a native of the Prime Plane and the possessing demon must remain in the Demonic Plane.

LEVEL 19) PENTAGRAM OF WILD SUMMONS

DISC: Demonology	CAST: Non-instantaneous	TYPE: Indirect
DUR: (10 x SC) minutes	RAN: Touch	VOL: 1 pentagram

As Pentagram of Demon Summoning, except multiple demons of random classes may be summoned. The caster should choose how many demons of each class are summoned, such that the total number of class ranks summoned equals the result of a 1d4 throw. E.g. with a result of 4, the caster could choose to summon one of the following configurations:

- one Class IV demon;
- one Class III and one Class I demon;
- two Class II demons;
- one Class II and two Class I demons;
- four Class I demons.

This table should then be used to determine the exact type of each class of demon summoned:

1d20	CLASS I	CLASS II	CLASS III	CLASS IV
1 to 6	Imp	Lesser Naga	Felv	Balrog
7 to 14	Homonoculous	Pit Fiend	Greater Naga	Hydra
15 to 18	reroll	Incubus	Mirror Demon	Plague Demon
19 to 20	reroll	Gonchong	reroll	reroll

Note that the hemisphere defined by the pentagram's outer circle must be big enough to contain all of the demons that are summoned, or the spell will fail leaving the demons unrestrained.

LEVEL 20) PERSISTENT PORTAL

DISC: Demonology	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Touch	VOL: 1 pentagram

This spell makes a Pentagram of Demonic Portals spell permanent in terms of duration. Such a portal can still be cancelled with a Dispel Magic spell, but this dispelling only lasts for SC minutes. After this period, the Pentagram of Demonic Portals spell reactivates. Anything wholly or partially within either paired pentagram when the magic reactivates is teleported through to the other plane.

1,1,5) ELEMENTAL EARTH AND FIRE

The spells on this list enable the caster to manipulate the elements of Earth and Fire, and to summon creatures from the planes of existence associated with these elements.

LEVEL 1) FIRE SETTING

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Direct
DUR: Instantaneous	RAN: Touch	VOL: 1 target

The caster is able to cause a small quantity of tinder or other normally flammable materials to set alight, even if the materials are thoroughly damp or if a high wind would otherwise immediately extinguish any flame. This spell enables the caster to light a fire in all but the most exceptional circumstances.

LEVEL 2) FIRE WEAPON

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: SC metres & in sight	VOL: 1 weapon

A weapon affected by this spell bestows a +1 bonus to its user's attack skill and will deliver a Heat Injury in addition to any normal Injury delivered.

LEVEL 3) EARTH WALL

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: SC metres & in sight	VOL: 30 cubic metres (e.g. approx 1x3x10 m)

This spell causes a wall of packed earth or stone to rise from the ground. The caster is restricted to packed earth if his SC≤10, but may choose stone once his SC>10. Either type of wall stands vertically, is a maximum of 1 metre thick, and can follow any line across the ground desired by the caster (including a circular wall around him). It must be resting on a strong solid surface for its full length or it will collapse. Earth walls have 30 HIPs per square metre of area (i.e. to dig a square metre hole through the wall, 30 HIPs must be delivered to that area). Stone walls have 60 HIPs per square metre of area.

LEVEL 3) FIRE WALL

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: SC metres & in sight	VOL: 30 cubic metres (e.g. approx 1x3x10 m)

This spell causes the volume to be filled with magically contained fire. The wall thus created can follow any line across the ground desired by the caster (including a circular wall around him). It must be resting on a strong solid surface for its full length. The wall is fluid so can be moved through, but anything within the wall's volume is struck as if by a Fire Ball every second (use the caster's SC for the ball's attack skill). The size of the ball is determined by the caster's SC:

- Medium if the caster's SC ≤ 15;
- Medium or Large if the caster's 16 ≥ SC ≤ 19;
- Medium, Large or Huge if the caster's SC ≥ 20.

Missile and thrown weapon ammunition which is flammable is likely to be deviated so much by passage through the fire wall (especially by the loss of feather flights) that it becomes harmless.

LEVEL 4) EARTH BOLT

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: Instantaneous	RAN: Self	VOL: 1 bolt (3 cm diameter, 1 metre length)

A bolt of earth shoots from the caster towards a target up to 20xSC metres away. The bolt's size varies with the caster's SC:

- Tiny, Small or Medium for SC ≤ 15;
- Tiny, Small, Medium or Large for 16 ≥ SC ≤ 19;
- Tiny, Small, Medium, Large or Huge for SC ≥ 20.

See the *Elemental Spell Attacks* section in the *Combat* chapter for more information.

LEVEL 4) FIRE BOLT

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: Instantaneous	RAN: Self	VOL: 1 bolt (3 cm diameter, 1 metre length)

As Earth Bolt but a bolt of fire is produced instead.

LEVEL 5) STATUE FORM

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: Self	VOL: Self

The caster's body and carried equipment becomes a granite statue. The caster can magically see and hear normally, but cannot move or cast spells. He may, however, cancel this spell at any time, reverting instantly to his normal form. Inflicting damage to the statue does not harm the caster (his normal form will not be damaged when he reverts back to it) unless the statue is destroyed. The statue is effectively Armour Combination 11 and has 100 HIPs; if these are lost, the statue is reduced to rubble and the caster dies instantly.

LEVEL 6) HEAT

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: SC metres & in sight	VOL: 1 target or volume of up to SC cubic metres

While the caster concentrates, he may increase the temperature of the target (a single non-living item or volume) by 10 degrees Celsius per second. Flammable materials will ignite at their flash point, as determined by the GM. Items which have been heated and are subsequently handled may cause the handler to lose a number of Hit Points equal to SC/2 plus any relevant Armour Damage Penalty versus Heat, and make an Injury Roll.

LEVEL 7) EARTH BALL

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: Instantaneous	RAN: SC metres & in sight	VOL: SC metres

This spell causes myriad shards of stone to burst forth instantly in all directions from the target location – an earth ball. The size of the ball varies with the caster's SC:

- Tiny, Small or Medium for SC ≤ 15;
- Tiny, Small, Medium or Large for 16 ≥ SC ≤ 19;
- Tiny, Small, Medium, Large or Huge for SC ≥ 20.

See the *Elemental Spell Attacks* section in the *Combat* chapter for more information.

LEVEL 7) FIRE BALL

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: Instantaneous	RAN: SC metres & in sight	VOL: SC metres

As Earth Ball but a fire ball is produced instead.

LEVEL 8) CONTROL FLAME

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: SC metres & in sight

While the caster concentrates, he may control the movement of any flames within the volume, or extinguish them instantly (although, if ambient temperatures are higher than the material's flash point, re-ignition may occur). This spell can be used to extinguish fire bolts, balls and cones within the volume. The caster must pass an IN stat roll versus the SC of the bolt, ball or cone's caster in order to react quickly enough to extinguish the bolt or cone. Balls centred on the caster cannot be seen coming in time to extinguish them before they have done their damage. This spell does not affect Fire Elementals.

LEVEL 9) HUNTING BOLT

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC seconds	RAN: SC metres & in sight	VOL: 1 bolt (3 cm diameter, 1 metre length)

The next bolt cast by the caster will continuously change the direction in which it flies so that it hits the target designated in this spell (the target must be within range when this spell is cast). The bolt tracks the target magically so it always knows where it is, even if it has moved. The bolt cannot travel through solid or liquid barriers, but will try to circumnavigate these to reach the target via the shortest possible path. If the bolt does not hit the target before the duration has elapsed, the bolt will dissipate harmlessly. The bolt can hang motionless in the air if it has to; otherwise it moves at 20xSC metres per second.

LEVEL 10) FIRE ARROW

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC seconds	RAN: Touch	VOL: 1 bow

This spell enables a bow or crossbow to fire arrows made of flame for the duration. The arrows appear automatically in the archer's hand when he pulls back the string or cocks the crank, so no time is spent reloading. The arrows cause Hit Point loss as normal arrows but only inflict Heat Injuries. (Note that the caster's Bows or Crossbows skill is used in the attack rolls.)

LEVEL 10) CHASM

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: Instantaneous	RAN: 100m (& in sight)	VOL: Up to SC metres deep, wide and long

This spell causes the ground to crack open directly beneath the target's feet. The chasm opens instantly to a depth of up to SC/2 metres; it is always as wide and long as it is deep. The target will fall this depth (usually taking damage from falling – see the *Combat* chapter) and then may begin to climb out. However, as soon as the chasm opens, it begins to close up again at a rate of 1 metre of width per second. The difficulty factor of the Climbing skill roll required to get out before being crushed is equal to the caster's SC – the walls of chasms created by skilful casters are sheerer. Anything which has not escaped from the chasm before it closes will be crushed to death (unless it can tunnel into earth and rock).

LEVEL 11) SUMMON EARTH ELEMENTAL

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: SC metres & in sight	VOL: 1 elemental

An Earth Elemental is suddenly invoked from its elemental plane. The elemental will obey the caster's verbal commands unquestioningly, and the caster can banish the elemental, making it dissipate, at will. The size of the elemental varies with the caster's SC:

- Medium if the caster's SC ≤ 15;
- Medium or Large if the caster's 16 ≥ SC ≤ 19;
- Medium, Large or Huge if the caster's SC ≥ 20.

LEVEL 11) SUMMON FIRE ELEMENTAL

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: SC metres & in sight	VOL: 1 elemental

As Summon Earth Elemental but a Fire Elemental is summoned instead.

LEVEL 12) GRENADE

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: Up to SC minutes	RAN: Touch	VOL: 1 stone, 5 metre radius blast

A small stone (<0.5 kg) will explode after a delay specified by the caster of up to SC minutes. The exploding stone strikes as an Earth ball – the size of the ball varies with the caster's SC:

- Medium for SC ≤ 15;
- Medium or Large for 16 ≥ SC ≤ 19;
- Medium, Large or Huge for SC ≥ 20.

See the *Elemental Spell Attacks* section in the *Combat* chapter for more information. The caster can use any thrown weapon skill to throw the stone.

LEVEL 13) HEAL ELEMENTAL

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Touch	VOL: 1 elemental

A wounded Fire or Earth Elemental has lost Hit Points (and material) replaced at a rate of 1 HIP every second while the caster concentrates. (Normal healing spells do not work on elementals.) Note that touching an elemental whilst concentrating for this spell does not harm the caster. Note too that this spell will also heal HIPs lost by Trolls.

LEVEL 14) SHELTER

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: (12 x SC) hours	RAN: SC metres & in sight	VOL: (8 x SC) cubic metres (e.g. approx 2x2x2 m x SC)

This spell causes a cave to appear within the ground a safe distance beneath the caster's feet. The cave will up to SCx8 m^3 in size, and may be entered by a short tunnel of steep steps from the surface. Drainage cracks near the entrance tunnel prevent flooding, and pillars support the ceiling.

The caster can cause the cave to collapse in on itself at any time, causing those within the cave to take a huge crush attack (Attack Damage Bonus = 20, Crush Injuries).

LEVEL 15) BECOME EARTH ELEMENTAL

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: Self	VOL: Self

The caster transforms into an Earth Elemental. The size of the elemental form assumed varies with the caster's SC:

- Medium if the caster's SC ≤ 16;
- Medium or Large if the caster's 17 ≥ SC ≤ 19;
- Medium, Large or Huge if the caster's SC ≥ 20.

The caster gains all of the elemental's physical characteristics, e.g.:

- appearance and size (including physical stats like AG and ST);
- methods of locomotion and movement rates;
- natural senses;
- texture and smell;
- natural Armour Combination;
- natural resistance or vulnerability to certain types of damage;
- Hit Point (HIP) maximum;
- etc.

The caster retains his full mental faculties, i.e. personality, memories, mental stats (like IN and SD), skill bonuses and POPs. He may choose to use either his own skill bonus for an action, or that of the elemental, whichever is greatest. He may still cast any spells that he could normally cast, and also gains any innate magical powers and spells that the elemental could employ. (Note that many spells cast upon the caster will be ineffective since the caster's form is now very different to normal.)

Transformations require 60/SC seconds (minimum of 1 second) to complete and cannot be halted in an incomplete state. During a transformation, the caster is paralysed. The transformation extends to the caster's clothing and carried or worn equipment. Any non-sentient items born by the caster before a transformation are absorbed into the new form (sentient things, e.g. living creatures or sentient magical items, are not absorbed or transformed and will fall from the transforming caster's possession); absorbed items' magical powers do not affect the new form.

Dispel Magic spells may force the caster back into his true form, and Detect Magic spells will reveal that the caster is surrounded by active magic. The caster also becomes subject to all spells that affect his elemental form, e.g. a Heal Elemental spell will affect the caster, although he can resist such spells if they are direct.

The caster takes damage as normal for the elemental form. When the caster transforms back into his normal form, the percentage loss of HIPs in the elemental form is applied to the caster's normal form too, e.g. if the elemental form had lost 75% of its HIPs, the caster's normal form will have lost 75% of its HIPs also (although Injuries are not transferred across). If the caster's HIP total is reduced to zero in an elemental form, he falls unconscious and the Become Earth Elemental spell automatically ends – the caster transforms back to his normal form (and remains unconscious until he has healed sufficiently to gain >0 HIPs). Likewise, if the caster is slain in an elemental form, he is slain in his normal form too – again, the Become Earth Elemental spell automatically ends and the caster transforms back to a dead version of his normal form.

LEVEL 15) BECOME FIRE ELEMENTAL

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: Self	VOL: Self

As Become Earth Elemental but the caster transforms into a Fire Elemental instead.

LEVEL 16) QUICKSAND

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 target

The ground on which the target stands immediately becomes as fluid as quicksand. The target sinks up to his neck in 20/SC seconds. Whilst sinking, the target may make a ST stat roll each second to escape onto solid ground versus a difficulty factor equal to the caster's SC. Alternatively, the target may be pulled free by allies. Once a target has sunk up to his neck, escape is impossible (except with spells) and he must be dug out.

LEVEL 16) FIRE CONE

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC seconds	RAN: Self	VOL: Cone of SC metres in length and 2 metres in diameter

A Fire Cone erupts from the caster, engulfing (and affecting) all within the volume. The cone makes an attack roll every second versus anyone within the volume. Its size varies with the caster's SC:

- Tiny, Small or Medium for SC ≤ 17;
- Tiny, Small, Medium or Large for 18 ≥ SC ≤ 19;
- Tiny, Small, Medium, Large or Huge for SC ≥ 20.

See the *Elemental Spell Attacks* section in the *Combat* chapter for more information.

LEVEL 17) RESIST HEAT

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: SC metres & in sight	VOL: 1 target

The target, which must be ≤(20xSC) kgs, becomes immune to heat and fire (and any associated attacks) for the duration of this spell.

LEVEL 17) TUNNEL

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: Concentration	RAN: Touch	VOL: SC m^2 cross-section tunnel

This spell causes rock or earth to disintegrate in front of the caster, producing an arch-shaped tunnel of up to SC/2 m^2 in cross-section. At each point, the tunnel will magically retain its shape for up to SC hours after the caster cut it; at the GM's discretion, tunnels in densely packed earth or solid rock may be strong enough to naturally support themselves and resist collapse after the magical support has ceased.

LEVEL 18) METEOR SHOWER

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: Varies	RAN: SC metres & in sight	VOL: SC targets

This spell causes up to SC chosen targets within the range to each be attacked by a flaming boulder which falls from the skies. Every boulder strikes at a random time – the GM secretly rolls 1d20 for each target to determine when (in seconds after the casting) its boulder may hit. The boulders strike as Huge Earth Balls and inflict Crush and Heat Injuries; make an attack roll for each boulder and use the caster's SC as the attack skill. (The summoned boulders will not harm targets which have moved underground before they strike.)

LEVEL 19) DISINTEGRATE

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Direct
DUR: Instantaneous	RAN: SC metres & in sight	VOL: 1 target

This spell causes the target's body and equipment to be turned to ash in a sudden, intense and localised burst of heat. Death is assured. (Magical equipment may survive the conflagration at the GM's discretion.)

LEVEL 20) SUMMON DISASTER

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Self	VOL: SC kms

This spell causes some major earth or fire-related natural disaster to occur (e.g. a landslide, an earthquake, a volcanic eruption, an inferno) within and throughout the volume. The GM should decide how structures, objects and creatures survive the disaster on a case-by-case basis, but the caster should always emerge unscathed. The caster cannot stop the disaster once it has begun; the duration is decided by the GM.

LEVEL 20) SUMMON EARTH DRAKE

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 drake

An old Earth Drake is suddenly invoked from elsewhere. The drake will be favourably disposed towards the caster. There must be room for the drake or it will not appear.

LEVEL 20) SUMMON FIRE DRAKE

DISC: Earth and Fire	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 drake

As Summon Earth Drake but an old Fire Drake is summoned instead.

1,1,6) ELEMENTAL WIND AND WAVE

The spells on this list enable the caster to manipulate the elements of Air and Water, and to summon creatures from the planes of existence associated with these elements.

LEVEL 1) SUMMON WATER

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: Instantaneous	RAN: Touch	VOL: 1 vessel

A vessel touched by the caster is instantly filled with up to SC litres of pure drinking water.

LEVEL 2) COLD WEAPON

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: SC metres & in sight	VOL: 1 weapon

A weapon affected by this spell bestows a +1 bonus to its user's attack skill and will deliver a Cold Injury in addition to any normal Injury delivered.

LEVEL 2) LIGHTNING WEAPON

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: SC metres & in sight	VOL: 1 weapon

A weapon affected by this spell bestows a +1 bonus to its user's attack skill and will deliver an Electricity Injury in addition to any normal Injury delivered.

LEVEL 3) REPEL WATER

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: Touch	VOL: 1 target

This spell protects one item for the duration from damage as a result of being exposed to water (e.g. a spell-book). If the caster's SC ≥ 20, it will restore water-based damage to one item.

LEVEL 4) ICE WALL

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: SC metres & in sight	VOL: 30 cubic metres (e.g. approx 1x3x10 m)

This spell causes a wall of solid ice to rise from the ground. The wall stands vertically, is a maximum of 1 metre thick, and can follow any line across the ground desired by the caster (including a circular wall around him). It must be resting on a strong solid surface for its full length or it will collapse. Ice walls have 40 HIPs per square metre of area (i.e. to dig a 1 square metre hole through the wall, 40 HIPs must be delivered to that area).

LEVEL 4) WATER WALL

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: SC metres & in sight	VOL: 30 cubic metres (e.g. approx 1x3x10 m)

This spell causes the volume to be filled with magically contained water. The wall thus created can follow any line across the ground desired by the caster (including a circular wall around him). It must be resting on a strong solid surface for its full length. The wall is fluid so can be moved through, but creatures unable to breath water must use swimming skill in order to regulate their breathing and may drown if they cannot move fast enough through the wall. Missile and thrown weapon attacks moving through the wall have their speeds dampened to such an extent that they become harmless.

LEVEL 5) GRIP

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Direct
DUR: (10 x SC) minutes	RAN: SC metres & in sight	VOL: 1 target

The target can move across icy surfaces without slipping – he has traction as if he were walking on a dry surface. Once the caster's SC≥10, he may also walk normally across the surface crust of snow without sinking in (he leaves no footprints).

LEVEL 6) ICE BOLT

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: Instantaneous	RAN: Self	VOL: 1 bolt (3 cm diameter, 1 metre length)

A bolt of ice shoots from the caster towards a target up to 20xSC metres away. The bolt's size varies with the caster's SC:

- Tiny, Small or Medium for SC ≤ 15;
- Tiny, Small, Medium or Large for 16 ≥ SC ≤ 19;
- Tiny, Small, Medium, Large or Huge for SC ≥ 20.

See the *Elemental Spell Attacks* section in the *Combat* chapter for more information.

LEVEL 6) LIGHTNING BOLT

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: Instantaneous	RAN: Self	VOL: 1 bolt (3 cm diameter, 1 metre length)

As Ice Bolt but a lightning bolt is produced instead.

LEVEL 6) WATER BOLT

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: Instantaneous	RAN: Self	VOL: 1 bolt (3 cm diameter, 1 metre length)

As Ice Bolt but a water bolt is produced instead.

LEVEL 7) GILLS

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Direct
DUR: SC hours	RAN: SC metres & in sight	VOL: 1 target

The target can swim without tiring, and can effortlessly control his orientation within the water. The target is able to swim at the same rate as his normal jogging pace. In addition, the target can breathe water and air interchangeably, and is immune to changes in pressure or cold associated with swimming at depths.

LEVEL 8) COOL

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: SC metres & in sight	VOL: 1 target or volume of up to SC cubic metres

While the caster concentrates, he may decrease the temperature of the target (a single non-living item or volume) by 10 degrees Celsius per second. Materials will freeze at their melting point, as determined by the GM. Items which have been super-cooled and are subsequently handled may cause the handler to lose a number of Hit Points equal to SC/2 plus any relevant Armour Damage Penalty versus Cold, and make an Injury Roll.

LEVEL 9) COLD BALL

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: Instantaneous	RAN: SC metres & in sight	VOL: SC metres

This spell causes a cold ball to erupt at the target location, engulfing (and affecting) all within the volume. The size of the ball varies with the caster's SC:

- Tiny, Small or Medium for SC ≤ 15;
- Tiny, Small, Medium or Large for 16 ≥ SC ≤ 19;
- Tiny, Small, Medium, Large or Huge for SC ≥ 20.

See the *Elemental Spell Attacks* section of the *Combat* chapter for more information.

LEVEL 9) ICE BALL

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: Instantaneous	RAN: SC metres & in sight	VOL: SC metres

As Cold Ball but an ice ball is produced instead.

LEVEL 9) VOID BALL

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: Instantaneous	RAN: SC metres & in sight	VOL: SC metres

This spell causes the atmosphere (whether air or water) to vanish instantly within the volume centred on the chosen location. The vacuum is then immediately filled again by the implosion of the surrounding atmosphere. Any target within the volume loses a number of Hit Points equal to SC/2 plus any relevant Armour Damage Penalty versus Crush, and must make an Injury Roll. If the atmosphere is comprised of water, the target's Injury Roll is made with a +2 bonus.

LEVEL 9) SUMMON FOG

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: Within sight	VOL: 1,000,000 cubic metres (e.g. approx 100x100x100 m)

The volume is filled with thick fog. Within the fog the visibility is reduced to 40/SC metres. The caster can cause the fog to disperse at will; it takes 40/SC minutes to dissipate.

LEVEL 10) ICE ARROW

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC seconds	RAN: Touch	VOL: 1 bow

This spell enables a bow or crossbow to fire arrows made of ice for the duration. The arrows appear automatically in the archer's hand when he pulls back the string or cocks the crank, so no time is spent reloading. The arrows cause Hit Point loss as normal arrows but any Puncture Injury Roll is accompanied by an additional Cold Injury Roll too. (Note that the caster's Bows or Crossbows skill is used in the attack rolls.)

LEVEL 11) SUMMON CURRENT

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: Concentration	RAN: Within sight	VOL: 1000 cubic metres (e.g. approx 10x10x10 m)

A gust of wind or a current in water is suddenly invoked. The caster can control the direction of the current by concentrating; once he stops, the current dissipates and the spell is cancelled. If wind is invoked, creatures must make AG stat rolls or Balance skill rolls to remain on their feet (versus a difficulty factor of SC). If a current in water is invoked, swimming at >SC metres per second is required to make headway against the current. This spell can be used to help increase the speed of ships or swimmers to up to SC/5 times their normal rate.

LEVEL 11) SUMMON ICE ELEMENTAL

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: SC metres & in sight	VOL: 1 elemental

An Ice Elemental is suddenly invoked from its elemental plane. The elemental will obey the caster's verbal commands unquestioningly, and the caster can banish the elemental, making it dissipate, at will. The size of the elemental varies with the caster's SC:

- Medium if the caster's SC ≤ 15;
- Medium or Large if the caster's 16 ≥ SC ≤ 19;
- Medium, Large or Huge if the caster's SC ≥ 20.

LEVEL 11) SUMMON STORM ELEMENTAL

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: SC metres & in sight	VOL: 1 elemental

As Summon Ice Elemental but a Storm Elemental is summoned instead.

LEVEL 11) SUMMON WATER ELEMENTAL

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: SC metres & in sight	VOL: 1 elemental

As Summon Ice Elemental but a Water Elemental is summoned instead.

LEVEL 12) CALM WATER

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: Self	VOL: (20 x SC) metre radius

The surface of the water within the volume is calmed, becoming mirror flat.

LEVEL 12) SUMMON WHIRLPOOL

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: (10 x SC) minutes	RAN: 100m (& in sight)	VOL: 1 whirlpool

A large whirlpool of SC metre radius is created. The whirlpool will suck any object within it down underwater to a depth of 10xSC metres. If the object is able to move through the water at more than SC metres per second, the object can escape the whirlpool's clutches. The caster can cancel the spell at any time, causing the vortex to dissipate instantly.

LEVEL 13) SUMMON RAIN

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: Within sight	VOL: 1,000,000 cubic metres (e.g. approx 100x100x100 m)

If the caster's SC is:

- ≤15, the volume is filled with torrential rain. A total depth of SC centimetres of rain will fall within the duration. The caster can cause the rain to stop falling at will.
- >15, snow begins to fall heavily in the volume. A total depth of SC/5 metres of snow will fall within the duration. The caster can cause the snow to stop falling at will. Alternatively, the caster can choose to fill the volume with torrential rain.

This spell only works above ground.

LEVEL 13) HEAL ELEMENTAL

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Touch	VOL: 1 elemental

A Water, Storm or Ice Elemental has lost Hit Points (and material) replaced at a rate of 1 HIP every second while the caster concentrates. (Normal healing spells do not work on elementals.) Note that touching an elemental whilst concentrating for this spell does not harm the caster.

LEVEL 14) FLIGHT

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: SC metres & in sight	VOL: 1 target, of up to SC x 10 kgs

The target, of mass ≤ (SC x 10) kgs, is able to fly at speeds of up to SC metres per second. If the target is:

- sentient, it can effortlessly control its orientation within the air;
- insentient, the caster may control the target's motion at will.

By default, the target automatically follows the caster.

LEVEL 15) BECOME ICE ELEMENTAL

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: Self	VOL: Self

The caster transforms into an Ice Elemental. The size of the elemental form assumed varies with the caster's SC:

- Medium if the caster's SC ≤ 16;
- Medium or Large if the caster's 17 ≥ SC ≤ 19;
- Medium, Large or Huge if the caster's SC ≥ 20.

The caster gains all of the elemental's physical characteristics, e.g.:

- appearance and size (including physical stats like AG and ST);
- methods of locomotion and movement rates;

- natural senses;
- texture and smell;
- natural Armour Combination;
- natural resistance or vulnerability to certain types of damage;
- Hit Point (HIP) maximum;
- etc.

The caster retains his full mental faculties, i.e. personality, memories, mental stats (like IN and SD), skill bonuses and POPs. He may choose to use either his own skill bonus for an action, or that of the elemental, whichever is greatest. He may still cast any spells that he could normally cast, and also gains any innate magical powers and spells that the elemental could employ. (Note that many spells cast upon the caster will be ineffective since the caster's form is now very different to normal.)

Transformations require 60/SC seconds (minimum of 1 second) to complete and cannot be halted in an incomplete state. During a transformation, the caster is paralysed. The transformation extends to the caster's clothing and carried or worn equipment. Any non-sentient items born by the caster before a transformation are absorbed into the new form (sentient things, e.g. living creatures or sentient magical items, are not absorbed or transformed and will fall from the transforming caster's possession); absorbed items' magical powers do not affect the new form.

Dispel Magic spells may force the caster back into his true form, and Detect Magic spells will reveal that the caster is surrounded by active magic. The caster also becomes subject to all spells that affect his elemental form, e.g. a Heal Elemental spell will affect the caster, although he can resist such spells if they are direct.

The caster takes damage as normal for the elemental form. When the caster transforms back into his normal form, the percentage loss of HIPs in the elemental form is applied to the caster's normal form too, e.g. if the elemental form had lost 75% of its HIPs, the caster's normal form will have lost 75% of its HIPs also (although Injuries are not transferred across). If the caster's HIP total is reduced to zero in a elemental form, he falls unconscious and the Become Ice Elemental spell automatically ends – the caster transforms back to his normal form (and remains unconscious until he has healed sufficiently to gain >0 HIPs). Likewise, if the caster is slain in an elemental form, he is slain in his normal form too – again, the Become Ice Elemental spell automatically ends and the caster transforms back to a dead version of his normal form.

LEVEL 15) BECOME STORM ELEMENTAL

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: Self	VOL: Self

As Become Ice Elemental but the caster becomes a Storm Elemental instead.

LEVEL 15) BECOME WATER ELEMENTAL

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: Self	VOL: Self

As Become Ice Elemental but the caster becomes a Water Elemental instead.

LEVEL 16) COLD CONE

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC seconds	RAN: Self	VOL: Cone of SC metres in length and 2 metres in diameter

A Cold Cone erupts from the caster, engulfing (and affecting) all within the volume. The cone makes an attack roll every second versus anyone within the volume. Its size varies with the caster's SC:

- Tiny, Small or Medium for SC ≤ 17;
- Tiny, Small, Medium or Large for 18 ≥ SC ≤ 19;
- Tiny, Small, Medium, Large or Huge for SC ≥ 20.

See the *Elemental Spell Attacks* section of the *Combat* chapter for more information.

LEVEL 16) DROWNING

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC seconds	RAN: SC metres & in sight	VOL: 1 target

The target's airways fill with water. The target must make a successful Swimming skill roll every second to cough out the water and stop drowning (see the guidelines in the *Damage by Drowning* section of the *Combat* chapter).

LEVEL 17) RESIST COLD

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: SC metres & in sight	VOL: 1 target

The target, which must be ≤(20xSC) kgs, becomes immune to cold and ice (and any associated attacks) for the duration of this spell.

LEVEL 17) RESIST ELECTRICITY

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: SC metres & in sight	VOL: 1 target

The target, which must be ≤ (SC x 20) kgs, becomes immune to electricity (and any associated attacks) for the duration of this spell.

LEVEL 18) FREEZE

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Direct
DUR: Instantaneous	RAN: SC metres & in sight	VOL: 1 target

The target becomes frozen solid instantly. This prevents the target from moving or even thinking – the target can do nothing and is aware of nothing.

The target remains frozen for SC minutes, before beginning to thaw. Once the thaw begins, the target can resume thought and spell-casting, and is able to see clearly and hear muffled sounds, but his other senses remain frozen. However, if he moves, internal ice crystals will lacerate his tissues. Any movement, no matter how small, delivers SC/4 Hit Points (Armour Damage Penalties are ignored) and requires an Injury Roll. Any Injuries inflicted are Puncture Injuries. If the target remains motionless (and it requires no effort to remain still whilst thawing), then the target will be totally thawed in SC minutes after the thaw began and will have suffered no ill effects.

Note that, whilst frozen solid, blows can chip away at the target. Delivering 40 HIPs to the target results in him shattering into tiny pieces, slaying the target instantly (and totally destroying his body). If the blows are restricted to a limb, then delivering 10 HIPs to the limb removes it; if the target thaws now he will have a bleeding stump. Once the target begins to thaw, damage is delivered normally.

LEVEL 19) SUMMON HAIL

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: Within sight	VOL: 1,000,000 cubic metres (e.g. approx 100x100x100 m)

If the caster's SC is:

- 19, hail begins to fall heavily in the volume. The majority of hailstones will have diameters of around SC/10 centimetres, but some stones will be SC centimetres across. Anything out in the open within the volume must roll 1d20 each minute – a value of 20 indicates that they have been struck by one of the large hailstones. Each victim loses a number of Hit Points equal to SC plus any relevant Armour Damage Penalty versus Crush, and must make an Injury Roll. The uppermost body location is always affected preferentially. The caster can cause the hail to stop falling at will.
- ≥20, a thunder storm fills the volume. The effect is the same as a combined Summon Rain and Summon Hail spell, but with lightning too. Anything out in the open within the volume must roll 1d20 each minute – a value of 1 indicates that they have been struck by lightning (while a 20 indicates they have been hit by a large hailstone – see the previous bullet). Each victim loses a number of Hit Points equal to SC plus any relevant Armour Damage Penalty versus Electricity, and must make an Injury Roll. The uppermost body location is always affected preferentially. The caster can cause the storm to dissipate at will (it takes a few minutes for the storm to vanish, although the hail and lightning cease instantly).

This spell only works above ground.

LEVEL 20) SUMMON DISASTER

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Self	VOL: SC kms

This spell causes some major water, wind or cold weather-related natural disaster to occur (e.g. a whirlpool, a water spout, a tidal wave, a tornado, a hurricane, a blizzard, an avalanche) within and throughout the volume. The GM should decide how structures, objects and creatures survive the disaster on a case-by-case basis, but the caster should always emerge unscathed. The caster cannot stop the disaster once it has begun; the duration is decided by the GM.

LEVEL 20) SUMMON ICE DRAKE

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 drake

An old Ice Drake is suddenly invoked from elsewhere. The drake will be favourably disposed towards the caster. There must be room for the drake or it will not appear.

LEVEL 20) SUMMON LIGHTNING DRAKE

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 drake

As Summon Ice Drake but an old Lightning Drake is summoned instead.

LEVEL 20) SUMMON WATER DRAKE

DISC: Wind and Wave	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 drake

As Summon Ice Drake but an old Water Drake is summoned instead.

1,1,7) HEALING

The spells in this discipline are concerned with healing damage to the body. They have been designed to work on creatures with flesh, bones and blood (e.g. all of the PC races except Trolls) but may, at the GM's discretion, heal other creatures with similar physiologies.

Note that, in these spells, the phrase "a single area" refers to a unit of damage caused by a single Injury. Note too that Heal spells (with "Heal" in their title) cannot heal Injuries that have led to the total loss or destruction of a body part. Heal spells only repair damage to an existing body part. If that body part is not there, it cannot be healed. Instead, a Regenerate spell is required to actually produce a replacement body part.

LEVEL 1) HEAL

DISC: Healing	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 target

The target regains a number of Hit Points (HIPs) equal to SCx10. This spell cannot raise the target's HIP total to beyond its maximum.

LEVEL 2) HEAL BLEEDING

DISC: Healing	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 target

This spell heals a single area of bleeding such that the bleeding stops (e.g. heals an Injury like "Bleeding at 1 HIP/sec").

If the caster's SC ≥20, then all bleeding stops in the target's body.

LEVEL 3) HEAL BONE

DISC: Healing	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 target

This spell heals a single area of damage to bone or cartilage (e.g. heals an Injury like "Fracture, -5 Injury Penalty").

If the caster's SC ≥20, then all damage to bones or cartilage in the target's body is healed.

LEVEL 4) HEAL MUSCLE

DISC: Healing	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 target

This spell heals a single area of damage to muscles, tendons or ligaments (e.g. heals an Injury like "Muscle damage, -5 Injury Penalty").

If the caster's SC ≥20, then all damage to muscles, tendons or ligaments in the target's body is healed.

LEVEL 5) HEAL BURNS

DISC: Healing	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 target

The spell heals a single area of:

- 1st degree burns if the caster's SC ≤ 10;
- 1st or 2nd degree burns if the caster's 11 ≥ SC ≤ 15;
- 1st, 2nd or 3rd degree burns if the caster's 16 ≥ SC ≤ 19.

If the caster's SC ≥20, then all burns on the target's body are healed.

LEVEL 6) IGNORE PAIN

DISC: Healing	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: Touch	VOL: 1 target

The target feels no pain for the duration of the spell.

LEVEL 6) DIAGNOSIS

DISC: Healing	CAST: Non-instantaneous	TYPE: Direct
DUR: Instantaneous	RAN: Touch	VOL: 1 target

On casting this spell, knowledge of one or more of the target's wounds and afflictions is gained. Passing the spell-casting roll by a greater margin should increase the number of wounds and afflictions that are revealed to the caster.

LEVEL 7) HEAL NERVE

DISC: Healing	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 target

This spell heals a single area of damage to nerves (which might have been causing paralysis).

If the caster's SC ≥20, then all damage to nerves in the target's body is healed.

LEVEL 8) HEAL ORGAN

DISC: Healing	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 target

This spell heals a single area of damage to an internal organ (including the brain). Any stat loss associated with the organ damage is also healed.

If the caster's SC ≥20, then all damage to internal organs in the target's body is healed.

LEVEL 9) RESIST POISON

DISC: Healing	CAST: Non-instantaneous	TYPE: Direct
DUR: Instantaneous	RAN: Touch	VOL: 1 target

The target may make a second CO stat roll to resist a poison (see the *Prices for Goods and Services* chapter). This spell can only be cast once on a particular poison in the target's system. Passing the roll does not heal or regenerate damage already caused by a poison, but prevents it from causing further damage.

LEVEL 10) SPELL TATTOO

DISC: Healing	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 target

This spell creates a Spell Tattoo on the target's skin. The next spell cast by the caster is permanently embedded into the target's tattoo. Once a spell has been embedded in this way, it may be subsequently attuned by the target (as if he were casting a spell embedded in an item). The process normally requires 5 seconds of uninterrupted concentration, during which time the caster touches the tattoo. At the end of the 5 seconds, the caster makes an Attune skill roll, the difficulty factor being the spell's level. If this roll is successful, the spell in the tattoo takes effect immediately; the target loses no POPs.

Each Spell Tattoo may have only one spell embedded within it, and can be attuned a number of times each day equal to SC/5, where SC is the skill of the creator of the tattoo (i.e. he that cast Spell Tattoo). If the caster's SC ≥ 20, he may choose whether the spell embedded in the tattoo takes effect up to four times a day or constantly instead. In this case, the spell in the tattoo must be one that affects the target only, e.g. range of Self, volume of Self or one target, etc. (The GM should use her discretion with regard to which spells may take effect constantly via a Spell Tattoo.)

The maximum number of Spell Tattoos that can be worn by an individual is equal to his SD/5. An individual may only have one constant effect Spell Tattoo at any time. Spell Tattoos are permanent and can only be removed via the destruction of the body part onto which they are scribed. If that body part is subsequently regenerated, the Spell Tattoo will not reappear.

LEVEL 11) RESIST DISEASE

DISC: Healing	CAST: Non-instantaneous	TYPE: Direct
DUR: Instantaneous	RAN: Touch	VOL: 1 target

The target may make a second CO stat roll to resist a disease. This can only be cast once on a particular disease in the target's system. Passing the roll does not heal or regenerate damage already caused by a disease, but prevents it from causing further damage.

LEVEL 12) HEAL STUN

DISC: Healing	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 target

This spell instantly cancels the stunning damage (i.e. the temporary Injury Penalty) caused by a Mental Injury.

If a character that has memorised this spell is stunned by a Mental Injury, and his SC≥15, he may instantaneously cast Heal Stun upon himself (assuming POPs are available).

LEVEL 13) RENEW BLOOD

DISC: Healing	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 target

This spell purifies the target's blood, removing toxins like poisons and diseases, and regenerates lost blood volume. This spell does not heal or regenerate damage already caused by toxins, but prevents them from causing further damage.

LEVEL 14) ITEM TATTOO

DISC: Healing	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 target

This spell creates an Item Tattoo on the target's skin. The item held in the target's hands whilst this spell is being cast is embedded into the tattoo – the item literally vanishing from the target's grasp into the tattoo. The tattoo assumes an ornate pattern which reflects the item embedded within it, e.g. if the tattoo contains a sword, the tattoo's design will be an ornate representation of a sword. Subsequently, the target is able to summon the item from his tattoo by concentrating for 5 seconds whilst touching the tattoo and then making a successful Attune skill roll (as if attuning a spell from an item or a Spell Tattoo). The difficulty factor always equals 20-SC (the SC of the caster of the Item Tattoo spell, not the attuner). The item then appears in the target's hands. The target can repeat the concentration in order to return the item into the tattoo again (no skill roll is required for this). He may draw the item from the tattoo and return it there as many times as he desires.

Each Item Tattoo may contain a single item. The maximum weight in kilograms of an item that can be embedded in an Item Tattoo is equal to the SC bonus of the caster of the Item Tattoo spell. Whilst an item is stored in a tattoo, it ceases to encumber the target in any way. In addition, the item's magic powers cease to affect the target.

The maximum number of Item Tattoos that can be worn by a target is equal to his SD/5. Item Tattoos are permanent and can only be removed via the destruction of the body part onto which they are scribed. If that body part is subsequently regenerated, the Item Tattoo will not reappear. If a body part containing an Item Tattoo is destroyed, and that tattoo contained an item at the time of its destruction, then the target should make a LU stat roll. If the item in the tattoo was:

- not magical, then the LU stat roll is made versus a difficulty factor of 20;
- magical, then the LU stat roll is made versus a difficulty factor of 10;
- magical and sentient, then the LU stat roll is made versus a difficulty factor of 5;
- an artefact (see the *Treasure* chapter), the LU stat roll is made versus a difficulty factor of 1.

If this roll is:

- passed, then the item is expelled safely from the tattoo and appears at some random location within sight of the target;
- failed, then the item disappears – only the GM knows whether it reappears somewhere else or is destroyed.

LEVEL 15) REGENERATE

DISC: Healing	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 target

This spell regenerates a single area, e.g. a limb or organ (including the brain), that has been totally destroyed or lost.

LEVEL 16) HEAL PSYCHOSIS

DISC: Healing	CAST: Non-instantaneous	TYPE: Direct
DUR: Instantaneous	RAN: Touch	VOL: 1 target

This spell reduces the Psychosis Points (PSYPs) associated with a single psychosis by SC points. If the number of PSYPs is reduced to zero or below, the psychosis is cured.

LEVEL 17) REGENERATE POISON

DISC: Healing	CAST: Non-instantaneous	TYPE: Direct
DUR: Instantaneous	RAN: Touch	VOL: 1 target

Any damage caused by a single poison to the target is healed and regenerated.

LEVEL 18) REGENERATE DISEASE

DISC: Healing	CAST: Non-instantaneous	TYPE: Direct
DUR: Instantaneous	RAN: Touch	VOL: 1 target

Any damage caused by a single disease to the target is healed and regenerated.

LEVEL 19) SHORT RESURRECTION

DISC: Healing	CAST: Instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Touch	VOL: 1 target

This spell pulls a comatose or dead target's soul out of the Spirit World and replaces it in its body. The target will awake into consciousness.

This spell will fail if the target's:

- soul has been in the Spirit World for longer than SC hours;
- body has not been healed/regenerated enough for it to be able to remain alive.

If a character that has memorised this spell is slain, and his SC≥20, he may automatically and instantaneously cast Short Resurrection upon himself (assuming POPs are available).

LEVEL 20) TOTAL REGENERATION

DISC: Healing	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: Touch	VOL: 1 target

This spell enables the caster to completely regenerate the target's body. Some scrap of the target's body must exist for this spell to work, and this scrap must be relatively undamaged – for example, ashes cannot be used, but a hair, a nail clipping, a shred of skin or a drop of blood would provide a suitable basis for the spell. At the end of the spell's duration, the target's body is reformed. It is alive, whole and healed of all injuries but will have only one Hit Point. In addition, the body will be comatose, i.e. lacking a soul.

If a character that has memorised this spell is slain, he may automatically and instantaneously cast Total Regeneration upon himself (assuming POPs are available). If he has also memorised Short Resurrection, he will automatically and instantaneously cast that spell too once his body is regenerated enough (again, assuming POPs are available).

Each time that the caster casts this spell, his Power Point maximum is reduced by 10 points permanently.

1,1,8) ILLUSION

The illusions (and phantasms) created with spells in this discipline share several properties. They:

- are all three-dimensional – if visible, they can be seen from all angles;
- are intangible; they cannot be touched by physical or magical objects and forces (including gravity – hence, they do no need to be resting on a solid surface);
- are all at ambient temperature, e.g. an illusory fire radiates no heat;
- must fit within the volume of the spell used to create them.

LEVEL 1) BLUR

DISC: Illusion	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: SC metres & in sight	VOL: 1 target

The target appears blurred, and is consequently harder to hit. He gains a bonus to his Dodge skill rolls versus melee, thrown, missile and elemental bolt attacks equal to SC/5 (minimum of +1).

LEVEL 2) ILLUMINATE

DISC: Illusion	CAST: Non-instantaneous	TYPE: Direct
DUR: SC hours	RAN: SC metres & in sight	VOL: Up to 20 metre radius around 1 target

This spell causes a single target to glow. The caster can vary the level of light emitted at will, so as to radiate light from the intensity of a sputtering candle (dimly illuminating a 1 metre radius) to that of bright daylight (clearly illuminating a 20 metre radius). The target can be a fixed point or can be mobile if cast upon a moving target, e.g. the tip of a finger.

LEVEL 3) DARKEN

DISC: Illusion	CAST: Non-instantaneous	TYPE: Direct
DUR: SC hours	RAN: SC metres & in sight	VOL: Up to 20 metre radius around 1 target

This spell causes a single target to be surrounded by darkness. The caster can vary the level of darkness at will, from a faint shadow (obscuring a 1 metre radius) to utter darkness (totally concealing a 20 metre radius). The target can be a fixed point or can be mobile if cast upon a moving target, e.g. the tip of a finger.

Note that this spell does not confer any ability to see in the dark. Note too that this spell does not just affect visible wavelengths – vision using other parts of the spectrum, e.g. infra-red, will not be able to see through the magical darkness created with this spell.

LEVEL 4) ILLUSORY ELEMENTAL ATTACK

DISC: Illusion	CAST: Non-instantaneous	TYPE: Indirect
DUR: 1 second	RAN: SC metres & in sight	VOL: As mimicked elemental spell

This spell creates the illusion of single burst of elemental attack magic. A bolt or cone may rocket from the caster's outstretched fingertips, while a ball may burst into existence at the spot to which he points. Such an illusion will look and sound exactly like the authentic spell but never feels like it, being totally harmless. The caster can choose which type of element – fire, ice, etc. – his illusory attack counterfeits.

The illusion can be delayed such that it appears instantaneously when a set of circumstances, specified when casting the Illusory Elemental Attack spell, have occurred. The circumstances can be a thought from the caster (effectively making the spell instantaneous), movement within a certain distance of a specified location (and within the range), etc.

LEVEL 5) SILENCE

DISC: Illusion	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: SC metres & in sight	VOL: SC metre radius around 1 target

This spell causes a zone of up to SC metres radius around the target to become totally silent. Sound neither penetrates nor leaves the area. The target can be a fixed point or can be mobile if cast upon a moving target.

In the *Enunciation and Gesticulation* section below, it is explained that it is generally necessary to speak a spell's incantation aloud in order to cast it. A character will temporarily lose the ability to cast spells if this spell is cast upon him, or if he enters the silent zone, because his words will become inaudible. (He may still cast spells of disciplines for which he has an SC≥16; he is skilful enough to cast these using thought alone.)

LEVEL 6) CLOAK SELF

DISC: Illusion	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: Self	VOL: Self

This spell casts an illusion that is localised to the caster and that moves with him. Examples of typical uses:

- the caster's skin and clothes might become chameleon-like and blend in with their surroundings (+SC/5 to Stealth skill);
- the caster might glow in an authoritative or unnerving way (+SC/5 to Leadership);
- the caster might appear to be standing still whilst he is actually drawing a weapon;
- the caster may appear to be dressed in a particular uniform, or to have the features and build of a race different to his own.

The illusion is limited in that it cannot extend over a volume much larger than that of the caster, but is sufficiently flexible that a Dwarfen caster could appear to be a Wood Elf, for example.

This spell can be revealed by Detect Magic.

LEVEL 6) ILLUSORY SURFACE

DISC: Illusion	CAST: Non-instantaneous	TYPE: Indirect
DUR: Indefinite	RAN: SC metres & in sight	VOL: SC metres radius

This spell creates a flat, two-dimensional illusion, the pattern and colour of which are extrapolated from the real surface which borders the illusion's edges. Anything behind the illusory surface is effectively hidden from view. Thus, the caster might cast this spell:

- across a door, the illusion recreating the wall within which the doorway is set and so concealing the door from those walking past it;
- across a pit, the illusion making the flagstones of the floor appear to continue over the pit;
- across one turn at a crossroads in a labyrinth, making the entrance to a whole passageway vanish;
- above his head so as to make the height of a room appear lower and hide anything hidden in the rafters.

Obviously, the possibilities for concealment are endless – virtually any archway, alcove or recess could be hidden behind an illusory surface. Several limits apply, though:

- the illusion is always static – once cast it cannot be moved;
- all of the illusion's edges must be touching an adjacent real surface;
- the maximum area of the illusion must be ≤(SCx2) square metres, e.g. a caster with SC=6 could create a rectangular surface of 3 by 4 metres, big enough to hide a double doorway;
- a single caster may only have up to SC/4 of these illusions in existence at any one time. If he exceeds this limit, one of his older illusory surfaces will be cancelled (the GM chooses which).

Like all illusions, the surface cannot be touched and the movement of creatures, things, sound, odours, etc. through it is not affected. If an illusory surface is touched, it will vanish for up to 20-SC seconds before reappearing. Once the caster's SC≥20, an illusory surface no longer vanishes when touched (the person's fingers will just disappear whilst pushed through it, for example).

This spell is not revealed by Detect Magic spells.

LEVEL 7) NOISE

DISC: Illusion	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: SC metres & in sight	VOL: SC metre radius around 1 target

An SC metre radius around the target is filled with sustained white noise (static), which is so loud that it drowns out all other sounds within the volume and may cause damage. Any (hearing) target within the volume loses SC/4 Hit Points and must make an Injury Roll every 5 seconds. Any Injuries delivered are Mental Injuries (severities G to I should be ignored). A result of Injury severity F also results in permanent deafness if the creature has ears of a similar physiology to those of the PC races with flesh, bones and blood (i.e. not Trolls).

LEVEL 8) SUDDEN LIGHT

DISC: Illusion	CAST: Non-instantaneous	TYPE: Indirect
DUR: Instantaneous	RAN: SC metres & in sight	VOL: SC metre radius around 1 target or location

An SC metre radius around the target is filled with sudden dazzling light. Any creature within the volume which uses light to see loses SC/2 Hit Points and must make an Injury Roll. Any Injuries delivered are Mental Injuries (severities of G to I should be rerolled). A result of Injury severity F also results in permanent blindness if the creature has eyes of a similar physiology to those of the PC races with flesh, bones and blood (i.e. not Trolls). Having one's eyes shut at exactly the right moment prevents damage from the flash.

LEVEL 9) CLOAK COMRADES

DISC: Illusion	CAST: Non-instantaneous	TYPE: Direct
DUR: SC hours	RAN: SC metres & in sight	VOL: Up to SC targets

This spell acts like Cloak Self but affects up to SC targets chosen by the caster. Examples of typical uses: the caster and his companions could be made to appear as small trees on a plain, boulders on a cavern floor, or items of furniture in a room.

This spell can be revealed by Detect Magic.

LEVEL 10) INVISIBILITY

DISC: Illusion	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: Touch	VOL: 1 target

The target becomes invisible (along with all items held, carried or worn by him). Casting a spell or making (or receiving) a sudden movement (e.g. an attack) ends the invisibility.

This spell cannot be revealed by Detect Magic.

LEVEL 11) DISPLACEMENT

DISC: Illusion	CAST: Non-instantaneous	TYPE: Direct
DUR: 10xSC minutes	RAN: SC metres & in sight	VOL: 1 target

This spell makes the target invisible and creates a visible illusion of him up to SC metres away, i.e. the target suddenly appears to be displaced from his actual location.

The distance and direction between the target and his illusion are fixed at the time of the spell's casting. Obviously, if the target moves in such a way that the corresponding movement of his illusion takes it into or through something real, then observers will probably realise that they are watching an illusion.

However, if this spell is cast by the caster upon himself, he is able to control the distance and direction of his illusion at will – giving him the ability to better navigate his illusion around objects and people and avoid its false nature being revealed.

This spell cannot be revealed by Detect Magic.

LEVEL 12) MEMORISE SCENE

DISC: Illusion	CAST: Instantaneous	TYPE: Indirect
DUR: Concentration	RAN: Self	VOL: As detectable by caster's senses

This spell enables the caster can record the visual and auditory input that he receives via his eyes and ears – it effectively allows the caster to act like a video camera and microphone. The images and sounds can later be used with Illusion and Phantasm spells.

If a scene is to be successfully memorised, the caster must concentrate upon it for 120/SC seconds (being unable to perform other actions during this time). Up to 2 x SC different recordings can be held in the caster's memory simultaneously. Memorised recordings can be forgotten at will to make room for new ones (but forgotten recordings cannot be remembered later).

LEVEL 13) ILLUSION

DISC: Illusion	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: SC metres & in sight	VOL: SC metres radius

This spell creates, within the spherical volume, the illusion of scenery recorded previously with a Memorise Scene spell. The illusion is three-dimensional – it can be seen from all angles and people can walk around within it – but it is intangible – physical and magical objects and forces move through the illusion without affecting it. The caster is able to discard chosen layers of the recorded scene's visual background, such that the edges of the vision now fit consistently with the background currently behind it, from whichever angle it is viewed. The illusory scene can be seen from beyond the volume.

The volume affected by the illusion is always static, i.e. once an illusion is invoked at a particular location it cannot be moved to another location. The actual images and sounds within the volume of the illusion, however, need not be static – whilst it is within range, the caster can cause the illusion to move as desired by concentrating. Consequently, the caster is able to appear to manipulate illusory items within the illusion, e.g. he could pick up an illusory coin or open an illusory door – should anyone else attempt to touch such objects, their hands will pass straight through them. In addition, the caster can cause the illusion to move in a minor and repetitious in nature without requiring his sustained concentration – so as to reproduce the trembling of leaves, the undulation of water, the rise and fall of breathing chests, etc. Any movements displayed by the illusion will be accompanied by suitable noises, so as to produce a realistic effect, e.g. trembling leaves would produce an audible susurration, a door's hinges might squeak as the caster opens it. If desired, an illusion can invoke only sounds, without any accompanying visual image.

The illusion can be delayed such that it appears instantaneously when a set of circumstances, specified when casting the Illusion spell, have occurred. The circumstances can be a thought from the caster (effectively making the casting of the spell instantaneous), movement within a certain distance of a location (and within the range), etc. Likewise, the illusion's instantaneous disappearance can also be programmed to occur when a set of circumstances have occurred (within the duration).

Initially, observers should only be allowed an Observation skill roll to notice that the scene before them is an illusion and not real if a circumstance occurs that betrays the scene's illusory nature, e.g. if an observer attempts to touch part of the illusion, etc. Once an observer has examined the illusion for long enough, however, he should be allowed to make an Observation skill roll versus the caster's SC. If this is passed, he will have noticed the suspiciously repetitious nature of background movements and sounds, the complete stillness of the scene if background movements and sounds were not employed by the illusion's creator, or perhaps the absence of an expected odour.

This spell cannot be revealed by Detect Magic.

(Note that this spell magically extrapolates any details missing from the recording made by the caster, so as to give the scene a realistic three-dimensional appearance. For example, when making a recording with the Memorise Scene spell, the caster may have been unable to see the back of a certain person or object. When the scene is reproduced with an Illusion spell, such hidden surfaces are filled with extrapolated detail. The accuracy of this extrapolation, in comparison to the original, is perfect – this is magic after all!)

LEVEL 14) PHANTASM

DISC: Illusion	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: SC metres & in sight	VOL: SC/5 metre radius

This spell is similar to the Illusion spell, except that any image invoked is always of a single creature (recorded previously with a Memorise Scene spell), and the image is not fixed to one location but can move. The phantasm's movements will be consistent with those of the original creature recorded, and will be accompanied by suitable sounds. E.g. a phantasm of John Smith will look just like John Smith, will have the mannerisms and gait of John Smith, and its movements will be accompanied by the sound of footfalls – looking and sounding exactly as if the real John Smith were walking by.

By concentrating, the caster can control the phantasm's movements and can make the phantasm talk, its voice matching that of the original subject's if it was recorded. Concentration is not necessary all of the time, however, since each phantasm is intelligent enough to move itself and to obey verbal orders from the caster. When moving, a phantasm will attempt to avoid collisions with objects that might reveal its illusory nature (like all illusions, physical and magical objects and forces move through the phantasm without affecting it), so as to maintain the pretence that it is a real creature for as long as possible. (Phantasms are not intelligent enough to improvise their own conversations, though; the caster must concentrate on a phantasm to make it speak, or may order it to recite certain lines in specified circumstances, effectively "pre-programming" it.) As with illusions created with an Illusion spell, since the caster can control the phantasm's movements by concentrating, he is able to appear to observers as if he can physically touch the phantasm.

Although a single creature is produced by a phantasm, the creature can consist of multiple illusory components, e.g. the John Smith phantasm might appear to be wearing clothes and carrying a sword. If any component is separated from the phantasm (e.g. if the caster makes the John Smith phantasm hand over its sword to a real person), then the illusory component (in this case the sword) vanishes immediately.

The appearance of the phantasm can be delayed such that it appears instantaneously when a set of circumstances, specified when casting the Phantasm spell, have occurred. The circumstances can be a thought from the caster (effectively making the casting of the spell instantaneous), movement within a certain distance of a location (and within the range), etc. Likewise, the phantasm's instantaneous disappearance can also be programmed to occur when a set of circumstances have occurred (within the duration).

As with a static Illusion spell, the caster may invoke a phantasm which consists only of sounds, without any accompanying visual image.

Observers should not be allowed an Observation skill roll to notice that the creature before them is an illusion unless they attempt to touch the phantasm, it moves through a solid object, or otherwise gives its illusory nature away. In most circumstances, the phantasm will be visually and audibly indistinguishable from the real creature (but like all illusions, it will have no odour). (As with the Illusion spell, any unrecorded details are magically extrapolated so that the creature appears identical to the original.)

This spell cannot be revealed by Detect Magic.

LEVEL 15) SEE ILLUSION

DISC: Illusion	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: SC metres

The caster is able to see the true nature of illusions or phantasms (visual, sound or any combination) within the volume. The illusions become outlined with a bright aura so that they can be distinguished from real creatures or objects, and seen even if they have no inherent visual component (i.e. the caster is able to see sound illusions that would be invisible normally). Only illusions created by the caster are revealed automatically; an illusion created by another is only revealed if the caster's SC is greater than that of the creator of the illusion.

Note that this spell will not reveal the auras emitted by Invisibility spells.

LEVEL 16) HORROR

DISC: Illusion	CAST: Non-instantaneous	TYPE: Indirect
DUR: Concentration	RAN: 10 x SC metres & in sight	VOL: SC metre radius

This spell enables the caster to invoke a horrifying phantasm, depicting a sudden and overwhelmingly powerful attack. By playing on the targets' fears, the phantasm can lead the targets to believe that they are moments from certain death. If this belief is strong enough, then fear may cause even the strongest opponent to expire in shock.

This spell requires the utmost concentration from the caster, and he is unable to perform any other action whilst directing the phantasm. He may choose any images and sounds he can imagine, or may utilise parts of recordings, and can control the movements of the phantasm at will. The caster should attempt to invoke the phantasm that he thinks will be most likely to instil terror in his targets – this might be a sudden huge rock fall, an ambush by a fire-breathing dragon, or some other terrifying spectacle that fits within the volume of the spell.

A maximum of SC individual creatures can be targets of this spell, and must be designated as such when casting the spell. At the most frightening moment of the phantasm's display (e.g. when the targets are about to be engulfed by the roaring landslide), each of the targets must make an IN stat roll versus the caster's SC. If a roll is:

- failed by ≥10 or fumbled, the target dies immediately from shock.
- failed by 6 to 9, the target is stunned. He soul loses SC Hit Points and must make an Injury Roll. Any Injuries delivered are Mental Injuries.
- failed by ≤5 – as failure by 6 to 9 but Injury severities of F to I should be rerolled.
- passed, the target is unaffected by the phantasm. He may be frightened, but not enough to die or become stunned.

The GM should modify the difficulty factor to reflect how realistic and frightening each target finds the spectacle created by the caster. The caster will be more likely to produce realistic effects if he bases them on events recorded previously with Memorise Scene spells. If the caster invokes a phantasm that the target:

- finds particularly frightening, perhaps increase the caster's SC by 5 for the purposes of the IN stat roll. E.g. if the caster's targets are ice elementals, then a particularly frightening spectacle might be a phantasm of a fire drake, swooping down from the clouds and breathing out a huge gout of flame towards them.
- does not find frightening, perhaps reduce the caster's SC by 10. E.g. a phantasm of a rock fall is unlikely to worry an ethereal ghost.

Note that targets need not make IN stat rolls if they do not observe the phantasm for whatever reason. Note too that, while others may see and hear the phantasm, only its specific targets need make IN rolls.

This spell can be revealed by Detect Magic.

LEVEL 17) POTENT INVISIBILITY

DISC: Illusion	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: Self	VOL: Self

As the Invisibility spell except the caster is able to cast a number of spells and/or make (or receive) a number of sudden movements (e.g. attacks) equal to SC/4 before becoming visible again.

This spell cannot be revealed by Detect Magic.

LEVEL 18) POTENT CLOAK

DISC: Illusion	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: Self

This powerful spell cloaks the caster's vicinity with an illusion which effectively erases his presence or passing from the senses of any observer. The illusion moves with the caster (who must not exceed walking pace) and its extent changes continuously such that any item that the caster touches becomes covered by it.

The overall effect is that the caster could enter a room, take an object and leave again without being detected by any observer. If he had tried the same act of theft whilst using a normal Invisibility spell, an observer would surely notice the door opening seemingly by itself and the object vanishing seconds later as the caster pockets it. By using the Potent Cloak, the door will be covered by a cloaking illusion the moment that the caster touches it; any observer will see the illusion of the door remaining closed whilst, in fact, the cloaked caster has opened it. Likewise, the observer will see the object in the room remain untouched when, in fact, it has been stolen by the caster. The illusion lingers over the path of the caster for SC minutes – after this period, the illusion ends and the observer will abruptly notice that the door is wide open and the object gone! Note that any creatures touched by the caster will not be covered by the illusion and will become able to see the caster. Note too that the effects of the Potent Cloak are not just visual – they also cloak sounds generated by the caster and his actions.

This spell cannot be revealed by Detect Magic.

LEVEL 19) CONTROL SOUND

DISC: Illusion	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: 10xSC metre radius

This powerful spell enables the caster to control all sound within the volume affected. He has total mastery over who can hear what and from where, and over the levels of sound heard by different listeners. Consequently, he might use the spell to:

- project his voice to a huge crowd, and prevent anyone else from speaking;
- make certain people deaf while others can hear;
- fill parts or all of the volume with deafening noise (those affected being struck as if by a Noise spell);
- and so on…

The GM should use her discretion to decide what limits should be applied.

LEVEL 19) CONTROL LIGHT

DISC: Illusion	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: 10xSC metre radius

This powerful spell enables the caster to control all light within the volume affected. He has total mastery over who can see what and from where, and over the levels of light seen by different observers. Consequently, he might use the spell to:

- turn a building invisible to those outside;
- project images across the sky for all to see;
- make certain people blind while others can see;
- fill parts or all of the volume with dazzling light (those affected being struck as if by a Sudden Light spell whenever they open their eyes);
- and so on…

The GM should use her discretion to decide what limits should be applied.

LEVEL 20) THE TWO-EDGED SWORD OF GLASS

DISC: Illusion	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 target

This spell makes the target invisible permanently. Any items that he subsequently holds, wears or carries become invisible whilst in his possession, but reappear once dropped. This spell cannot be revealed by Detect Magic.

1,1,9) MIND

The spells on this list enable the caster to sense and manipulate the minds and souls of living creatures native to the Prime Plane, e.g. the PC races and most animals and monsters. Creatures which are dead or which are not native to the Prime Plane (specifically demons, elementals and undead) cannot be the targets of spells in the Mind discipline. (At the GM's discretion, Icthoids – see the *Optional Races* chapter – may be affected by both Demonology and Mind spells.)

LEVEL 1) DETECT SOUL

DISC: Mind	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: 100xSC metres

For the duration, whenever the caster concentrates and specifies a particular race or species of soul (e.g. "wolves" or "elves"), any such within the volume become visible to him, regardless of whether darkness or intervening objects (e.g. walls, doors, ceilings, earth, rock, fog, etc.) block his normal view of them. He sees each soul as a glowing silhouette superimposed upon his normal field of view. The size of each silhouette allows him to guess the distance and size of that soul; larger silhouettes reveal closer or larger souls, while very distant or small souls may appear only as faint dots of light. As each soul moves relative to the caster, its silhouette moves too so that the caster can see if it is approaching or receding or passing him by. The silhouettes themselves are featureless, only revealing a soul's outline, direction and distance or size. This makes it virtually impossible to identify particular individuals from amongst others of the same species, unless an individual has a particular feature which somehow alters its silhouette.

Alternatively, the caster may cast this spell so as to reveal only the silhouette of a particular soul, i.e. a single individual memorised with the Memorise Soul spell, when it is within the volume.

Note that this spell will reveal souls trapped in Soul Stones (and, thus, sentient items, golems and the like). These creatures, however, demonstrate the silhouette of their true form, rather than the shape of the gemstone in which they are held. E.g. if the caster casts this spell to detect orcs, then any Soul Stones containing the souls of orcs will appear in his vision as orc-shaped silhouettes, as will normal orcs.

LEVEL 2) PASSION

DISC: Mind	CAST: Non-instantaneous	TYPE: Direct
DUR: SC hours	RAN: SC metres & in sight	VOL: Up to SC targets

The chosen target souls affected by this spell feel a single emotion chosen by the caster, e.g. fear, fearlessness, panic, calm, happiness, sadness, trust, paranoia, loyalty, vindictiveness, lust, loathing, etc. The caster can choose whether the emotion is focused towards a target within range or the caster himself, or is unfocused. The targets feel the emotion strongly but always remain rational.

LEVEL 3) SPEAK LANGUAGE

DISC: Mind	CAST: Non-instantaneous	TYPE: Direct
DUR: SC hours	RAN: SC metres & in sight	VOL: 1 target

The target can understand and speak any language that he hears. However, his ability is limited as if he has a language skill bonus equal to SC. Additionally, he gains absolutely no ability to read or write the language – the comprehension is strictly limited to listening and speaking.

LEVEL 4) MEMORISE SOUL

DISC: Mind	CAST: Non-instantaneous	TYPE: Direct
DUR: Until forgotten	RAN: SC metres & in sight	VOL: 1 target

This spell enables the caster to study and memorise a specific soul for use with the Detect Soul spell. Up to SC different souls can be held in the caster's memory simultaneously. Memorised souls can be forgotten at will to make room for new ones.

LEVEL 5) STUN

DISC: Mind	CAST: Non-instantaneous	TYPE: Direct
DUR: Instantaneous	RAN: SC metres & in sight	VOL: Up to SC targets

The chosen target souls lose SC/2 Hit Points and must make an Injury Roll. Any Injuries delivered are Mental Injuries and Injury severities of F to I should be rerolled.

LEVEL 6) URGE

DISC: Mind	CAST: Non-instantaneous	TYPE: Direct
DUR: SC seconds	RAN: SC metres & in sight	VOL: Up to SC targets

As Emotion, but an extremely powerful emotional urge is felt by the chosen targets. Each target must make an SD stat roll versus the caster's SC. If a target fails, it will feel such an extreme form of the emotion that it will act irrationally. E.g. if affected by fear, the target will flee by the fastest possible means from the focus; if affected by hatred, the target will attack the focus regardless of any wounds sustained; if affected by fearlessness, the target will not feel fear and will be unaffected by magically induced fear effects. If a target fumbles the SD roll (Fumble Range equal to the caster's SC), it dies on the spot from an adrenalin-induced heart attack.

LEVEL 7) SLEEP

DISC: Mind	CAST: Non-instantaneous	TYPE: Direct
DUR: SC hours	RAN: SC metres & in sight	VOL: Up to SC targets

The chosen targets collapse on the ground into a deep natural sleep, from which they cannot be woken by any means for the first SC/4 seconds. After this period, stimuli will wake them as normal.

LEVEL 8) DETECT LIE

DISC: Mind	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: Limit of hearing

For the duration, while the caster concentrates, he unerringly knows whether any speech that he hears is falsehood.

LEVEL 9) STEAL SKILL

DISC: Mind	CAST: Non-instantaneous	TYPE: Direct
DUR: SC/2 days	RAN: SC metres & in sight	VOL: 1 target

This spell reduces the target's bonus in a skill chosen by the caster by SC/2 points. The lost points are regained at a rate of 1 per day. If the target's original skill bonus was greater than the caster's bonus in that skill, then the caster temporarily adds the lost points to his skill bonus; the caster may gain a maximum of SC/4 points in this way. The stolen points are lost at a rate of 1 every day.

LEVEL 10) COMMAND

DISC: Mind	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: SC metres & in sight	VOL: Up to SC targets

The chosen target souls will unquestioningly carry out the caster's orders to the best of their ability, regardless of the language used by the caster. (An order which requires a target to directly harm or kill itself may be ignored, however. I.e. this spell can be used to force a target to perform dangerous acts, such as attacking foes against the odds, but cannot force a target to self-mutilate or jump off a high cliff.) Note that the range listed for this spell is only applicable to the position of targets when the spell is cast, and subsequent orders must still be followed even if they require the targets to move beyond this range. Targets are not required to complete orders once the duration has past, however.

LEVEL 11) ENDURING PASSION

DISC: Mind	CAST: Non-instantaneous	TYPE: Direct
DUR: Indefinite	RAN: SC metres & in sight	VOL: 1 target

This spell acts like a Passion spell, but it affects a single target and has an indefinite duration.

LEVEL 12) HEAR THOUGHTS

DISC: Mind	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: Self	VOL: SC metres & in sight

For the duration, the caster is able to hear the thoughts of any target within the volume by concentrating. The caster may need to use a Speak Language spell to understand the thoughts.

This spell can be cast such that the thoughts of a memorised target (i.e. a target previously stored with a Memorise Soul spell) are heard. If the caster's:

- SC ≤ 15, the memorised target and caster must be within 10 x SC metres of each other for the spell to work;
- 16 ≥ SC ≤ 19, the memorised target and caster must be within SC kilometres of each other;
- SC ≥ 20, there may be any distance between the caster and memorised target.

Anyone touching the caster is also able to hear the target's thoughts.

LEVEL 13) TELEPATHY

DISC: Mind	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: Self	VOL: See description

The caster and up to SC selected souls are able to communicate telepathically whilst within the volume. The souls must be within sight of the caster on casting this spell, or must be souls memorised with a Memorise Soul spell. The caster and targets are able to understand each other's thoughts, regardless of language. If the caster's:

- SC ≤ 17, the souls must stay within 10 x SC metres of the caster in order to communicate telepathically;
- 18 ≥ SC ≤ 19, the souls must stay within SC kilometres of the caster;
- SC ≥ 20, there may be any distance between the caster and souls.

LEVEL 14) SEE MEMORIES

DISC: Mind	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: Self	VOL: SC metres & in sight

The caster is able to experience the memories of any target within the volume by concentrating. The caster can jump forward and backward to different times in the target's memory. Treat the experiencing of events like watching a video tape. The view can be watched in real time, or can be watched in a sped-up forwards and backwards search mode, or the tape can be fast-forwarded or rewound without viewing events. The caster can potentially experience everything experienced by the target, even if the target cannot currently remember that memory.

Anyone touching the caster is also able to experience the target's memories.

LEVEL 15) MASTER

DISC: Mind	CAST: Non-instantaneous	TYPE: Direct
DUR: SC hours	RAN: SC metres & in sight	VOL: 1 target

As Command but, in addition, the caster can control the target's movements like a puppet whilst concentrating and whilst it is in range.

LEVEL 15) SPIRIT TRAVEL

DISC: Mind	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: Self

The caster enters a comatose state in which his soul is able to leave his body. Initially hovering over his body, the caster's soul can move at a rate of up to SC kilometres per hour. As a soul, the caster's form is ethereal, effectively that of a ghost (see *The Bestiary*). The caster appears translucent, dressed in the clothing worn by his comatose body elsewhere. Any items held in his hands when the spell was cast will also be manifest upon the caster's spirit person as ethereal versions of themselves. The caster can still experience his physical surroundings via his senses as usual. However, the caster cannot move physical objects – his body moves through normal physical objects unhindered.

The caster can attack living creatures as if a ghost, and living creatures may attack him with magic weapons and attacks only. Spells which affect undead (e.g. Repel Undead) also affect the caster. The caster may continue to cast spells as normal (although spells cast by the caster upon himself will only affect his spirit form and will not affect his physical body). Ethereal undead (which appear in their true form to the caster, i.e. the form they had whilst alive) see the caster as normal, and their ethereal claws or weapons strike the caster like their physical equivalents might. The caster may defend himself from such attacks with spells, or by using the spirit versions of any weapons which he thought to clutch in his hands before casting this spell.

Perhaps the greatest danger to the caster over all though is that of damage to his body. The caster cannot feel his body whilst disembodied from it and may be unaware of any imminent danger to it. If the caster's body is damaged in such a way that death occurs, then the caster will become a real ethereal undead (losing his spell-casting powers and becoming, in actual fact, a true ghost).

LEVEL 16) NIGHTMARE NEMESIS

DISC: Mind	CAST: Non-instantaneous	TYPE: Direct
DUR: 1 dream	RAN: SC metres & in sight	VOL: 1 target

The next time the target falls asleep, he will enter a deep slumber (which appears febrile and disturbed to anyone observing the sleeper) in which he has a vivid nightmare.

In the dream, the target – who is carrying his usual adventuring equipment – is attacked by his double. The double is identical to the target, having the same stat and skill bonuses, the same clothing, armour, weapons and other belongings, the same spells and Power Points, the same number of Hit Points, and so on. The double will belligerently attack the target until he is slain, or the double dies in the attempt.

If the target is slain by the double in the nightmare, his physical body dies (the target never awakes) and his soul travels straight to the Spirit World. If the target slays the double, he will awake from the sleep unharmed. The target can be woken at any time from the nightmare by the normal means, rescuing him from the double's attacks. Once awake, the target forgets having the dream in 20/SC minutes.

LEVEL 17) BANISH SOUL

DISC: Mind	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 target

The target's soul is banished to the Spirit World and its body, still alive, collapses into a coma.

Note that a Resurrection spell is generally needed to restore the soul of someone in a coma. Note too that souls in Soul Stones or phylacteries are not affected by this spell.

LEVEL 18) POSSESSION

DISC: Mind	CAST: Non-instantaneous	TYPE: Direct
DUR: SC hours	RAN: SC metres & in sight	VOL: 1 target

On casting this spell, the caster is able to possess the body of any creature within sight, gaining complete control of its movements. The target remains conscious whilst possessed and will remember all experiences, but has no control over its movements.

Should the caster attempt to make the target's body perform an action that would be totally alien to the target (e.g. self-mutilation or suicide), then the target may resist by making a SD stat roll versus half of the caster's SC skill bonus. If this roll is:

- passed, the spell ends and the target regains control of his body;
- failed, the alien action is not attempted, but the caster can try to force the victim to perform the action again (and the target can resist once more);
- fumbled, then the target carries out the alien action as the caster desires.

The caster is able to attempt to possess other targets at will, effectively being able to move his soul from one target's body to the next in range. On cancelling the spell, or if his possession is dispelled with a Dispel Magic spell, or if his possessed body dies, the caster's soul automatically returns to his own body. Note that, while the caster's soul is in possession of a target's body, it is not in possession of its own – the caster's body lies comatose and vulnerable. Should the caster's body be killed whilst the caster's soul is elsewhere, the caster will be unable to return to it and will be trapped in alien bodies until his own can somehow be healed.

LEVEL 19) RESHAPE MIND

DISC: Mind	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Self	VOL: Self

If the caster makes a successful spell-casting skill roll versus his own MA stat, then he may increase one of his mental stats – either CH, IN or SD – by 1 point permanently. If the roll is fumbled (Fumble Range equal to caster's MA), the chosen stat is decreased by 1d4 points permanently (to a minimum of 3).

The caster may only cast this spell once per month and only once per stat, i.e. in total, he may cast this spell only three times – once on his CH stat, once on his IN stat and once on his SD.

LEVEL 19) ENSLAVE

DISC: Mind	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 target

As Master, except the duration is permanent. A Dispel Magic spell will not free the target from this spell; only the caster's death will do this.

LEVEL 20) LONG RESURRECTION

DISC: Mind	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Touch	VOL: 1 target

This spell pulls a comatose or dead target's soul out of the Spirit World and replaces it in its body. The target will awake into consciousness.

This spell will fail if the target's body has not been healed and/or regenerated enough for it to be able to remain alive. The soul can have been in the Spirit World for any length of time and still be retrieved with this spell (unlike with the Short Resurrection spell of the Healing discipline).

LEVEL 20) PENTAGRAM OF TRUTH

DISC: Mind	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC seconds	RAN: Touch	VOL: 1 pentagram

This spell allows the caster to instantly summon a single dead soul from the Spirit World into a pentagram marked on the ground which he is touching. The summoned soul is trapped within the hemispherical volume defined by the pentagram's outer circle. The caster may ask a single question of the soul (this spell automatically confers upon the caster the ability to speak to and understand the soul). Upon finishing the question (which must be completed within the spell's duration), the soul immediately vanishes back to the Spirit World, whereupon it seeks the answer to the question from the multitudes of the dead.

Exactly one hour after vanishing, the soul will reappear in the pentagram. It will then tell the caster the answer to the question, and immediately return to the Spirit World. If the caster is not within sight when the soul returns, the soul will wait for the duration of the spell before leaving. Note that this spell always provides a truthful answer, but it only works if someone who has died has the correct information; if the Spirit World does not contain the answer, the soul will not return after the hour has elapsed. (If the question has several different truthful answers, the soul will return with a different one each time.)

For details of the shape of the pentagram and its construction, see the notes in the introduction to the Conjuration discipline.

1,1,10) MOVEMENT

These spells increase the caster's capabilities at movement.

LEVEL 1) LEAPING

DISC: Movement	CAST: Instantaneous	TYPE: Indirect
DUR: 1 jump and landing	RAN: Self	VOL: Self

The caster can leap SC+4 metres vertically or horizontally, from a standing position (i.e. no run up required), and land without injury. Each jump takes 2 seconds to complete.

LEVEL 2) LIGHT STEP

DISC: Movement	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: Self

The caster is able to tread so lightly that he barely leaves footprints. Observation skill rolls to follow his tracks are made with a SC/5 penalty.

LEVEL 3) SILENT STEP

DISC: Movement	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: Self

The caster is able to move almost silently. Observation skill rolls to hear him are made with a SC/5 penalty.

LEVEL 4) SWIM

DISC: Movement	CAST: Non-instantaneous	TYPE: Indirect
DUR: (10 x SC) minutes	RAN: Self	VOL: Self

The caster can swim without tiring, and can effortlessly control his orientation within or on the water. He is able to swim at the same rate as his normal walking pace.

LEVEL 5) BALANCE

DISC: Movement	CAST: Instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: Self

The caster is able to balance on incredibly thin surfaces without swaying, e.g. tightropes or narrow cliff ledges (even in high winds, earthquakes, etc.). If used with Leaping spells, this spell would enable the caster to run at speed through a forest canopy like a monkey.

LEVEL 6) LANDING

DISC: Movement	CAST: Instantaneous	TYPE: Indirect
DUR: 1 landing	RAN: Self	VOL: Self

The caster can land safely after a fall of 10 x SC metres. Damage from larger falls is calculated normally – see the *Damage from Falling* section of the *Combat* chapter – but the height used in the calculation is reduced by 10 x SC metres.

LEVEL 7) AMBIDEXTERITY

DISC: Movement	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC seconds	RAN: Self	VOL: Self

This spell improves the caster's coordination, enabling the off-hand penalty to be ignored for the duration.

LEVEL 8) ATTACK ABSORPTION

DISC: Movement	CAST: Instantaneous	TYPE: Indirect
DUR: 1 attack	RAN: Self	VOL: Self

The caster is able to control his body's movements so precisely that he is able to increase his Dodge skill bonus by SC/5 versus the next melee attack.

LEVEL 9) SPEED

DISC: Movement	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: Self

The caster's movement rates – for the purposes of walking, jogging, running or sprinting – are multiplied by X for the duration, where X equals:

- 1.5 if the caster's SC ≤ 15;
- if the caster's 16 ≥ SC ≤ 19;
- if the caster's SC ≥ 20.

LEVEL 10) BURDEN

DISC: Movement	CAST: Non-instantaneous	TYPE: Direct
DUR: SC seconds	RAN: SC metres & in sight	VOL: 1 target

The caster's total Encumbrance Penalty is transferred to the target for the duration. In other words – during this time, the caster's Resistance Penalty is not reduced by any Encumbrance Penalties, while the target's Resistance Penalty is increased by his normal total Encumbrance Penalty and that of the caster.

LEVEL 11) SPIDER CLIMB

DISC: Movement	CAST: Instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: Self

This spell redirects the action of gravity upon the caster such that the force is always directed perpendicularly to his soles, i.e. downwards is always beneath the caster's feet.

Thus, if the caster jumps and places both feet on a wall, that surface becomes the floor for him – he may stand, walk and run on the wall as if it were a floor. Likewise, he could jump from the wall onto the ceiling and then move across that as if it were a floor.

Whilst this spell is in operation, the caster must be careful with how he angles his feet. If he were to perform a handstand, for example, he could find himself falling upwards into the air!

Note that this spell does not affect anyone or anything other than the caster and his worn or carried possessions – gravity remains orientated in the normal direction for everyone and everything else. Thus, if the caster drops an object whilst standing on a wall or ceiling, the object will not fall towards his feet but will fall in the direction of the normal downwards.

LEVEL 12) FLY

DISC: Movement	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: Self

The caster is able to fly at speeds of up to SC/2 metres per second. He can effortlessly control his orientation within the air.

LEVEL 13) FLUENCY

DISC: Movement	CAST: Instantaneous	TYPE: Indirect
DUR: 1 action	RAN: Self	VOL: Self

The caster is able to control his body's movements so precisely that the next action he makes can be attempted SC/5 times in the same time that it would normally take him to attempt the action once. E.g. in the time that it would normally take a caster with an SC of 15 to:

- make one attack with his sword, he could make three attacks;
- leap 3 metres, he could make three 3 metre leaps;
- climb 10 metres, he could climb 30 metres;
- etc.

LEVEL 14) DISARM

DISC: Movement	CAST: Instantaneous	TYPE: Direct
DUR: Instantaneous	RAN: SC metres & in sight	VOL: 1 target

This spell disarms a target, making him lose grip of whatever he holds in his hands. If the spell-casting roll is:

- failed, the target retains his grip and is unaffected by the spell;
- passed by ≤ 5, whatever is held in his hands falls to the floor at his feet;
- passed by ≥6, whatever is held in his hands is transferred instantly to the caster's grasp, if the caster desires (and if he has a hand free).

LEVEL 15) BLINK

DISC: Movement	CAST: Instantaneous	TYPE: Indirect
DUR: Instantaneous	RAN: Self	VOL: Self

The caster is instantly teleported to a location within sight and within 5xSC metres.

LEVEL 16) REACTIONS

DISC: Movement	CAST: Instantaneous	TYPE: Indirect
DUR: Instantaneous	RAN: Self	VOL: Self

This spell enables the caster to increase his Reactions stat by SC/4 for the following Reactions roll (see the *Actions* chapter).

LEVEL 17) TELEKINESIS

DISC: Movement	CAST: Non-instantaneous	TYPE: Direct
DUR: Concentration	RAN: SC metres & in sight	VOL: 1 target

This spell enables the caster to apply force to a target which is some distance from him, so as to manipulate or move the target. The target must be within range and within sight, and the caster must move his body, arms and hands so as to recreate the motions needed to manipulate the object as if he were touching it directly. Thus, by making the necessary gesticulations, the caster could lift a distant rock into the air, slide back the bolts on a far door or pick the pocket of a person standing many metres away. The maximum amount of force that he can apply is exactly that which he could apply if he were next to the object and really touching it – consequently, he cannot lift a remote object which is heavier than he could lift normally.

LEVEL 18) TETHER

DISC: Movement	CAST: Non-instantaneous	TYPE: Direct
DUR: SC hours	RAN: SC metres & in sight	VOL: SC targets

The chosen targets become "tethered" to their current location. For every metre that a target moves away from this location, a cumulative penalty of -1 is added to its Resistance Penalty (so as to make the Resistance Penalty more penalising). The maximum penalty that can be applied is -(SC).

E.g. if an 20th level caster casts this spell at a target, a -10 penalty will be added to the target's Resistance Penalty when it is 10 metres from the location to which it was tethered, and a -20 penalty when it is 20 metres away or more.

LEVEL 19) SHARED BLINK

DISC: Movement	CAST: Instantaneous	TYPE: Direct
DUR: Instantaneous	RAN: Touch	VOL: SC targets

The caster and SC chosen targets, who must be touching him, are instantly teleported to a location within sight and within $(SC)^2$ metres. E.g. a caster with SC=20 can teleport up to 400 metres.

LEVEL 20) STUDY MOVEMENT

DISC: Movement	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: Self	VOL: Self

By studying a target as he performs a moving skill, the caster is able to improve the fluency of his own performance of the same action. His bonus in that skill is increased by half of the difference between the caster's skill bonus and the target's. If the target's skill bonus is less than or equal to that of the caster, the caster learns nothing; in addition, the target must use the skill being studied for a minimum of 1 second in order for the spell to be successful. The caster may only have SC/10 of these spells active at any time.

1,1,11) NATURE

These spells enable the caster to tap the power of nature and survive the wilderness.

Note that the Beast spells in this discipline consider "beast" to mean a normal creature that might be encountered in the wild, e.g. mammals, reptiles, fishes, insects, birds, etc. Creatures which are not native to this world (the Prime Plane) or which are innately magical are not classed as beasts, i.e. no demons, dragons, elementals or undead, for example. Lycanthropes are the exception – despite being inherently magical, they can be affected by these spells.

LEVEL 1) DETECT SUSTENANCE

DISC: Nature	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: 100xSC metres

For the duration, whenever the caster concentrates and specifies a particular source of food or water (e.g. "deer", "beehives", "strawberries" or "freshwater springs"), any such within the volume become visible to him, regardless of whether darkness or intervening objects (e.g. walls, doors, ceilings, earth, rock, fog, etc.) block his normal view of them. He sees each source as a glowing silhouette superimposed upon his normal field of view. The size of each silhouette allows him to guess the distance and size of that source; larger silhouettes reveal closer or larger sources, while very distant or small sources may appear only as faint dots of light. As each source moves relative to the caster, its silhouette moves too so that the caster can see if it is approaching or receding or passing him by. The silhouettes themselves are featureless, only revealing a source's outline, direction and distance or size.

LEVEL 2) SUMMON BEAST

DISC: Nature	CAST: Non-instantaneous	TYPE: Direct
DUR: (10 x SC) minutes	RAN: SC kms	VOL: 1 beast

This spell summons a single beast. The beast is of the type most closely fitting the description given by the caster when casting the spell; if no beast matching the description is within range, the spell fails. The beast makes its own way to the caster from the location it was in when the spell was cast; it travels at its fastest pace. On arriving, the beast will loiter within sight of the caster for the duration, without attacking him, before leaving. (This spell bestows no special ability to communicate with or control the beast.)

LEVEL 3) BEFRIEND BEAST

DISC: Nature	CAST: Non-instantaneous	TYPE: Direct
DUR: (10 x SC) minutes	RAN: SC metres & in sight	VOL: 1 beast

The caster befriends a single beast. The beast will try to please and protect the caster during the duration, and may follow the caster's instructions/requests if they can be communicated simply and effectively enough.

LEVEL 4) BARK ARMOUR

DISC: Nature	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: Self

The caster's skin at every body location becomes as tough as if it were protected by tough bark, i.e. as if Armour Combination 4. The spell does not hamper the caster's movement, i.e. no Armour Action Penalty is gained.

LEVEL 5) CAT STALK

DISC: Nature	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: Self

The caster gains the stealth of a tiger: +SC/4 to Stealth rolls.

LEVEL 5) BEAST FAMILIAR

DISC: Nature	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 beast

Upon casting this spell, a single beast becomes the caster's familiar. This spell creates a link between the souls of the familiar and the caster, which enables the familiar to gain some of the caster's intellect and personality. Consequently, the familiar becomes very intelligent for a beast, and the devoted friend and servant of the caster, now its master. In addition, the caster and the familiar may communicate telepathically and sense the world through each other's senses whilst within SC kms of each other.

The caster may only have one familiar at a time. If the familiar is ever slain, the caster's HIP and POP maximums will be temporarily halved for SC days and he will gain 1d4 Psychosis Points (see the *Psychoses* chapter).

Note that the familiar may resist spells using the caster's SD stat, rather than its own, if it is higher.

LEVEL 6) WAY MARK

DISC: Nature	CAST: Non-instantaneous	TYPE: Direct
DUR: SC hours	RAN: Touch	VOL: 1 area of bark

For the duration, the caster is able to use his fingertip to paint marks onto the bark of trees. The caster may specify, when casting the spell, that the marks are visible only to himself, or are visible only to himself and up to SC other people that he names.

Named people see the marks glow with a bright golden light. Others must use a Detect Magic spell to be able to see the marks at all. The caster can paint whatever type of symbol he likes with his fingertip, from simple arrows and pictograms to whole words and sentences, but he can only mark tree bark and the marks only remain visible for SC hours (unless a Permanency spell is cast upon them).

LEVEL 7) DETECT HERB

DISC: Nature	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: 100xSC metres

For the duration, whenever the caster concentrates and specifies a particular species of herb (e.g. "memory moss"; see the *Prices for Goods and Services* chapter), any such within the volume become visible to him, regardless of whether darkness or intervening objects (e.g. walls, doors, ceilings, earth, rock, fog, etc.) block his normal view of them. He sees each herb as a glowing silhouette superimposed upon his normal field of view. The size of each silhouette allows him to guess the distance and size of that herb; larger silhouettes reveal closer or larger herbs, while very distant or small herbs may appear only as faint dots of light. The silhouettes themselves are featureless, only revealing a herb's outline, direction and distance or size.

LEVEL 8) RESIST HEAT AND COLD

DISC: Nature	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: Touch	VOL: 1 target

The target is unaffected by extremes of natural cold or heat. Magical cold or heat (e.g. fire balls) may still harm him, however.

LEVEL 9) PREPARE HERB

DISC: Nature	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Touch	VOL: 1 dose of a herb

This spell instantly converts one form of a herb, e.g. its raw form, into another form, e.g. a crystallising paste. This spell can only turn a herb into the forms that can be achieved via normal pharmacological methods (see the *Prices for Goods and Services* chapter).

LEVEL 10) BEAR STRENGTH

DISC: Nature	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: Self

The caster gains the strength of a bear: +SC/4 to ST.

LEVEL 11) WILD STAFF

DISC: Nature	CAST: Non-instantaneous	TYPE: Indirect
DUR: Indefinite	RAN: Touch	VOL: 1 branch

This spell converts a branch, horn, bone or tusk (i.e. organic materials) into a +2 magical quarterstaff which:

- strikes with a +2 bonus to attack rolls and its Injury Range (see the *Combat* chapter), i.e. the weapon will inflict an Injury on rolls of 20, 19 or 18;
- causes double the normal HIP loss if it hits.

LEVEL 11) ENTANGLE

DISC: Nature	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: SC metres & in sight	VOL: SC metres and SC targets

Local vegetation rapidly entangles up to SC sentient targets within the volume. The vegetation makes a Grapple attack every second for 5 seconds with a cumulative SC/5 bonus per second, and will hold onto grappled targets until the spell's duration elapses.

LEVEL 12) TREE HIDE

DISC: Nature	CAST: Non-instantaneous	TYPE: Direct
DUR: Indefinite	RAN: Self	VOL: Self

This spell enables the caster to "step" inside the trunk of a single tree – his body and all personal equipment becoming submerged into the wood. Once submerged, he becomes totally concealed from outside (although a Detect Magic spell will reveal an aura around the tree trunk).

The girth of the tree's trunk must be large enough to contain the caster and his equipment. The caster can use his senses as normal whilst submerged and can turn around to alter his viewpoint. The spell ends once the caster emerges from the tree; alternatively, a Dispel Magic spell can be used to end the spell, forcing the caster out of the trunk.

Ents, Entlings and Slowroots may resist being the targets of this spell.

LEVEL 13) WOLF SENSES

DISC: Nature	CAST: Non-instantaneous	TYPE: Indirect
DUR: (10 x SC) minutes	RAN: Self	VOL: Self

The caster gains the senses of hearing and smell of a wolf, allowing scent trails to be perceived (whilst up to SC hours old), etc. +SC/4 to Observation rolls involving hearing or smell.

LEVEL 14) TRACELESS PASSING

DISC: Nature	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: Self

The caster can move without leaving tracks, an odour trail, etc.

LEVEL 15) WILD BOW

DISC: Nature	CAST: Non-instantaneous	TYPE: Indirect
DUR: Indefinite	RAN: Touch	VOL: Sinew & a branch

This spell converts sinew and a branch, horn, bone or tusk (i.e. organic materials) into a magical long bow which:

- strikes with a +2 bonus to attack rolls and its Injury Range (see the *Combat* chapter), i.e. the weapon will inflict an Injury on rolls of 20, 19 or 18;
- has double the normal long bow range.

LEVEL 15) INSTANT SUMMONS

DISC: Nature	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: (10 x SC) kms	VOL: 1 beast

As Summon Beast, but the beast immediately appears out of thin air before the caster.

LEVEL 16) ENHANCE POTENCY

DISC: Nature	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Touch	VOL: 1 dose of a herb

This spell makes a herb deliver X times the normal effects, where X equals:

- 1.5 if the caster's SC ≤ 17;
- 1.5 or 2.0 if the caster's 18 ≥ SC ≤ 19;
- 1.5, 2.0 or 3.0 if the caster's SC ≥ 20.

LEVEL 16) WILD ARROW

DISC: Nature	CAST: Non-instantaneous	TYPE: Indirect
DUR: Indefinite	RAN: Touch	VOL: Feathers & a branch

This spell converts feathers and a branch, horn, bone or tusk (i.e. organic materials) into an arrow which:

- causes double the normal HIP loss if it hits;
- repeatedly delivers an applied poison (i.e. the potency of the poison does not diminish with time) for up to SC attacks, regardless of the form of the applied poison.

LEVEL 17) INVIGORATE

DISC: Nature	CAST: Non-instantaneous	TYPE: Indirect
DUR: Instantaneous	RAN: Self	VOL: SC metres

This spell purges disease and pollution within the volume, invigorating natural plant growth and cleansing soil and water-sources. It cancels the effects of a Corruption spell (see the Wounding spell list).

LEVEL 18) BECOME LYCANTHROPE

DISC: Nature	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Self	VOL: Self

On casting this spell, the caster becomes infected with the magical disease Lycanthropy. He becomes either a Were-Wolf, -Rat, -Cat, -Bear or -Bat (see *The Bestiary*), as determined randomly with the following table:

1d20	1 to 6	7 to 11	12 to 15	16 to 18	19 to 20
WERE-	Wolf	Rat	Cat	Bear	Bat

This selection is made when the spell is cast, and is permanent and irreversible.

The caster gains the Lycanthrope's abilities, strengths and weaknesses – e.g. the ability to change form, natural resistance or vulnerability to certain types of damage, being affected by moonlight, etc. He retains his full mental faculties, e.g. personality, memories, mental stats (like IN and SD), skill bonuses and POPs. When in beast or Were form, use the statistics and bonuses listed for that form in *The Bestiary*.

Unlike Lycanthropes infected via the normal mechanism (i.e. being bitten by another Lycanthrope), the personality of the caster of this spell does not automatically become psychotically violent when he assumes Were form. Additionally, he has better control over which form he takes whenever exposed to moonlight – his SD stat rolls are made versus half the standard difficulty factor (i.e. versus 10 for a full moon, 8 for a gibbous moon, 5 for a half moon and 3 for a crescent). Also, a bite from the caster in Were form is only half as likely to infect the target with Lycanthropy, e.g. the target's CO stat roll is made versus half of the standard difficulty factor.

Note that the caster becomes subject to all spells that affect lycanthropes. E.g. a Control Beast spell will affect the caster whilst he is in beast or Were form, although he can resist such spells if they are Direct.

LEVEL 19) TREE DOOR

DISC: Nature	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: Self	VOL: Self

As Tree Hide but, for the duration, the caster is able to step into and out of the trunks of any trees that are large enough. He may also teleport (travel instantaneously) between trunks, as long as each destination tree is within sight.

LEVEL 20) AWAKEN TREES

DISC: Nature	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Self	VOL: (SC x 10) metres

This spell causes up to SC trees within the radius to "awaken" over the next minute. They become Slowroots (see *The Bestiary*) and will be favourably disposed towards the caster.

1,1,12) NECROMANCY

Upon death, the souls of sentient creatures are released from their physical bodies. Dead souls generally travel straight to the Spirit World but, occasionally, they become trapped in the physical world of the Prime Plane or are summoned back into it, where they manifest as ethereal undead like ghosts and wights. The spells on this list enable the necromancer to summon and control dead souls, and bind them to bodies – usually those of corpses – to increase their versatility as servants by making tangible undead like zombies and skeletons.

See the *Undead* section of *The Bestiary* for descriptions of several varieties of undead.

LEVEL 1) DETECT DEAD

DISC: Necromancy	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: 100xSC metres

For the duration, whenever the caster concentrates and specifies a particular type of corpse (e.g. "corpses of orcs" or "carcasses of horses"), any such within the volume become visible to him, regardless of whether darkness or intervening objects (e.g. earth, rock, walls, doors, ceilings, fog, etc.) block his normal view of them. He sees each corpse as a glowing silhouette superimposed upon his normal field of view. The size of each silhouette allows him to guess the distance and size of that corpse; larger silhouettes reveal closer or larger corpses, while very distant or small corpses may appear only as faint dots of light. The silhouettes themselves are featureless, only revealing a corpse's outline, direction and distance or size.

Note that only the corpses of species with flesh, bones and blood can be detected (e.g. the remains of Trolls are not revealed).

LEVEL 1) DETECT UNDEAD

DISC: Necromancy	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: 100xSC metres

For the duration, whenever the caster concentrates and specifies a particular species of undead (e.g. "ghost" or "liche"), any such within the volume become visible to him, regardless of whether darkness or intervening objects (e.g. walls, doors, ceilings, earth, rock, fog, etc.) block his normal view of them. He sees each undead as a glowing silhouette superimposed upon his normal field of view. The size of each silhouette allows him to guess the distance and size of that undead; larger silhouettes reveal closer or larger undead, while very distant or small undead may appear only as faint dots of light. As each undead moves relative to the caster, its silhouette moves too so that the caster can see if it is approaching or receding or passing him by. The silhouettes themselves are featureless, only revealing an undead's outline, direction and distance or size. This makes it virtually impossible to identify particular individuals from amongst others of the same species, unless an individual has a particular feature which somehow alters its silhouette.

Alternatively, the caster may cast this spell so as to reveal only the silhouette of a particular undead, i.e. a single individual memorised with the Memorise Undead spell, when it is within the volume.

LEVEL 2) GHOST DRAIN

DISC: Necromancy	CAST: Instantaneous	TYPE: Indirect
DUR: 1 attack	RAN: Touch (via weapon if desired)	VOL: 1 target

The caster's next melee attack drains the target's Power Points (POPs) in the manner of a ghost's draining attack (see *The Bestiary*). Every Hit Point (HIP) that is lost by the victim because of the attack is accompanied by the loss of a POP, and each POP drained in this way becomes an additional HIP for the caster (even if this raises his HIP total above its normal maximum). Victims regain HIPs and POPs lost in this way as normal.

LEVEL 3) REPEL UNDEAD

DISC: Necromancy	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: Self	VOL: SC metres & in sight

For the duration, undead creatures must immediately flee from the volume around the caster.

LEVEL 4) CORPSE FORM

DISC: Necromancy	CAST: Instantaneous	TYPE: Direct
DUR: SC/2 days	RAN: Touch	VOL: 1 target

Upon casting this spell, the target's pulse and breathing cease and he collapses to the ground. The target appears dead to anyone examining him; rigor mortis sets in after approximately 8 hours and the corpse loosens again after approximately 24 hours.

In actual fact, the target has entered an undead state and, although he may not move, he is fully conscious and can use his senses as normal. The target will remain in this state for the duration of the spell, or the caster may cancel the spell prematurely at any time. A Detect Magic spell may reveal that a target has had this spell cast upon him, and a Dispel Magic spell may cancel the Corpse Form spell.

This spell only affects members of the PC races with flesh, bones and blood (i.e. not Trolls).

LEVEL 5) MEMORISE UNDEAD

DISC: Necromancy	CAST: Non-instantaneous	TYPE: Direct
DUR: Until forgotten	RAN: SC metres & in sight	VOL: 1 target

This spell enables the caster to study and memorise a specific undead creature for use with the Detect Undead spell. Up to SC different undead can be held in the caster's memory simultaneously. Memorised undead can be forgotten at will to make room for new ones.

LEVEL 6) RAISE CORPSE

DISC: Necromancy	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: SC metres & in sight	VOL: SC corpses

This spell enables the caster to animate up to SC corpses whilst concentrating. Each corpse can be given a target, which it will move towards and attack to the best of its robotic abilities (GMs should use the statistics for Zombies – see *The Bestiary*). The caster may issue each corpse with a new target at any time. If the caster ceases to concentrate, all of the corpses collapse to the floor, becoming motionless. If the spell's duration has not ended, the caster may animate one or more of the corpses again simply by resuming his concentration.

Note that this spell only animates corpses:

- of the PC races with flesh, bones and blood (i.e. not Trolls);
- which have been exposed – either unearthed from the ground or the lids of their sarcophagi prized open.

Note too that corpses animated with this spell are not undead – they are merely insentient puppets. If a dead soul is bound to a corpse with a Create Undead spell, it becomes a sentient undead creature (either a Zombie or a Ghoul – see *The Bestiary*), able to control itself. It can then only controlled by the caster via Command Undead, Master Undead or Enslave Undead spells.

LEVEL 7) COMMAND UNDEAD

DISC: Necromancy	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: SC metres & in sight	VOL: SC undead targets

The chosen undead targets will unquestioningly carry out the caster's orders to the best of their ability, regardless of the language used by the caster. Note that the range listed for this spell is only applicable to the position of targets when the spell is cast, and subsequent orders must still be followed even if they require the targets to move beyond this range. Targets are not required to complete orders once the duration has past, however.

LEVEL 8) UNDEAD FAMILIAR

DISC: Necromancy	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 beast

Upon casting this spell, a single beast (as defined in the Nature discipline; Lycanthropes not permitted) immediately dies and becomes the caster's undead familiar. Imagine, perhaps, Pratchett's "Death of Rats" or the horse or wyvern steeds of the Nazgul in Tolkien's "Lord of the Rings". This spell creates a link between the souls of the familiar and the caster, which enables the familiar to gain some of the caster's intellect and personality. Consequently, the familiar becomes very intelligent for a beast, and the devoted friend and servant of the caster, now its master. In addition, the caster and the familiar may communicate telepathically and sense the world through each other's senses whilst within SC kms of each other.

The caster may only have one familiar at a time. If the familiar is ever slain, the caster's HIP and POP maximums will be temporarily halved for SC days and he will gain 1d4 Psychosis Points (see the *Psychoses* chapter).

Note that the familiar may resist spells using the caster's SD stat, rather than its own, if it is higher.

(In order to model such a skeletal beast, the GM should combine the characteristics of a normal beast with those of a Lesser Skeleton. Note that the undead beast magically retains its methods of locomotion, e.g. a skeletal crow will remain able to fly despite lacking feathers or muscles.)

LEVEL 9) INVISIBILITY TO UNDEAD

DISC: Necromancy	CAST: Non-instantaneous	TYPE: Indirect
DUR: Concentration	RAN: Self	VOL: SC metres & in sight

While he concentrates, the target cannot be seen by any undead. In addition, any invisible undead within SC metres and in sight become visible to him.

LEVEL 10) PENTAGRAM OF DEAD SOUL SUMMONING

DISC: Necromancy	CAST: Non-instantaneous	TYPE: Indirect
DUR: (10 x SC) minutes	RAN: Touch	VOL: 1 pentagram

This spell allows the caster to instantly summon a single dead soul from the Spirit World into a pentagram marked on the ground which he is touching. If the caster's:

- SC ≤ 15, the summoned soul is effectively a Ghost;
- SC ≥ 16, the summoned soul is effectively a Wight.

Both Ghosts and Wights are forms of ethereal undead (see *The Bestiary*). Either type will generally behave aggressively towards the living if they can.

The dead soul most closely fitting the description given by the caster when casting the spell is always summoned. E.g. the caster may ask for the soul of someone slain in the Battle of Uttoxeter, or he may ask for the soul of a specific individual if he has previously memorised that individual or if he knows its full name. Ancestors are often summoned as they are likely to be more positively disposed towards their descendants. Note that the soul must be the spirit of a deceased member of the PC races.

The summoned undead is magically trapped within the hemispherical volume delineated by the pentagram's outer circle. The undead cannot touch the pentagram itself and, to cross the hemispherical border against the caster's will, it must pass a SD stat roll using the caster's SC as the difficulty factor. If the undead passes, the spell fails, the undead is free and the caster loses 10% of his POPs. If the undead fails, the spell continues – the undead remains trapped and gains -2 to its Resistance Penalty. If the undead tries to cross the hemispherical border and fails again, the Resistance Penalty increases by another -2, and so on. Any Resistance Penalty accrued in this way is cancelled once the undead leaves the pentagram.

In the same way, the summoned undead is prevented from making melee attacks against those outside the pentagram. It must make a successful SD stat roll first to break the pentagram's restraint; else its melee attacks are deflected harmlessly by the hemispherical border. Note, though, that the summoned undead can throw weapons, fire missile ammunition or cast spells out of the pentagram without restriction, enabling it to attack those on the outside.

If the summoned undead is too large to fit within the pentagram's hemisphere, then the spell fails immediately after the undead appears, leaving the undead unrestrained and not affected by the pentagram in any way.

If the caster wills it, the summoned undead may cross the hemispherical border safely. Note that the undead can only be controlled via Command Undead, Master Undead or Enslave Undead spells. Note too that, while the spell remains active, the undead may not touch or tamper with the pentagram, even once outside.

If the summoned undead is within the pentagram at the end of the spell's duration, it vanishes back to whence it came. If the undead has moved outside of the pentagram when the spell ends, it can only be returned home with a Banish Dead Soul spell.

For details of the shape of the pentagram and its construction, see the notes in the introduction to the Conjuration discipline.

LEVEL 11) CREATE UNDEAD

DISC: Necromancy	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: SC metres	VOL: 1 soul

This spell moves a dead soul, which has been summoned and contained with a Pentagram of Dead Soul Summoning spell, into a corpse within range and binds it there. The dead soul acquires full control over the corpse and can animate itself magically – effectively creating a tangible sentient undead. If the:

- soul is a Ghost and the caster's:
  - SC ≤ 15, a Zombie is created;
  - SC ≥ 16, the caster may choose to create a Zombie or a Ghoul.
- soul is a Wight and the caster's:
  - SC ≤ 19, a Greater Skeleton is created;
  - SC ≥ 20, the caster may choose to create a Greater Skeleton or a Death Knight (the latter requires that a complete suit of full plate armour is within range instead of a corpse).

The caster may also use this spell to transfer his own soul into a corpse. The caster gains control of the corpse and can use it as if it were his own body (he gains the abilities of a Zombie). Whilst controlling the corpse, he loses awareness of his own body, which becomes comatose and vulnerable to attacks. Note that the:

- maximum distance through which a soul (whether dead or the caster's) can be moved is the range of the spell;
- corpse must be the remains of a member of the PC races, with flesh, bones and blood (i.e. not a Troll).

LEVEL 12) MUMMIFICATION

DISC: Necromancy	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 target

This spell can only be cast on a target in a state of undead paralysis induced by a Corpse Form spell, and must be cast at the precise moment when the caster plunges a blade into the target's chest. The caster then has SC x 10 minutes to complete the following procedure:

1. The caster must remove the target's heart by cutting a hole in the ribcage – at which point the target dies, although his soul remains trapped within his body by the Mummification spell.
2. The caster must then remove the target's brain via a hole in his skull.
3. The heart and brain must then be placed in some kind of lidded urn or other suitable container.
4. The target's whole body must then be bound tightly in bandages and smeared everywhere with fat, wax or grease.
5. The target's body must be lowered into a coffin or sarcophagus, and the lid sealed.

After 40/SC days, the mummification process is complete and a Mummy is created (see *The Bestiary*). The Mummy will seek to slay all living creatures, but will not attack anyone who is touching the urn containing the remains of its heart and brain (although it can attack anyone who causes damage to the urn or its remains). The only way to destroy the Mummy is to burn the remains of these organs to ashes, or to destroy its sarcophagus and then the Mummy itself.

LEVEL 13) MASTER UNDEAD

DISC: Necromancy	CAST: Non-instantaneous	TYPE: Direct
DUR: SC hours	RAN: SC metres & in sight	VOL: 1 target

As Command Undead but, in addition, the caster can control the target's movements like a puppet whilst concentrating and whilst it is in range.

LEVEL 14) BANISH DEAD SOUL

DISC: Necromancy	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 target

This spell banishes a dead soul back to the Spirit World, regardless of the time it has spent in the physical world. This spell affects all undead except Mummies, Vampires, Liches and Dracoliches. Those undead which have physical bodies revert to dead corpses once their souls have been banished. Souls in Soul Stones or phylacteries are not affected.

LEVEL 15) BECOME VAMPIRE

DISC: Necromancy	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Self	VOL: Self

On casting this spell whilst lying in a coffin or sarcophagus, the caster dies and becomes a vampire – a form of undead described fully in *The Bestiary*. The caster gains all of the vampire's abilities, strengths and weaknesses – e.g. immortality, the ability to change form, enhanced senses, natural resistance to certain types of damage, innate magical powers, being harmed by sunlight, etc. He retains his own personality, memories and other mental faculties (e.g. skill bonuses), however.

When a PC becomes a vampire, increase his CO and ST stats to match those of the default vampire listed in *The Bestiary*. Next, increase the PC's AG stat such that he acquires the vampire's RE stat. Finally, give the PC the vampire's HIP maximum. (If any of these changes would make the PC weaker than he already was, do not make the alteration.) All mental stats, skill bonuses and spell-casting abilities remain unchanged. The PC does not automatically gain the attack skill bonuses given for the default vampire's attacks (e.g. weapon, bite), however – these must be developed like normal skills (starting from one-quarter of the relevant stat if not already developed).

LEVEL 15) UNDEAD TELEPATHY

DISC: Necromancy	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: Self	VOL: Varies

The caster and selected undead are able to communicate telepathically whilst within the volume. The targets must be within sight of the caster on casting this spell, or must be undead memorised with a Memorise Undead spell. The caster and targets are able to understand each other's thoughts, regardless of language. If the caster's:

- SC ≤ 17, the undead must stay within 10 x SC metres of the caster other in order to communicate telepathically;
- 18 ≥ SC ≤ 19, the undead must stay within SC kilometres of the caster;
- SC ≥ 20, there may be any distance between the caster and undead (e.g. the undead can be dead souls in the Spirit World).

LEVEL 16) ENSLAVE UNDEAD

DISC: Necromancy	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 target

As Master Undead, except the duration is permanent. A Dispel Magic spell will not free the target from this spell; only the caster's destruction will do this. (The caster may die, becoming a vampire or liche using spells in this discipline, without ending this spell.)

LEVEL 17) UNDEAD PLAGUE

DISC: Necromancy	CAST: Instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: Up to SC targets

Up to SC undead, which must be touching the caster at the time of the spell, become infected with Undead Plague. Any member of the PC races with flesh, bones and blood (i.e. not Trolls) which is slain by an undead infected with this magical disease immediately becomes a Zombie (75% chance) or a Ghoul (25% chance), also infected with Undead Plague.

LEVEL 18) RISE OF THE FALLEN

DISC: Necromancy	CAST: Non-instantaneous	TYPE: Indirect
DUR: Indefinite	RAN: Self	VOL: SC kms

This spell animates up to $(SC)^2$=SCxSC corpses within the volume. The corpses must have been slain in combat or war (and must be of the PC races with flesh, bones and blood). They rise up from the ground or burst free from the earth and can begin actions in 20 seconds. The corpses will obey the caster's verbal or telepathic orders without question to the best of their ability. If unordered, they will attack the nearest living creature other than the caster. Treat the corpses as either as Zombies or Skeletons – they are likely to arise with weapons and armour. The caster can cause any or all of the corpses to collapse back into deathly rest by concentrating.

LEVEL 19) PHYLACTERY

DISC: Necromancy	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Touch	VOL: 1 stone

This spell enables a precious stone (gem, crystal, etc.) to be used as a vessel which can contain the caster's soul, and which is a pre-requisite for the Become Liche spell. The caster may only have one such phylactery in existence at any time before he becomes a Liche (he may create more once he is a Liche).

Note that phylacteries are different to Soul Stones. Note too that Dispel Magic spells do not affect phylacteries, although they can be distinguished from non-magical precious stones with Detect Magic spells.

LEVEL 20) BECOME LICHE

DISC: Necromancy	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Self	VOL: Self

If the caster is killed after casting this spell, his soul is immediately transferred into his phylactery (which must have been created previously with a Phylactery spell) rather than going to the Spirit World. The transfer is always successful, regardless of the distance between the phylactery and the caster's body.

At this point, the caster becomes a Liche – a form of undead described fully in *The Bestiary*. He must remain within the phylactery until a corpse comes close enough to the phylactery to enable him to use a Create Undead spell to transfer his soul into the corpse and take possession of it – at which point he assumes the liche's skeletal form.

The caster gains all of the liche's abilities, strengths and weaknesses – e.g. immortality, skeletal form, enhanced senses, natural resistance to certain types of damage, innate magical powers like the use of phylacteries, etc. He retains his own personality, memories and other mental faculties (e.g. skill bonuses), however.

When a PC becomes a liche, increase his CO and ST stats to match those of the default liche listed in *The Bestiary*. Next, increase the PC's AG stat such that he acquires the liche's RE stat. Finally, give the PC the liche's HIP maximum and natural Armour Combination. (If any of these changes would make the PC weaker than he already was, do not make the alteration.) All mental stats, skill bonuses and spell-casting abilities remain unchanged. The PC does not automatically gain the attack skill bonuses given for the default liche's attacks (i.e. weapon, bash) – these must be developed like normal skills (starting from one quarter of the relevant stat if not already developed). However, he does gain the liche's attack skill bonus with its Aura of Cold – this bonus is fixed and may not be developed.

LEVEL 20) SEPULCHRAL SUMMONS

DISC: Necromancy	CAST: Non-instantaneous	TYPE: Indirect
DUR: 13 days	RAN: Self	VOL: SC kms

This spell summons all undead creatures within the affected volume (except Liches and Vampires) to the caster's presence. The undead will move at their fastest rate towards the caster. In addition, for the duration, the undead will not fight except in self defence (or unless they are under the influence of some other spell).

1,1,13) SHAPECHANGING

The spells in this discipline alter the caster's body, enabling him to take on the forms of other creatures.

LEVEL 1) NIGHTVISION

DISC: Shapechanging	CAST: Non-instantaneous	TYPE: Direct
DUR: (10 x SC) minutes	RAN: Touch	VOL: 1 creature

Enables the target to see in the dark, although there must be some source of light present. With a normal candle, lantern or torch nearby, the target can see as if in bright daylight for up to a distance of approximately 30 metres, beyond which all is gloom.

LEVEL 2) CHANGE APPEARANCE

DISC: Shapechanging	CAST: Non-instantaneous	TYPE: Indirect
DUR: (10 x SC) minutes	RAN: Self	VOL: Self

The caster is able to mould his body's surface features into those of another humanoid race. Radical changes to the form and colour of skin, hair and facial features are possible, and minor changes to bone structure can be made, but height and general build remain unaffected. So a fat human caster of normal height might easily change into a fat elf or a decaying zombie, for example, but could only become an unfeasibly tall dwarf. The general appearance of people of a specific race can be acquired, but the exact features of specific individuals cannot be assumed with this spell.

LEVEL 3) EXTEND REACH

DISC: Shapechanging	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: Touch	VOL: 1 creature

On casting this spell, the target's arm and hand elongate to up to 1+(SC/5) times their normal length. In addition, the joints in this stretched limb become highly flexible – double-jointed. Thus, the target might reach through the bars of his prison cell to reach keys on the gaoler's desk, outside. The target's skill bonuses are not affected by this change to his limb; any benefit caused by increased leverage is off-set by difficulty with co-ordination.

LEVEL 4) ENHANCE SENSES

DISC: Shapechanging	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: Touch	VOL: 1 creature

This spell enhances the target's senses, giving him a bonus to all Observation rolls equal to SC/5.

LEVEL 5) ARMOUR SKIN

DISC: Shapechanging	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: Touch	VOL: 1 creature

The target's skin at every body location becomes as tough as if it were protected as though covered by an Armour Combination equal to SC/4. The spell does not hamper the target's movement, i.e. no Armour Action Penalty is gained.

LEVEL 6) INFRAVISION

DISC: Shapechanging	CAST: Non-instantaneous	TYPE: Direct
DUR: (10 x SC) minutes	RAN: Touch	VOL: 1 creature

Enables the target to see in total darkness, using the infra-red spectrum, up to a range of SC metres.

LEVEL 7) ENHANCE MUSCULATURE

DISC: Shapechanging	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: Touch	VOL: 1 creature

This spell strengthens the target's muscles, enabling him to increase his movement rates and ST stat like so:

CASTER' S SPELL-CASTING SKILL	MOVEMENT RATE MULTIPLIER	STRENGTH STAT MODIFIER
≤15	x 1.5	+1
16 to 19	x 2	+2
≥20	x 3	+3

If the target uses a skill with ST as its relevant stat during the spell's duration, temporarily increase the skill bonus by the ST stat modifier.

LEVEL 8) IRON LUNGS

DISC: Shapechanging	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: Touch	VOL: 1 creature

This spell enables the target to breathe in any fluid (e.g. air, water, smoke) without choking. (This spell does not make the target resistant to the toxic effects of gaseous poisons, but he will not asphyxiate.)

LEVEL 9) HEALING CHANGE

DISC: Shapechanging	CAST: Non-instantaneous	TYPE: Direct
DUR: (10 x SC) seconds	RAN: Touch	VOL: 1 creature

On casting this spell, the caster's player rolls 1d20 a number of times equal to SC/5, and adds the scores together. The touched target then instantly regains this number of lost Hit Points (HIPs). At the end of this spell's duration, the same number of HIPs is lost again (i.e. the target's wounds reappear).

This spell cannot raise the target's HIP total beyond its normal maximum.

LEVEL 10) SOLID FORM

DISC: Shapechanging	CAST: Non-instantaneous	TYPE: Direct
DUR: SC hours	RAN: Touch	VOL: 1 creature

The target's body and carried equipment becomes a marble statue. The target can magically see and hear normally, but cannot move or cast spells. Inflicting damage to the statue does not harm the target (his normal form will not be damaged when he reverts back to it when the spell's duration is over) unless the statue is destroyed. The statue is effectively Armour Combination 11 and has 100 HIPs; if these are lost, the statue is reduced to rubble and the target dies instantly.

If the caster casts this spell upon himself, he may cancel the spell and revert back to normal form at any time.

If the caster's SC is ≥15, he may cast the spell in reverse whilst touching a petrified target (e.g. the victim of a basilisk's gaze attack), turning them (and their equipment) back into their normal form and restoring them to life.

LEVEL 11) MEMORISE FORM

DISC: Shapechanging	CAST: Non-instantaneous	TYPE: Indirect
DUR: Until forgotten	RAN: SC metres & in sight	VOL: Self

The caster may study and memorise the form of a target (for use with the Shapechange spell described subsequently).

Each target must be a creature or object, and it must be a single unit. A target can be comprised of different parts (e.g. an animal has bones and flesh, and a table has wood and metal nails) but the parts must make up a single cohesive unit if the target's form is to be memorised and assumed. Even machines with complex moving parts can be memorised and their forms assumed (e.g. a door with a lock, or a cart with wheels), so long as the machine is a single unit with all component parts securely bound together. It is impossible to memorise or assume the forms of ensembles of units, however. The caster could not memorise a pile of rocks, for example.

Up to SC/4 different forms can be held in the caster's memory simultaneously. Memorised forms can be forgotten at will to make room for new ones (but forgotten forms cannot be remembered later).

If a target is to be successfully memorised, it must remain within range and within the caster's sight for an uninterrupted period of 40/SC seconds (minimum of 1 second). The caster's concentration on the target must also remain unbroken for this period, i.e. the caster cannot perform other actions whilst memorising a target.

LEVEL 12) SHAPECHANGE

DISC: Shapechanging	CAST: Non-instantaneous	TYPE: Direct
DUR: SC hours	RAN: Touch	VOL: 1 creature

The target transforms into an exact clone of a creature or object memorised previously with a Memorise Form spell. The target gains the new form's physical characteristics, like its:

- appearance and size;
- methods of locomotion;
- natural senses;
- texture and smell;

- natural Armour Combination;
- natural resistance or vulnerability to certain types of damage;
- Hit Point (HIP) maximum and current total;
- etc.

The form's movement rates, physical stat bonuses (i.e. AG, BE, CO, ST) and bonuses for skills involving movement are also gained, to an extent limited by the caster's SC. The target gains (SCx5)% of each of these bonuses. Thus, if the caster's SC=10 and the target is transformed into the form of a bear with a Claw skill bonus of 14 and maximum movement rate of 8 m/s, then the target will become an identical bear but with a Claw skill bonus of 14x50%=7 and a movement rate of 8x50%=4 m/s.

Use of the form's innate magical powers and spells is also limited by the caster's SC. These can be used successfully (SCx5)% of the time; other attempts to use them fail.

If the form has a body of the same shape as the target normally (e.g. if a humanoid target is transformed into a different humanoid form), then the target can use his own normal skill bonuses to accomplish moving actions that the form is unskilled in. However, the (SCx5)% limit applies to these too.

Note that casters with SC>20 may increase a form's inherited bonuses and movement rates to above 100% of normal.

The target retains his full mental faculties, i.e. personality, memories, mental stat bonuses (e.g. IN, SD) and bonuses for purely mental skills (i.e. those not requiring movement). His POPs are unaffected and he may still cast any spells that he could normally cast (assuming he can speak properly in his new form).

Assuming a very different form may dramatically alter the target's view of the world. E.g. if the target is mimicking a boulder, he will be unable to receive any sensory input and will have to rely on other spells which provide sensory information to detect his surroundings. Also note that many spells cast upon the target will be ineffective if the target's form is very different to normal. For instance, a Heal Bone spell operates on bone and will be ineffective if the target has assumed the form of a boulder.

Transformations require 40/SC seconds (minimum of 1 second) to complete and cannot be halted in an incomplete state. During a transformation, the target is paralysed. The transformation extends to the target's clothing and carried or worn equipment. Any non-sentient items born by the target before a transformation are absorbed into the new form (sentient things, e.g. living creatures or sentient magical items, are not absorbed or transformed and will fall from the transforming target's possession); absorbed items' magical powers do not affect the new form.

The assumed form's mass must be between $1/(SC^2)$ and SC^2 times that of the target or it cannot be assumed. The mass of the target is his naked mass in his normal form only, and does not include the weight any clothing or carried possessions. Smaller or larger forms cannot be assumed.

A Detect Magic spell will reveal that the target has had this spell cast upon him, and a Dispel Magic spell may force the target back into his true form. The target also becomes subject to all spells that affect his assumed form. E.g. a Control Beast spell will affect the target if he has assumed the form of a bear, although he can resist such spells if they are direct; if the target is struck by a weapon which slays bears whilst he is in bear form, then the attack will be slaying towards the target.

The target takes damage as normal for the assumed form (and the target will feel pain and can be Injured if the assumed form can). When the target transforms back into his normal form, the percentage loss of HIPs in the assumed form is applied to the target's normal form too, e.g. if the assumed form had lost 75% of its HIPs, the target's normal form will have lost 75% of its HIPs also (although Injuries are not transferred across). If the target's HIP total is reduced to zero in an assumed form, he falls unconscious and the Shapechange spell automatically ends – the target transforms back to his normal form (and remains unconscious until he has healed sufficiently to gain >0 HIPs). Likewise, if the target is slain in an assumed form, he is slain in his normal form too – again, the Shapechange spell automatically ends and the target transforms back to a dead version of his normal form.

LEVEL 13) LIQUID FORM

DISC: Shapechanging	CAST: Non-instantaneous	TYPE: Indirect
DUR: (10 x SC) minutes	RAN: Self	VOL: Self

The caster (and his carried equipment) becomes a colourless, viscous liquid instantly. The caster remains able to see and hear in this form magically. He can move also, flowing over surfaces of <90° from horizontal (i.e. he cannot move up vertical or over-hanging surfaces), seep through cracks and porous materials, and move through other liquids at a rate of up to SC/20 metres per second.

The caster's liquid form naturally remains held together in a single "puddle", approximately 1 cm deep and 4 m^2 in area, and he cannot be harmed in this form. However, if part of the caster's liquid form is removed forcibly from the rest (perhaps part being scooped into a vessel), the spell is automatically cancelled and the caster returns to his normal form instantly. He will have lost a proportion of his HIPs equal to the proportion of the volume of liquid removed, though. The caster also loses 1 HIP per second if the ambient temperature rises to more than 100 degrees Centigrade; if the caster loses all his HIPs in this way, he dies instantly (without reverting to his normal form).

The caster can cancel the spell at any time, transforming back to his normal form instantly. He may only cast the Solid Form and Gas Form spells whilst in this form.

LEVEL 14) ENHANCE PHYSIQUE

DISC: Shapechanging	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: Touch	VOL: 1 creature

The caster may increase one of a target's physical stats – either AG, BE, CO or ST – by up to SC/4 points.

LEVEL 15) REGENERATIVE CHANGE

DISC: Shapechanging	CAST: Instantaneous	TYPE: Indirect
DUR: SC seconds	RAN: Self	VOL: Self

On casting this spell, the caster instantly regenerates the damage dealt by any single attack. Lost Hit Points are regained, Injured or destroyed body parts are regenerated, etc. However, the healing effect is temporary. When the spell's duration expires, the damage immediately reappears, exactly as it was before.

LEVEL 16) DOPPELGANGER

DISC: Shapechanging	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC days	RAN: Self	VOL: Self

This spell can only be cast whilst the caster is mimicking a memorised sentient form with a Shapechange spell. When the caster memorised the form being mimicked, a copy of the form's soul was also made. On casting the Doppelganger spell, the caster allows the copied soul to assume control of the caster's body.

The copied soul is totally autonomous (in gaming terms, it is controlled by the GM) and will act as it would normally in the circumstances. The copied soul may well have been in comatose stasis for some time between when it was copied and when it was "awoken" by the Doppelganger spell. Consequently, because of this interval, the copied soul will often feel as though a period of time has elapsed of which it has no recollection, and this may lead to initial confusion.

The caster's mind continues to receive input from his body's senses. The actions that the caster can take whilst the Doppelganger spell is in effect are extremely limited:

- The caster may cancel the Doppelganger spell at any time, regaining immediate control of his body again and freezing the copied soul into comatose stasis once more.
- The caster may cast his own memorised spells (not those of the copied soul), using his own pool of POPs, if his SC in the relevant discipline is ≥16. This means that he is skilful enough to cast the spell without having to physically speak (see the *Enunciation and Gesticulation* section later). However, the copied soul may notice that a spell has been cast, and start wondering who cast it…
- Alternatively, the caster may take temporary control of his body by making an Acting skill roll, with the copied soul's IN stat as the difficulty factor. If the Acting roll is:
    - passed, the caster gains full control of his body again for up to SC seconds. He may then do as he wishes. The copied soul remains unaware of the caster and is fooled into thinking that it is following its own desires.
        - If the Acting roll is passed by ≥5, the copied soul's IN stat is also decreased by 1 in subsequent Acting rolls for this spell.
    - failed, the caster is unable to take control. The copied soul remains unaware of the caster.
        - If the Acting roll is failed by ≥5, the copied soul's IN stat is also increased by 1 in subsequent Acting rolls for this spell. In addition, the copied soul will start to develop the feeling that another personality is inside its head…
    - fumbled (Fumble Range equal to the copied soul's IN), then the caster's soul is permanently lost. Whether the link between the caster and the mimicked form fails, the caster's soul vanishing into the Spirit World, or whether the caster's soul is overthrown and assimilated by the copied soul, nobody knows. Either way, the caster is no more and the copied soul gains total, permanent control over the form (probably without becoming aware that the caster existed). It effectively becomes a clone of the original mimicked creature (the duration of the Shapechange spell becoming permanent).

On casting the Doppelganger spell, the duration of the Shapechange spell acting on the caster becomes coupled to the duration of the Doppelganger spell, i.e. the Shapechange spell ends when the Doppelganger spell ends. As with the Shapechange spell, the caster's body remains subject to all spells that affect his assumed form, e.g. a Control Beast spell will affect the caster if he has assumed the form of a bear, although he can resist such spells if they are direct. Doppelganger spells are not revealed by Detect Magic spells, although they may be cancelled by Dispel Magic spells. In addition, once a Doppelganger spell is cast, the Shapechange spell to which it is coupled also becomes undetectable by Detect Magic. In fact, the caster's soul cannot be detected in any way (usually not even by the copy of the form's soul); no spell will reveal it, not even Detect Soul, and the assumed form appears completely normal.

The caster must still sleep, regardless of whether his assumed form requires sleep or not, but, if he chooses, he can allow himself to be automatically awoken when the copied soul either awakes from its slumber or goes to sleep.

LEVEL 17) GAS FORM

DISC: Shapechanging	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: Self

The caster (and his carried equipment) becomes a colourless gas instantly. In this form, the caster can see and hear as normal magically. He can also move through air or porous substances in any direction, at a rate of up to SC metres per second.

The caster's gas form naturally remains held together in a single "cloud". The caster can only be harmed in this form if the surrounding air speeds become greater than 20 x SC metres per second, in which case the caster will lose 1 HIP per second as parts of himself fly away until the air speed drops or he cancels this spell, instantly reverting to his normal form. If the caster loses all his HIPs in this way, he dies instantly (without reverting to his normal form). The passage of a Wind Elemental or tornado or hurricane force winds (i.e. wind speeds of 100 miles per hour or 400 metres per second) through the caster (or vice versa) will be enough to cause this damage to all but the most powerful spell-casters.

The caster can cancel the spell at any time, transforming back to his normal form instantly. He may only cast the Solid Form and Liquid Form spells whilst in this form.

LEVEL 18) SUBMERGAL

DISC: Shapechanging	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Touch	VOL: Self

The caster (including worn or carried equipment) is able to move into different types of solid material. The caster must be touching the material in order to move into it. The caster's body changes its composition to match that of the touched material, enabling the caster to suck himself into and through doors, walls, ceilings, floors, the ground, etc. Once submerged in the material, the caster is totally concealed from outside. He cannot use his senses, and can do nothing but wait or move – the caster is able to move in any direction he likes at a fixed rate of SC cm/sec. He is unable to enter or move through any sentient, living or magical material – such materials block his progress but he can try to circumnavigate them.

LEVEL 19) RESHAPE PHYSIQUE

DISC: Shapechanging	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Self	VOL: Self

If the caster makes a successful spell-casting skill roll versus his own MA stat, then he may increase one of his physical stats – either AG, BE, CO or ST – by 1 point permanently. If the roll is fumbled, the chosen stat is decreased by 1d4 points permanently (to a minimum of 3).

The caster may only cast this spell once per month and only once per stat (i.e. in total, he may cast this spell only four times – once on his AG stat, once on his BE stat, etc.).

LEVEL 20) MUTATE

DISC: Shapechanging	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 creature

The caster is able to make a single permanent change to the target's body. This change can be pretty well anything, although the target's overall mass should stay between half and double normal. New skills may have to be developed in order to use the anatomical changes effectively. For example, growth of claws would allow a Claw Attack skill to be developed, growth of wings would allow a Fly skill to be developed, while growth of a third arm would allow three one-handed weapons to be wielded simultaneously (with a -4 penalty to all attacks). The GM should use her discretion here to develop realistic and reasonable restrictions on the use of the mutation. Note that bizarre mutations will probably have social consequences for the character.

1,1,14) TIME

Some of the spells in this discipline enable the caster to travel through time. Whether changing events in the past causes changes in the future, whether fate is predefined and resists any changes some how, or whether a parallel universe is created each time a change is made, is left for the GM to decide as befits her campaign.

LEVEL 1) SLOW TIME

DISC: Time	CAST: Non-instantaneous	TYPE: Direct
DUR: 10xSC seconds	RAN: SC metres & in sight	VOL: 1 target

For the duration, the target requires double the normal time to complete any action. The duration of any spells that he casts upon himself are doubled, and all rates (e.g. movement rates, bleeding rates, natural healing rates) are halved.

LEVEL 2) HASTEN TIME

DISC: Time	CAST: Non-instantaneous	TYPE: Direct
DUR: 5xSC seconds	RAN: SC metres & in sight	VOL: 1 target

For the duration, the target requires half the normal time to complete any action. The duration of any spells that he casts upon himself are halved, and all rates (e.g. movement rates, bleeding rates, natural healing rates) are doubled.

LEVEL 3) DIMINISH DURATION

DISC: Time	CAST: Non-instantaneous	TYPE: Direct
DUR: SC hours	RAN: SC metres & in sight	VOL: 1 target

This spell causes any spells subsequently cast by the target to have their duration shortened by dividing them by SC. E.g. if this spell is cast by a character with a spell-casting skill of 10, then spells cast by the target in the next 10 hours will only last for 1/10th of their normal maximum duration.

LEVEL 4) AUGMENT DURATION

DISC: Time	CAST: Non-instantaneous	TYPE: Direct
DUR: SC hours	RAN: SC metres & in sight	VOL: 1 target

This spell causes any spells subsequently cast by the target to have their duration lengthened by multiplying them by SC. E.g. if this spell is cast by a character with a spell-casting skill of 10, then spells cast by the target in the next 10 hours will last for 10 times their normal maximum duration.

LEVEL 5) INVERSE FORTUNE

DISC: Time	CAST: Instantaneous	TYPE: Indirect
DUR: SC hours	RAN: Self	VOL: Self

Casting this spell enables the caster to save the result of a good die roll for later, if he is willing to suffer substituting it with a bad result now. The result of the die roll to be saved, X, must be substituted with the value of 21-X for the current action. This spell can only be used with 1d20 skill rolls; in addition, only one good result (i.e. X≥11) may be stored at any time and for no more than SC hours.

E.g. the caster stumbles across a bad-tempered arthritic badger. He decides that a deft thwack on the nose with his quarterstaff will scare the animal off, and throws a 19 for his attack roll. The caster feels that using this high result now against such a pathetic opponent would be a waste, so he casts this spell and saves the 19 for later. His score of 19 for the attack roll is thus substituted with 21-19=2. The caster misses with this attack but, as expected, he scares the animal away shortly afterwards without any problems. Later that day, the caster is ambushed by a fearsome dragon. How fortunate to have that high 19 score stored away – he may substitute it for a poor quarterstaff attack roll, and possibly survive the ambush…

LEVEL 6) REFLEX

DISC: Time	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: Self

This spell enables the caster to act first in any single situation which occurs within the spell's duration and in which Reactions rolls are made (see the *Actions* chapter) – regardless of who has the highest Reactions stat or who makes the best Reactions roll. The caster effectively acts at zero seconds, i.e. immediately. All other combatants have SC/5 added to the times at which they may commence actions, i.e. they start acting SC/5 seconds after the caster.

(Where more than one combatant has cast this spell, the combatant with the highest SC acts first, at zero seconds. One second later, the combatant with the next highest SC may act, and so on.)

LEVEL 7) AGE

DISC: Time	CAST: Non-instantaneous	TYPE: Direct
DUR: SC days	RAN: Touch	VOL: 1 target

This spell only affects targets of the mortal PC races. Whilst being touched, the body of the target physically ages at a rate equal to:

- ≤1 year per hour if the caster's SC ≤ 15;
- ≤1 year per minute if the caster's 16 ≥ SC ≤ 19;
- ≤1 year per second if the caster's SC ≥ 20.

The target can only be aged by up to SCx20 years with this spell. More castings of this spell (regardless of the caster) will not age the same target further, until he is restored to his normal age at the end of the duration or with a Rejuvenate spell.

This spell does not age the target's soul, so mental characteristics and attributes like the following are completely unaffected:

- memories and personality;
- stats like CH, IN, LU, MA, SD;
- skill bonuses for purely mental skills like Lores;

- POPs and psychoses;
- etc.

Physical stats – like AG, BE, CO, ST – and skill bonuses for physical skills like Swimming will be reduced by old age, however. The following table shows how to reduce these as the target's age reaches increasing fractions of the racial average lifespan:

TARGET'S AGE ÷ RACIAL AVERAGE LIFESPAN	MULTIPLY ORIGINAL STAT OR SKILL BONUS BY
<0.90	0.75
0.90 to 1.00	0.50
>1.00	0.33

The GM must decide the age that fate has set for the target's natural death. If this is reached because of this spell, then the target will die.

Remember that immortal targets (e.g. elves, trolls, dragon-newts) have bodies which do not age as time passes and so are unaffected by this spell.

LEVEL 8) REJUVENATE

DISC: Time	CAST: Non-instantaneous	TYPE: Direct
DUR: SC days	RAN: Touch	VOL: 1 target

This spell only affects targets of the standard PC races (i.e. not trolls, dragon-newts or icthoids). It acts in the opposite way to Age. The physical effects of aging on the target's body are reversed, at a rate equal to:

- ≤1 year per hour if the caster's SC ≤ 15;
- ≤1 year per minute if the caster's 16 ≥ SC ≤ 19;
- ≤1 year per second if the caster's SC ≥ 20.

The target can only be rejuvenated by up to SCx20 years with this spell, and cannot be reduced to less than 1/20th of the racial average lifespan (no target can be reduced to an infant). More castings of this spell will not rejuvenate the same target further, until he is restored to his normal age at the end of the duration or with an Age spell.

As with Age, this spell does not affect the target's soul so mental characteristics are completely unaffected. Physical stats (like AG, BE, CO, ST) and skill bonuses for physical skills will be reduced if the target enters its youth, however. The following table shows how to reduce these as the target's age approaches childhood:

TARGET'S PHYSICAL AGE	MULTIPLY ORIGINAL STAT OR SKILL BONUS BY
Young Adult *	0.75
Pubescent	0.50
Child	0.33

* I.e. after puberty but before manhood.

The GM must decide what age constitutes childhood, puberty and young adulthood for each race. Note that elves, though immortal, do have a physical childhood so some might be affected by this spell. However, even a 400 year rejuvenation may fail to make the body of a thousand year old elf appear noticeably younger!

LEVEL 9) SUSPENSION

DISC: Time	CAST: Non-instantaneous	TYPE: Direct
DUR: Indefinite	RAN: Touch	VOL: 1 target

The target is placed in a state of suspended animation. It is unaffected by time and all other external forces, whether physical or magical (including Dispel Magic spells), except the Reanimation spell.

LEVEL 10) REANIMATION

DISC: Time	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 target

This spell reactivates the passage of time for a target placed in a state of suspended animation with a Suspension spell.

LEVEL 11) SUSPEND SELF

DISC: Time	CAST: Instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Self	VOL: Self

Once the caster has acquired the ability to cast this spell, he will automatically cast it upon himself on the event of his death (assuming he has enough POPs in reserve). It acts like the Suspension spell, causing the caster's body to instantly enter a state of suspended animation upon his death, his soul frozen within its body (and not leaving for the Spirit World). Whilst the caster is in the state of suspended animation, his body and soul are immune to all external forces except Reanimation spells and spells from the Healing discipline.

LEVEL 12) DIVINE PAST

DISC: Time	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: Self

The caster enters a trance in which he can experience events that occurred in the past at his current location. The caster can jump forward and backward to different times in the past, but is restricted to events that occurred in the last SC years. Treat the viewing of events like watching a video tape. The view can be watched in real time, or can be watched in a sped-up forwards and backwards search mode, or the tape can be fast-forwarded or rewound without viewing events.

Whilst in the trance, the caster is immobile and cannot use his eyes or ears (he can still feel and smell so he may be shook "awake" or brought round with smelling salts). Alternatively, this spell can be cast on a crystal ball (which must be at least 20 cm in diameter) or any mirrored surface (e.g. a mirror or a still pool of water or mercury), in which case the view is displayed for all to see (and the caster does not need to enter a trance).

LEVEL 13) PERMANENCY

DISC: Time	CAST: Non-instantaneous	TYPE: Direct
DUR: Varies	RAN: Touch	VOL: 1 target

The next spell cast by the touched target has its duration made:

- permanent if its effects are natural;
- indefinite if its effects are unnatural.

For explanations of the terms natural and unnatural, see the *Natural Effects* and *Unnatural Effects* sections later. As usual, indefinite spells can be cancelled with Dispel Magic.

The GM's discretion is applied here, as always. It may not be practical for some spells to have their durations extended permanently or indefinitely, e.g. Recall Weapon.

LEVEL 14) HALT TIME

DISC: Time	CAST: Instantaneous	TYPE: Indirect
DUR: SC/2 seconds	RAN: Self	VOL: Infinite

The caster causes time to stop for everything else for SC/2 seconds. The caster and all objects on his person are unaffected, and he may continue to act as normal during this period. Everything else is frozen in time and is impervious to any external influence; consequently, the caster may not damage targets in this period. Instead, he may sidestep from the path of an arrow, commence casting a spell, or begin swinging his weapon such that the attack will strike just as time restarts, etc. (The caster may not cancel the effects of this spell prematurely.)

LEVEL 15) REVERSE TIME

DISC: Time	CAST: Instantaneous	TYPE: Indirect
DUR: SC/2 seconds	RAN: Self	VOL: Infinite

The caster causes the passage of time to reverse for SC/2 seconds. When time starts to flow normally again, the same events occur as before. With the exception of the caster, everyone is unaware of any interruption in the normal flow of time and retains no memory of that which happened in the reversed SC/2 seconds (events which are about to happen again). The caster, however, does retain his memory of what happened in the reversed seconds and, when time starts to flow normally again, he can change his actions so as to better benefit from the events he has effectively foreseen.

LEVEL 16) POTENT HALT TIME

DISC: Time	CAST: Instantaneous	TYPE: Direct
DUR: SC seconds	RAN: SC metres & in sight	VOL: SC targets

As Halt Time, but the caster and up to SC other sentient targets, chosen during the casting of this spell, are unaffected and may continue to act as normal.

LEVEL 17) DIVINE FUTURE

DISC: Time	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: Self

As Divine Past, except the caster experiences the future, and can move the view forward in time by a maximum of SC days. Those who see the future via this spell may subsequently decide to change their actions; this may alter the predicted sequence of events in both foreseen and unforeseen ways.

LEVEL 18) PENTAGRAM OF TIME TRAVEL

DISC: Time	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: Touch	VOL: 1 pentagram

This spell allows the caster and the other occupants of the pentagram to travel backwards and forwards through time. Within the pentagram, time moves forwards at its normal rate. Outside of the pentagram, time either moves forwards or backwards, the direction and rate of the passage of time being controlled by the caster at will (within limits outlined shortly). Whenever desired, the caster may return the direction and rate of flow of time outside of the pentagram to normal – the pentagram's occupants can then leave the pentagram and step into the past or future around them.

The maximum rate to which the caster can increase the passage of time with this spell is ±SC hours per second. In addition, the caster cannot use this spell to travel forwards or backwards in time further than SC years from his real present. E.g. a caster with SC=18 might set time outside the pentagram to move forwards at 18 hours every second. Thus, after 18x365x24=157680 seconds (approximately 44 hours) have elapsed inside the pentagram, 18 years will have elapsed outside and the caster will be able to travel no further into the future.

While those within may leave the pentagram, nothing can enter it – thus, once an occupant of the pentagram has stepped into the outside world, he may not step back into the pentagram without this spell being cast again. If the caster exits the pentagram, the spell automatically ends, leaving him in the past or future outside (he may always cast this spell again and use it to return to his original time).

For details of the shape of the pentagram and its construction, see the notes in the introduction to the Conjuration discipline.

LEVEL 19) IMMORTALITY

DISC: Time	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 target

If the target of this spell is mortal, its body will cease to age physically.

LEVEL 20) IMPENDING DOOM

DISC: Time	CAST: Non-instantaneous	TYPE: Indirect
DUR: Until caster's death	RAN: Self	VOL: Infinite

This powerful spell records or "saves" the state of the universe at the time of its casting. If the caster dies subsequently, the spell instantly pulls the caster backwards through time. He is restored to the moment immediately after his previous casting of the Impending Doom spell. The caster loses all recollection of the future events that he experienced. However, as he nears the moment of death again, he will now experience a growing sense of foreboding. This warning may allow him to alter his actions and so avoid death.

Note that, if the point in time and space in which the caster finishes casting Impending Doom is not far enough removed from the moment of his death, he may find himself trapped in a repeating time loop (unless he can use a Pentagram of Time Travel to free himself).

Each time that the caster casts this spell, his Power Point maximum is reduced by 10 points permanently.

1,1,15) WIZARDRY

These spells are concerned with the perception of knowledge and the manipulation of magic itself.

LEVEL 1) DETECT MAGIC

DISC: Wizardry	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: SC metres & in sight

The auras around active magical effects are normally invisible. However, after casting Detect Magic, these auras become visible to the caster whenever he concentrates. If a perceived aura is generated by a spell which has been memorised by the caster, he is automatically able to recognise the type of the spell. Otherwise, if the caster's SC is:

- ≥10, the caster can distinguish to which discipline a spell belongs;
- ≥15, the caster can also tell the spell's difficulty factor (i.e. its level).

So, on casting this spell, the caster will see the glowing aura around magical items and the targets of spells whose duration has not elapsed, including indefinite spells but not permanent spells. Note that this spell will not reveal the auras emitted by certain Illusion or Shapechanging spells, e.g. Invisibility, Illusion, Phantasm and Doppelganger.

LEVEL 2) SPELL TRIGGER

DISC: Wizardry	CAST: Non-instantaneous	TYPE: Indirect
DUR: Varies (max 24 hours)	RAN: SC metres	VOL: 1 spell

After casting Spell Trigger, the next spell cast by the caster is placed "on hold" and is not actually fully cast – instead, the spell is frozen in time and will be released instantaneously when a set of circumstances, specified when casting Spell Trigger, have occurred. The circumstances can be a thought from the caster (effectively making the casting of the delayed spell instantaneous), a password, movement within the range, etc. If Spell Trigger is cast upon a moving object or creature, then the Spell Trigger and the delayed spell will move with that object or creature. More than one Spell Trigger can be used so that more than one spell can be delayed simultaneously, and the same or different triggering circumstances can be specified for different delayed spells.

Two limitations apply:

1. the caster may have a maximum of SC/5 spells waiting to be triggered at any one time;
2. after 24 hours of being delayed, both the delayed spell and the associated Spell Trigger spell will end. A Permanency spell could be used before casting Spell Trigger to allow another spell to be delayed indefinitely.

LEVEL 3) READ TEXT

DISC: Wizardry	CAST: Non-instantaneous	TYPE: Direct
DUR: SC hours	RAN: SC metres & in sight	VOL: 1 target

The target can read and write any language that he sees. However, his ability is limited as if he has a language skill bonus equal to SC. Additionally, he gains absolutely no ability to speak or comprehend the language when spoken – the comprehension is strictly limited to reading and writing.

LEVEL 4) NIGHT WATCH

DISC: Wizardry	CAST: Non-instantaneous	TYPE: Direct
DUR: 1 sleep period	RAN: SC metres & in sight	VOL: 1 target

The target's subconscious powers of observation become heightened with this spell so that, whilst sleeping, he is able to make hearing or smell Observation skill rolls as if awake (i.e. with no penalties for being asleep). The target's subconscious is able to distinguish between:

- unusual and potentially threatening noises/smells that originate within 2xSC metres – if such a noise/smell is detected with a successful Observation roll, the target is instantly woken (and the spell ends);
- noises/smells that originate further away or the normal background (susurration of crickets, snoring or body odour of companions, etc.) – such noises/smells do not cause the target to awake.

LEVEL 5) DISPEL MAGIC

DISC: Wizardry	CAST: Non-instantaneous	TYPE: Direct
DUR: Varies	RAN: SC metres & in sight	VOL: 1 spell

This spell cancels (dispels) a single active spell – i.e. a spell which has already been cast but whose duration has not yet elapsed – chosen by the caster. The caster must make a Wizardry Spell-Casting skill roll versus a difficulty factor equal to the relevant spell-casting skill of the caster of the target spell. E.g. a wizard using Dispel Magic to try to cancel an Age spell must make a Wizardry Spell-Casting skill roll versus a difficulty factor equal to the Time Spell-Casting skill of the caster of the Age spell.

If this roll is:

- passed by ≥5, the target spell or effect is dispelled permanently;
- passed by <5, the target spell or effect is temporarily dispelled for SC minutes before reactivating;
- failed by <5, the target spell or effect is unaffected and the caster may not attempt to dispel that specific spell or effect again for another 24 hours;
- failed by ≥5, the target spell or effect is unaffected and the caster may not attempt to dispel that specific spell or effect again without first increasing his SC.

Note that the caster must be using a Detect Magic spell to detect and locate the target effect or spell as he attempts to dispel it with Dispel Magic. Note too that permanent magic effects (i.e. effects created by spells with a permanent duration) cannot generally be dispelled. Indefinite magic effects may be dispelled, however.

LEVEL 6) CURSE OF WILD SPELLS

DISC: Wizardry	CAST: Non-instantaneous	TYPE: Direct
DUR: SC spells	RAN: SC metres & in sight	VOL: 1 target

This spell curses a target such that the next SC spells that he casts are chosen randomly, i.e. the cursed target casts SC randomly chosen spells instead of the spells that he intended to cast. The GM should randomly select each replacement spell using the tables in the *Magic Potions* sub-section of the *Allocation of Powers* section of the *Treasure* chapter.

LEVEL 7) DETECT LOCATION

DISC: Wizardry	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: 100xSC metres

For the duration, whenever the caster concentrates and specifies a particular type of location (e.g. "a library" or "dry ground"), any such within the volume become visible to him, regardless of whether darkness or intervening objects (e.g. walls, doors, ceilings, earth, rock, fog, etc.) block his normal view of them. He sees each location as a glowing silhouette superimposed upon his normal field of view. The size of each silhouette allows him to guess the distance and size of that location; larger silhouettes reveal closer or larger locations, while very distant or small locations may appear only as faint dots of light. The silhouettes themselves are featureless, only revealing a location's outline, direction and distance or size.

Alternatively, the caster may cast this spell so as to reveal only the silhouette of a particular location, i.e. a specific area memorised with the Memorise Location spell, when it is within the volume.

LEVEL 8) MEMORISE LOCATION

DISC: Wizardry	CAST: Non-instantaneous	TYPE: Indirect
DUR: Until forgotten	RAN: SC metres & in sight	VOL: 1 location

This spell enables the caster to study and memorise a location, for use with Detect Location and Pentagram of Teleport spells. Up to SC different locations can be held in the caster's memory simultaneously. Memorised locations can be forgotten at will to make room for new ones.

LEVEL 9) SEER

DISC: Wizardry	CAST: Non-instantaneous	TYPE: Indirect
DUR: Concentration	RAN: Within sight	VOL: Self

By concentrating deeply, the caster is able to effectively shift his viewpoint to another location within sight. He now sees as if he were standing at that remote location. Furthermore, the caster may move his viewpoint around – he can look in any direction and can actually move the viewpoint at walking pace. It may be moved in any direction, including into areas out of sight of the caster's body but not through solid objects.

Whilst concentrating, the caster may speak but cannot perform any other action without losing his concentration and ending the spell. Remember that, whilst concentrating on this spell, the caster is unable to see what is happening around his own body.

LEVEL 10) LEECH POWER

DISC: Wizardry	CAST: Non-instantaneous	TYPE: Direct
DUR: (10 x SC) seconds	RAN: Touch	VOL: 1 target

Whilst concentrating, the caster absorbs 1 POP per second from the target. The target will not be able to feel that it is losing POPs, and the caster can use the absorbed POPs as normal. Note that if the caster's current number of POPs becomes more than 150% of his normal maximum number, then the magical energy is discharged; this spell ends and the caster loses a number of Hit Points equal to his SC and must make an Injury Roll. Any Injuries delivered are Magic Injuries.

LEVEL 11) REFLECT MAGIC

DISC: Wizardry	CAST: Instantaneous	TYPE: Indirect
DUR: Instantaneous	RAN: As absorbed spell	VOL: As absorbed spell

This spell enables the caster to reflect a single spell back at its caster. The spell must have been targeted or aimed at the caster of the Reflect Magic spell initially (thus, if a fireball is centred on the caster, it may be reflected, but if the caster is enveloped by a fireball not centred upon him, then he may not reflect it back). The reflected spell will affect its caster as the spell was intended to affect the caster of the Reflect Magic spell initially (so, if the reflected spell is direct, then its caster may try to resist its effects when the spell bounces back at him).

LEVEL 12) PENTAGRAM OF TELEPORT

DISC: Wizardry	CAST: Non-instantaneous	TYPE: Indirect
DUR: Instantaneous	RAN: Touch	VOL: 1 pentagram

This spell instantly teleports the targets within a pentagram to another location. The targets may not resist the spell.

If the destination has been memorised with a Memorise Location spell, then there is no limit on the distance between the departure pentagram and the destination. If the destination has not been memorised, then it must be within sight of the caster.

If the destination is occupied by solid objects, such that the targets being teleported cannot safely appear there, then the spell will fail without moving the targets.

For details of the shape of the pentagram and its construction, see the notes in the introduction to the Conjuration discipline.

LEVEL 13) SCRYING

DISC: Wizardry	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: Self

The caster enters a trance in which he can see and hear as if he is standing at another location within sight or at a location stored with a Memorise Location spell. The caster can change the orientation of his viewpoint and move the viewpoint at walking pace. It may be moved in any direction, including into areas out of sight or earshot of the caster's body but it may not pass through solid objects. Note that the caster cannot smell, taste or touch anything via this spell – the information received is visual and auditory only. Whilst using a Scrying spell, the caster may also use any information acquisition spells which enhance his vision or hearing (e.g. Detect Magic, Read Text, Hear Thoughts, See Memories, etc.).

Whilst in the trance, the caster is immobile and cannot use his eyes or ears (he can still feel and smell so he may be shook awake or brought round with smelling salts). Alternatively, this spell can be cast on a crystal ball (which must be at least 20 cm in diameter) or any mirrored surface (e.g. a mirror or a still pool of water or mercury), in which case the view is displayed for all to see (and the caster does not need to enter a trance). Like the caster, witnesses with access to information acquisition spells may cast them in order to extract more information from the view.

LEVEL 14) DELAYED REFLECT MAGIC

DISC: Wizardry	CAST: Instantaneous	TYPE: Indirect
DUR: Varies (max 24 hours)	RAN: As absorbed spell	VOL: As absorbed spell

As Reflect Magic, except the absorbed spell does not have to be immediately reflected back at its caster, but can be stored and then cast instantaneously at any target (obeying the restrictions of the absorbed spell) within 24 hours of the spell being absorbed (as if it were delayed with a Spell Trigger). Note that, if the absorbed spell is not cast before the 24 hour period has elapsed, then the effect or spell is discharged and takes effect on the caster. Upon discharging, or upon the casting of an absorbed spell, the Delayed Reflect Magic spell ends. The caster can only have one Delayed Reflect Magic spell active at any time.

LEVEL 15) DISPELLING AURA

DISC: Wizardry	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: Self	VOL: SC metres

This spell produces a magical aura, spherical and centred on the caster and which moves with him. The aura instantly casts Dispel Magic upon any spell which is cast within it by anyone other than the caster. Whenever a spell is cast by someone else within the aura, the aura's caster should make a Wizardry Spell-Casting skill roll, versus a difficulty factor equal to the relevant spell-casting skill of the caster of the target spell. If this roll is:

- successful, then the target spell is dispelled in the instant after it is cast but before it can take effect (the caster of the target spell may see his spell sputter for a split-second and then fizzle out ineffectively).
- failed, then the target spell is not dispelled and it takes effect normally.

Each time that the field casts Dispel Magic for the caster, he loses 5 POPs as normal. The Dispelling Aura spell ends when his POP total is reduced to <5 POPs or after SC minutes, whichever is soonest.

There are several differences between the standard Dispel Magic spell which might be cast directly by the caster, and the version which is cast automatically by the Dispelling Aura:

- As has been shown, the aura's Dispel Magic either permanently dispels its target or completely fails to affect it. A standard Dispel Magic may additionally dispel a spell temporarily.
- The target of a standard Dispel Magic must be an active spell, i.e. a spell which has already been cast but whose duration has not yet elapsed. The target of the aura's Dispel Magic is any spell that is actually cast within its radius – it ignores spells which are active but have already been cast.
- The standard Dispel Magic is cast by a magician using Detect Magic to locate a target spell to dispel. The aura does not need Detect Magic to locate target spells.
- Finally, the aura's Dispel Magic can dispel spells which would have a permanent duration.

Although the aura casts Dispel Magic instantaneously, it can only cast one Dispel Magic spell at a time. I.e. if two spells are cast within the aura at the same moment, then the aura will randomly choose one to try to dispel – the other will not be dispelled and will take effect normally. This is important in the case where two wizards, both using Dispelling Aura, duel. Imagine that Wizard A casts Lightning Bolt at Wizard B. Wizard B's aura will instantly cast Dispel Magic on the bolt to try to dispel it. Wizard A's aura will then immediately retaliate by casting Dispel Magic so as to try to dispel Wizard B's aura's Dispel Magic. One can imagine the two auras starting a cascade of an infinite number of retaliatory Dispel Magic spells. However, as mentioned earlier, each aura can only cast one Dispel Magic spell at a time and this prevents the theoretical cascade. In such circumstances – where two auras overlap and one of the wizards casts a spell – the GM should require a single Wizardry Spell-Casting skill roll from that wizard, versus a difficulty factor equal to the other wizard's Wizardry Spell-Casting. If this roll is:

- successful, then the spell takes effect;
- unsuccessful, then the spell is dispelled and fails to manifest.

Note that, if a third party tries to cast a spell within two overlapping auras, then both auras will try to dispel the spell.

Also note that wizards are not automatically aware of when their auras overlap. They may need to use Detect Magic to see who else is using a Dispelling Aura spell. Of course, they may find that their attempts to cast Dispel Magic fail (because they are dispelled).

Finally note that, when duelling, a clever wizard will cast Dispel Magic himself (rather than via his aura) so as to try to dispel his enemy's Dispelling Aura spell. If successful, this will enable him to loose spells at his enemy unhindered, while the enemy's spells may be dispelled by his aura.

(Spell-casting is described fully in the *Casting Spells* section below.)

LEVEL 15) POTENT CURSE OF WILD SPELLS

DISC: Wizardry	CAST: Non-instantaneous	TYPE: Direct
DUR: SC spells	RAN: SC metres & in sight	VOL: 1 target

This spell acts like the Curse of Wild Spells in that the target's next SC spells are chosen randomly. However, worse still, the cursed target himself becomes the target of every one of the random spells that he casts.

If the random selection produces a spell that cannot be cast upon or aimed at its caster (e.g. a Pentagram of Protection spell can only be cast upon a pentagram), then the GM should reroll so as to select a random spell that can be cast at the cursed target or his location.

LEVEL 16) MAGIC CHEST

DISC: Wizardry	CAST: Non-instantaneous	TYPE: Indirect
DUR: Indefinite	RAN: Touch	VOL: One chest of up to 2 m^3

This spell is cast upon a treasure chest of volume ≤ 2 m^3. Afterwards, any item placed within the chest is teleported into the caster's hand (or to the ground at the caster's feet if it is too heavy or bulky to safely hold) when he utters the words "I summon my…" and specifies the desired item. The summoning will work regardless of the distance between the caster and his magic chest.

Uttering the phrase "I return my…", and touching the specified summoned item, instantly returns it to the chest again. Items that were not summoned from the chest cannot be returned to it in this way.

Each caster may have only one magic chest in existence at any time. Additionally, the chest must be closed for its contents to be summoned; consequently, items too large to fit within the closed chest cannot be summoned.

LEVEL 17) PENTAGRAM OF PROTECTION

DISC: Wizardry	CAST: Non-instantaneous	TYPE: Indirect
DUR: (10 x SC) minutes	RAN: Touch	VOL: 1 pentagram

The effect of a Pentagram of Protection spell can be set at its casting so as to radiate either inwards or outwards. If radiating:

- inwards, then all creatures of a certain species (chosen at the time of casting) within the hemispherical volume defined by the pentagram's outer circle have their Resistance Penalties increased by -10;
- outwards, then all creatures of the specified species outside the pentagram are penalised; they have their Resistance Penalties increased by -10 when just beyond the perimeter of the pentagram's outer circle. This penalty decreases by 1 per metre as they retreat from the perimeter so, at 10 metres from the pentagram, the penalty is zero.

A creature of the specified species may not touch or tamper with the pentagram itself, and must make a SD stat roll versus the caster's SC each time it attempts to cross the hemispherical border defined by the outer circle of a Pentagram of Protection (its SD is modified by its Resistance Penalty, of course). If the creature:

- passes its roll, it may cross the border;
- fails, it is unable to cross the border and loses 10% of its Hit Points.

Consider a Pentagram of Protection versus wolves which is radiating:

- inwards. A wolf approaching the pentagram from the outside must make a SD stat roll versus the caster's SC to cross into the pentagram. Its SD will not be modified by the spell because the pentagram is radiating inwards and the wolf has not yet entered the interior of the pentagram. If this roll is:
    - passed, it crosses into the pentagram unharmed. It is now suffers a -10 increase in its Resistance Penalty. So, to leave the pentagram, it will have to pass a SD stat roll with its SD modified by -10.
    - failed, it loses 10% of its HIPs and is unable to cross into the pentagram; it may attempt to cross the pentagram again but may lose more HIPs in doing so.
- outwards. A wolf approaching the pentagram from the outside will gain -1 to its Resistance Penalty when 9 metres from the pentagram, -2 when at 8 metres, and so on. It must make a SD stat roll versus the caster's SC if it tries to cross the pentagram, with its SD modified by -10. If this roll is:

- passed, it crosses into the pentagram unharmed. Since the pentagram radiates outwards, the -10 increase to its Resistance Penalty ends. When it wants to leave the pentagram, it will have to pass another SD stat roll, this time with its SD unmodified.
- failed, it loses 10% of its HIPs and is unable to cross into the pentagram; it may attempt to cross the pentagram again but may lose more HIPs in doing so.

A Pentagram of Protection can also be set to protect against a specified type of object or magical attack, e.g. arrows or fire bolts. Obviously, these types of target cannot make SD stat rolls. Instead, just apply a -10 modifier to any attacks from such targets if they cross the border of the pentagram's hemispherical volume. So, an arrow fired into a Pentagram of Protection versus arrows which is radiating outwards will have a -10 penalty applied to its attack roll.

For details of the shape of the pentagram and its construction, see the notes in the introduction to the Conjuration discipline.

LEVEL 18) SPELL WARD

DISC: Wizardry	CAST: Non-instantaneous	TYPE: Indirect
DUR: Indefinite	RAN: Touch	VOL: SC metre radius volume, or (10 x SC) m^2 area

Anyone casting a spell within the volume of a Spell Ward spell must first pass a spell-casting skill roll versus the SC of the caster of the Spell Ward spell. If the roll is failed, the spell is not cast but the required Power Points are still lost. The caster of the Spell Ward spell himself does not need to make such rolls in order to cast spells within the volume.

The volume of this spell is by default a spherical volume of SC metre radius, but it can be shaped so as to fit the space enclosed by a room – in which case an area of up to (10 x SC) m^2 is affected. The volume affected is always stationary; it will not move if cast on a mobile target.

LEVEL 19) STEAL SPELL

DISC: Wizardry	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC hours	RAN: Self	VOL: SC metres

Upon casting this spell, the caster becomes immediately aware of the name and level of any spell being cast within the volume. (He does not learn anything about who is casting the spell.) In addition, the caster may choose to steal one of these spells. The stolen spell fails to take effect, although its caster loses his POPs. Instead, the caster of Steal Spell acquires the ability to cast the stolen spell SC/5 times without POP expenditure.

LEVEL 20) NAME OF POWER

DISC: Wizardry	CAST: Non-instantaneous	TYPE: Indirect
DUR: Indefinite	RAN: Self	VOL: Infinite

After casting this spell, whenever anyone anywhere says the caster's true name, the caster immediately learns their true name and location (assuming that the caster successfully passes a SC skill roll versus the speaker's SD).

1,1,16) WOUNDING

These spells seek to damage the health of opponents.

LEVEL 1) HARM

DISC: Wounding	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 target

The target instantly loses a number of Hit Points (HIPs) equal to SCx5. This spell cannot reduce the target's HIP total to less than zero (the target will fall unconscious once it reaches zero HIPs).

LEVEL 2) DETECT POISON

DISC: Wounding	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Self	VOL: 100xSC metres

For the duration, whenever the caster concentrates and specifies a particular source of poison (e.g. "wolfsbane" or "tarantula venom"; see the *Prices for Goods and Services* chapter), any such within the volume become visible to him, regardless of whether darkness or intervening objects (e.g. walls, doors, ceilings, earth, rock, fog, etc.) block his normal view of them. He sees each source as a glowing silhouette superimposed upon his normal field of view. The size of each silhouette allows him to guess the distance and size of that source; larger silhouettes reveal closer or larger sources, while very distant or small sources may appear only as faint dots of light. As each source moves relative to the caster, its silhouette moves too so that the caster can see if it is approaching or receding or passing him by. The silhouettes themselves are featureless, only revealing a source's outline, direction and distance or size.

LEVEL 3) PREPARE POISON

DISC: Wounding	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Touch	VOL: 1 poison

This spell instantly converts one form of a poison, e.g. its raw state, into another form, e.g. a crystallising paste. This spell can only convert poisons into states that can be achieved via normal pharmacological methods (see the *Prices for Goods and Services* chapter).

LEVEL 4) PARALYSE

DISC: Wounding	CAST: Non-instantaneous	TYPE: Direct
DUR: SC minutes	RAN: SC metres & in sight	VOL: 1 target

The target's movements stiffen and thoughts slow. His Resistance Penalty worsens by an amount equal to the caster's SC. A Heal Nerves or Dispel Magic spell can cancel the effects of this spell.

LEVEL 5) PUTREFY

DISC: Wounding	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Self	VOL: SC metres

Any dead organic matter (e.g. food, drink, leather or wood) within the volume suddenly rots, acquiring a revolting state of putrefaction within 100/SC seconds. Material held, carried or worn by the caster is unaffected.

This spell does not affect living organic material such as animals or plants still rooted in the ground (seeds and fruits are classed as dead). Herbs may attempt to resist this spell (using their Rarity value to represent their SD stat).

LEVEL 6) INJURE

DISC: Wounding	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 target

The target loses SC/2 Hit Points and must make an Injury Roll. The caster can choose the type of Injury inflicted – from Asphyxiation, Cold, Crush, Heat, Mental, Slash or Puncture – and the body location affected. Armour Damage Penalties are always ignored.

LEVEL 7) DERANGE

DISC: Wounding	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: Touch	VOL: 1 target

The target gains a number of PSYPs (Psychosis Points; see the *Psychoses* chapter) equal to the caster's SC/2 and must make a Psychosis Roll. These magically gained PSYPs can be healed as normal.

LEVEL 8) INFECT

DISC: Wounding	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 target

The target becomes infected with a disease. The caster can choose precisely which disease infects the target – the diseases available are described in the *Prices for Goods and Services* chapter – so long as the following conditions are noted:

- the caster's SC must be greater than the disease's Potency value;
- the two magical diseases – Lycanthropy (see *The Bestiary*) and Undead Plague (see the Necromancy discipline) – cannot be induced by this spell.

If the disease affects a specific body location, like Wound Rot, then the caster should specify which location is infected.

LEVEL 9) TRANSFER HARM

DISC: Wounding	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 target

This spell enables the caster to transfer the loss of up to SCx5 Hit Points to the target. The caster regains the lost HIPs, effectively healing himself, while the target loses them.

LEVEL 10) AMPUTATE

DISC: Wounding	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 target

This spell causes a part of the target's body to be amputated, with the wounds left cauterised (i.e. no bleeding occurs). The location of the cut depends on the caster's SC:

SC	LOCATION
10 to 14	Ankle or wrist
15 to 17	As above plus elbow or knee
18 to 19	As above plus shoulder or upper thigh
≥20	As above plus neck

LEVEL 11) CURSE

DISC: Wounding	CAST: Non-instantaneous	TYPE: Direct
DUR: Indefinite	RAN: SC metres & in sight	VOL: 1 target

This spell inflicts the target with a curse. The effect of the curse is up to the caster (with the GM's approval) but it may not cause physical damage to the target directly. The duration of the curse is indefinite; this spell can be cancelled using Dispel Magic.

LEVEL 12) TRANSFER POISON

DISC: Wounding	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 target

This spell enables the caster to transfer to the target a single poison with which he is afflicted. The caster ceases to be affected by the poison in any way. The target, meanwhile, must resist the poison or suffer its effects.

LEVEL 13) TRANSFER INFECTION

DISC: Wounding	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 target

This spell enables the caster to transfer a single disease with which he is infected to the target. The caster ceases to be affected by the disease in any way. The target, meanwhile, must resist the disease or suffer its effects.

LEVEL 14) TRANSFER INJURY

DISC: Wounding	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 target

This spell enables the caster to transfer a single Injury (see the *Injuries* section of the *Combat* chapter) with which he is afflicted to the target. The caster ceases to be affected by the Injury in any way, effectively healing himself. The target, meanwhile, must suffer the effects of the Injury.

LEVEL 15) CONSUME SKILL

DISC: Wounding	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: Touch	VOL: 1 brain

This spell is cast directly upon the brain of a corpse, which the caster must then devour. The caster then chooses a single skill and, if the corpse had a higher bonus in that skill than the caster, then the caster's skill bonus in that skill is increased by one point.

Each time that a brain is consumed, there is a cumulative 1 in 20 chance that the caster automatically contracts Brain Rot (see the *Diseases* section of the *Prices for Goods and Services* chapter). E.g. the chance is 2 in 20 after eating the second brain. This is a potent strain of Brain Rot, however, which cannot be cured unless a number of Transfer Infection or Regenerate Disease spells are cast upon the caster equal to the number of brains that he consumed prior to becoming infected.

LEVEL 16) CORRUPTION

DISC: Wounding	CAST: Non-instantaneous	TYPE: Indirect
DUR: SC minutes	RAN: Touch	VOL: Self

This spell enables the caster to corrupt, infect, pollute or putrefy whatever he touches within the duration. If the caster touches:

- dead organic material (e.g. food, drink, leather or wood), then it dies and decays as if struck by a Putrefy spell. Living plants are also affected in the same way, e.g. grass under the caster's feet will immediately die and rot.
- a herb or piece of food or drink, then the herb or foodstuff acquires the effects of a randomly selected poison, although its appearance and taste remain unaffected (herbs may resist, using their Rarity value to represent their SD stat).
- a living animal or a water-source (like a well or spring), then it is infected with a randomly selected non-magical disease (water sources can only be infected with water-borne diseases like The Cough or White Fever).

Note that the effects of this spell work through layers of normal clothing, e.g. the soles of the caster's shoes. The caster's carried equipment and clothing are not affected by this spell.

LEVEL 17) SUMMON PLAGUE DEMON

DISC: Wounding	CAST: Non-instantaneous	TYPE: Indirect
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 demon

A Plague Demon is suddenly invoked. There must be room for the demon or it will not appear. The demon will be favourably disposed towards the caster.

LEVEL 18) PLAGUE OF POWER

DISC: Wounding	CAST: Non-instantaneous	TYPE: Direct
DUR: Special	RAN: SC metres & in sight	VOL: 1 target

This spell causes a single target to contract the Plague – he will then begin to infect others. Each time that a new individual is infected, the caster's HIP or POP maximum increases by +1. These increases will continue while the disease spreads, until the caster's HIP and POP maximums are both twice their normal value. In a densely populated area like a city, this may take as little as a few weeks. The caster's HIP and POP maximums will remain doubled for SC days, before immediately returning to normal. The Plague may continue to spread unchecked, however…

LEVEL 19) MURDER

DISC: Wounding	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 target

This spell causes the target to die instantly.

LEVEL 20) DAMNATION

DISC: Wounding	CAST: Non-instantaneous	TYPE: Direct
DUR: Permanent	RAN: SC metres & in sight	VOL: 1 target

As Curse, but the duration is permanent – this curse cannot be dispelled! However, the caster can only cast this spell with his dying breath. The spell will fail if the caster does not die within SC seconds of casting it.

1,2) CASTING SPELLS

In order to cast a spell, a spell-casting roll must be passed. The bonus used for this is the caster's spell-casting skill bonus in the relevant discipline, and the difficulty factor is the level of the spell. The following formula is then used to see if the action succeeds or not:

10 + difficulty factor – skill bonus

…which, for spell-casting, equals:

10 + spell's level – caster's spell-casting skill

As usual, if the 1d20 roll scores:

- ≥ the result of this formula, the spell is successfully cast;
- < the result, the spell fails;
- 1, the spell-casting attempt may have been fumbled, and the player must make a Fumble Roll (see the *Fumbling Spell-Casting* section shortly).

Remember to reduce the caster's spell-casting skill by his Resistance Penalty, if he has any, during the spell-casting roll.

1,2,1) POWER POINT EXPENDITURE

Attempting to cast a spell costs a number of Power Points (POPs) equal to the difficulty factor of the spell-casting roll, i.e. the spell's level. These POPs are expended whether the spell is cast successfully or not. The spell cannot be cast if the character does not have the required POPs available beforehand.

1,2,1,1) POWER POINT MAXIMUM

A character's maximum number of POPs is equal to his highest spell-casting skill bonus multiplied by half of his MA stat.

1,2,1,2) REGAINING POWER POINTS

If a character is able to ingest a healthy amount of nutrition during a day, e.g. at least one well-balanced meal, and enjoy a full night's sleep, at least equal in duration to his race's typical daily sleep requirement (see the *Character Generation* chapter), then he will naturally regain all expended Power Points on waking. (He will also regain some of his lost Hit Points; this is discussed in the *Combat* chapter.)

If the character went hungry yesterday and/or if he did not get his full sleep requirement during the night, then he will regain only half of his maximum POPs on waking. If he goes hungry during the subsequent day and/or gets too little sleep during the subsequent night, then he will regain only one quarter of his maximum POPs on waking next morning, and so on. Consequently, if the character goes without food and/or sleep for long enough, he will stop regaining lost POPs altogether.

One day with a healthy level of nutrition followed by a restful night will restore the rate at which POPs (and HIPs) are regained to normal.

1,2,2) DEFAULT CASTING TIME

The default time required to cast a non-instantaneous spell is equal to 5 seconds. The caster may cast a spell in less than 5 seconds, but this will increase the difficulty factor of the spell-casting roll by +2 per second quicker.

1,2,3) ENUNCIATION AND GESTICULATION

Whilst casting a spell (which is not instantaneous), the caster must concentrate upon reciting the Magicka incantation correctly (Magicka being the ancient language of all profane magic). If his spell-casting skill is high, the caster may only need to think through the words of the spell in his head in order to cast it. If he is less skilled, he may need to utter the spell's words out loud. This is shown in the following table:

SPELL-CASTING SKILL BONUS	REQUIRED LEVEL OF ENUNCIATION
1 to 10	Loud clear speech
11 to 15	Quiet but audible speech – may be whispered
16 to 20	No speech required – spell recited in thoughts

Note that, if a caster has to speak in order to cast a spell, then he may be unable to do so if he is gagged or has lost his voice (perhaps because a Silence spell has been cast upon him). Note too that speaking spells out loud means that others in earshot may be able to identify the spell before it is cast. If a listener can cast other spells in that spell's discipline, he will almost certainly recognise it.

(GMs should note that many non-humanoid creatures in *The Bestiary* have spell-casting abilities but lack the means to articulate normally. The restrictions on enunciation do not apply to such innately magical creatures.)

Gesticulation is never required to cast spells, but often looks good.

1,2,4) BEING DISTRACTED WHILST CASTING

A spell-caster can perform other simple actions whilst reciting a spell, e.g. he could also walk forwards and draw a sword. However, if the caster performs any sort of action which the GM judges will disturb his concentration too much, then the spell-casting attempt should automatically fail. In some distracting situations, the GM might only allow a spell-casting attempt to be made if the character first passes a SD stat roll versus some difficulty factor reflecting the amount of distraction. Losing Hit Points or suffering an Injury whilst spell-casting should always cause the attempt to fail.

1,2,5) INSTANTANEOUS SPELLS

Some spells can be cast in an instant (i.e. zero seconds) and require no enunciation whatsoever. Such spells – referred to as instantaneous spells – are cast with only a brief thought, allowing them to be cast even while the spell-caster continues performing an ongoing action. I.e. a character's current action need not be cancelled in order to cast an instantaneous spell; the action continues after casting the instantaneous spell as if uninterrupted.

However, after casting an instantaneous spell of level X, the caster must wait X seconds before casting another instantaneous spell if he is to avoid the risk of mental burnout. If the caster lives dangerously and casts another instantaneous spell before X seconds has passed, then the difficulty factor for the spell-casting roll is increased by +2 per second elapsed less than X. If the roll is:

- successful, the character casts the second instantaneous spell safely;
- unsuccessful, the spell-casting attempt is treated as a potential fumble (rather than just a failure) and the caster should make a Fumble Roll.

E.g. an Orc casts a Deflect spell, which is an instantaneous spell of 7th level. He should now allow 7 seconds to pass before casting another instantaneous spell. Three seconds pass and the Orc's opponent makes a strong attack. The Orc decides he must cast another Deflect spell to help parry the attack. Because he has only waited 3 seconds before casting another instantaneous spell, 2x(7-3)=8 is added to the difficulty factor of the spell-casting roll. The second Deflect spell becomes effectively 16th level. With his spell-casting skill of 8 with the Combat discipline, the Orc must roll ≥18=10+16-8 to cast the second Deflect spell. If he scores <18, he must make a Fumble Roll.

1,2,6) DIRECT AND INDIRECT SPELLS

All spells can be classed as being either direct or indirect (i.e. resistible or irresistible).

1,2,6,1) DIRECT OR RESISTIBLE SPELLS

Direct spells are those that directly affect targets. E.g. if a spell-caster casts a Sleep spell at a target, then he is casting a direct spell because the spell's effects affect the target directly, putting him to sleep in this case; there is no intermediate process involved.

Targets may choose to resist the effects of direct spells using their Self-Discipline (SD) stat. If the target of a direct spell resists, first check if his SD is greater than the spell's level. If it is, the spell-casting skill roll is made using the following formula:

10 + target's SD – caster's spell-casting skill

As normal, a result of:

- ≥ the result of the formula means that the spell has been cast successfully; the target has failed to resist and is affected by the spell's effects as normal;
- < the result of the formula means the spell has not been cast; the target has successfully resisted and is unaffected by the spell's effects;

- an unmodified 1 indicates a potential fumble and the caster should make a Fumble Roll.

If the spell's level is greater than or equal to the target's SD stat, then simply use the normal formula but increase the spell's level by 1, i.e.:

10 + spell's level +1 – caster's spell-casting skill

…which is the same as:

11 + spell's level – caster's spell-casting skill

The +1 reflects the resistance of the target to the spell in comparison to a willing target.

1,2,6,2) INDIRECT OR IRRESISTIBLE SPELLS

Indirect spells affect their targets indirectly. They cause some intermediate process to affect the target, rather than directly affecting the target themselves. E.g. consider a magician casting a Fireball spell at a target. This spell does not directly harm the target. Instead, it magically creates a fiery explosion and it is these flames which then affect the target. Thus, Fireball is an indirect spell.

When casting an indirect spell, the spell-casting roll is made using the normal formula:

10 + spell's level – caster's spell-casting skill

The target's SD stat is not taken into account because targets cannot resist indirect spells. The Fireball spell in the earlier example cannot be resisted – once it has erupted next to the target, it will burn him regardless of his mental resilience.

1,2,7) SPELLS THAT REQUIRE AIMING

Most spells automatically hit their targets. Elemental attack spells require aiming at specific targets, however. When a character fires an elemental attack spell (i.e. a bolt, ball or cone) at an opponent, the character's spell-casting skill bonus is used as the attack skill bonus (see *The Attack Roll* section in the *Combat* chapter).

The GM may also require players to make spell-casting skill rolls if their PCs wish to position spell effects like elemental walls very precisely. In such cases, no attack roll is required. Instead, the GM assigns a difficulty factor to reflect how complex the positioning is (10 being the default). If the roll is passed, the spell effect occurs exactly where targeted. For every point of failure, move the effect away from the target in some random direction by 5% of the distance between target and caster.

1,2,8) FUMBLING SPELL-CASTING

An unmodified 1 on the spell-casting roll made when casting a spell indicates that a fumble may have occurred and that a Fumble Roll should be made. In order to not fumble, the caster's player must roll greater than or equal to the Fumble Range, which is the spell's level.

If casting a spell is fumbled, the caster internalises the magical power in a dangerous way. He loses a number of Hit Points equal to half of the Fumble Range and must make an Injury Roll. Any Injuries delivered are Magic Injuries. As usual, the caster loses the POPs required to cast the spell.

1,3) LEARNING SPELLS

Characters must learn spells before they can cast them (unless the spell is being attuned).

1,3,1) SPELL-CASTING SKILL LIMIT

A character can only memorise (and, hence, cast) a spell if his spell-casting skill bonus in that discipline is equal to or greater than the spell's level.

1,3,2) SPELL ACQUISITION

Learning a spell requires acquiring a copy of it and memorising the text. Characters acquire spells by:

- finding spell scrolls (sheets of parchment each containing the instructions in Magicka for casting a single spell) or spell-books (a book containing instructions for multiple spells) on their travels;
- by purchasing spell scrolls from cults and magical guilds – examples of these organisations, and the prices they charge, are given later in this chapter;
- or by trading copies of spells with others.

1,3,3) MEMORISING SPELLS

Memorising a spell requires its text to be studied intensely for a number of hours equal to the spell's level. At the end of the study, the character expends a number of POPs equal to the spell's level. Then an IN stat roll is made versus a difficulty factor equal to the spell's level. If this roll is:

- passed, the character memorises the spell successfully and may begin to use it;
- failed, the character fails to memorise the spell (he must start studying afresh);
- a 1, then the roll is automatically fumbled and the spell is incomprehensible to this character (see the next section).

A character can only sustain the concentration required to memorise a spell (or undertake tuition or study; see the *Character Development* chapter) for up to SD/2 hours per day. Consequently, the time spent memorising a spell may need to be split into several periods of study across several days, with full periods of sleep in between. E.g. a magician with SD 12 would need a minimum of three days to memorise an 18th level spell, studying it for six hours each day.

1,3,3,1) INCOMPREHENSIBLE SPELLS

If an attempt to memorise a spell is fumbled, then that specific spell can never be memorised by that character – the way that the character's mind works is incompatible with comprehension of the knowledge required to memorise and cast this particular spell. Spells like this are called incomprehensible spells and they should be listed separately on each PC's Character Sheet.

Note that the failure to memorise one spell of a particular discipline does not prevent a character from attempting to memorise other spells in that discipline.

Of course, if the roll to memorise a spell is failed, a player may use a Luck Reroll to reroll the attempt there and then. If a LURP is not used immediately, the only way for a player to later remove a spell from his character's list of incomprehensible spells is by sacrificing a point from his spell-casting skill bonus for the spell's discipline. This done, the character may attempt to study and memorise the spell again. (After being reduced in this way, the spell-casting skill continues to develop as normal.) Note that, if the character's spell-casting bonus decreases to X, he will lose the ability to cast spells of level >X in that discipline.

1,3,4) FORGETTING SPELLS

Spell-casters need to study their transcripts of memorised spells occasionally, or the spells will eventually be forgotten. To facilitate this revision, most spell-casters keep spell-books in which they collect together the records of the spells that they have encountered.

Normally, a spell-casting attempt may be fumbled if a 1 is thrown in the spell-casting roll. However, after a prolonged time without access to his spell-book, a character begins to forget the precise vocalisations required to cast his spells properly and is more likely to fumble spell-casting attempts. After IN days without access to his spell-book, a character's chance of fumbling a spell-casting roll increases by one point each day, to a maximum of 5. (The Fumble Range itself remains unchanged, i.e. equal to the spell's level.) E.g. a character with an IN stat of 10 must make a Fumble Roll if he scores:

- 1 or 2 on a spell-casting roll on the 11th day without his spell-book;
- 1, 2 or 3 on the 12th day;
- 1, 2, 3 or 4 on the 13th day;
- 1, 2, 3, 4 or 5 on subsequent days without his spell-book.

Once a character gains access to:

- his spell-book, he may spend time studying his spells and refreshing his memory. One hour must be devoted to studying each spell. At the end of each hour, one more spell is re-memorised correctly and may be cast again with the normal chance of fumbling.
- suitable writing equipment, he may transcribe his failing memories of his spells into text once more. Transcribing each spell onto paper requires five hours of devoted study – once committed to paper, it can be assumed that the character has, in the process, re-memorised the spell correctly and may cast it again with the normal chance of fumbling.

A character can only devote up to SD/2 hours per day to studying spells (or to tuition or study of skills). At the end of the SD/2 hour session, the character will be mentally tired of studying and further study of that spell or other spells will be ineffective.

1,4) CREATING NEW SPELLS

The disciplines of profane magic spells began to be compiled once magicians learnt how to capture and codify as written text the sounds used to incant spells using Magicka. (Many priests argue that Magicka – the work-horse of spell-casting – was a gift from the gods to the ancients, but this idea is strongly resisted by the magicians' guilds.) And this process of codifying new spells continues today. Experienced magicians carefully investigate how to use Magicka to manipulate ambient magic in new ways – codifying the new spell into text on the page allows it to be safely cast repeatedly, and to be disseminated to allies.

1,4,1) THE SPELL RESEARCH ROLL

The procedure described in subsequent sections should be followed to determine if the spell can be successfully transcribed into Magicka.

1,4,1,1) THE SPELL'S EFFECTS

First, the caster's player should decide exactly what the spell will do if successfully cast.

1,4,1,2) POSSIBILITY

Once the spell's effects are defined, the GM should decide if the spell is possible in her world. Will it disrupt the balance of her campaign if people are allowed to cast the spell? This requires very careful evaluation because, once a spell is written down on paper, it is realistic that every magician under the sun will acquire a copy and be casting it before long.

It may often be necessary for the GM to require the caster's player to tighten the definition of the spell's effects and to narrow the spell's scope, before she will be happy to allow it to be codified.

1,4,1,3) RELEVANT DISCIPLINE

If the spell is possible, the GM should decide which discipline, if any, the spell would best fit into. This will determine which spell-casting skill is to be used in the Spell Research Rolls, shortly.

Note that, if the spell is clearly different to the themes of the existing disciplines, then a new discipline will have to be created for it! In such a case, the average of all of the character's sixteen spell-casting skills should be calculated. Half of this value gives the character's starting bonus in a new spell-casting skill associated with this new discipline.

1,4,1,4) THE SPELL'S LEVEL

The next task for the GM is to assign a level to the spell. This she should do by looking at the spell's power relative to existing spells. Obviously, the more powerful the spell's effects, the higher the level it should be.

1,4,1,5) RESEARCH

The character wishing to codify the new spell must then begin his work. Codifying the spell will require a number of hours of dedicated research equal to the spell's level.

At the end of every hour of research, a Spell Research Roll must be made. This poses the character's relevant spell-casting skill against the spell's level as the difficulty factor. A number of POPs equal to the spell's level is also expended in making the roll (regardless of its success or failure). If the roll is:

- passed, the hour was well-spent – one less hour of research is required now;
- failed, the hour was wasted and must be repeated;
- a 1, then the Spell Research Roll is automatically fumbled. This line of research was fruitless. Any successful research rolls made previously to codify this spell are wasted and the whole process must be restarted from the beginning. In addition, the character loses a number of Hit Points equal to half of the Fumble Range (i.e. the spell's level) and must make an Injury Roll. Any Injuries delivered are Magic Injuries.

The GM should prevent a roll from being made if the character's hour of research was disturbed, or if he lacks the prerequisite POPs or access to suitable writing equipment.

Note that the number of hours that can be spent researching a new spell is restricted by the normal SD/2 limit which applies to memorising spells, studying skills or receiving tuition, etc.

1,4,1,6) FOCI

A focus is required to successfully make the last of the Spell Research Rolls necessary for codifying any spell. The character will learn what type of focus is required during his research into how to codify the spell (i.e. the GM will tell him at some point). When making the final Spell Research Roll and expending his Power Points, the character must touch the focus – which will disappear if the roll is successful. If the roll is unsuccessful, the POPs are still lost but the focus remains and can be used again in another attempt.

The type of focus chosen by the GM should reflect the power of the spell being codified, and its effects and targets. Foci for low level spells should be easily obtainable, while the focus for a high level spell may require great expenditure of money and luck to obtain. E.g. a focus for a low level Elemental Earth and Fire spell might be some earth or ashes, while a high level Elemental Earth and Fire spell which affects dragons might require scales from each of the dragon species to be affected. E.g. a focus for a weak Combat spell might be a cheap sword, while the focus for a high level specialised Combat spell to slay undead might be a Liche's phylactery.

Once the character has achieved the necessary number of successful Spell Research Rolls, the new spell is fully codified onto paper! It is also assumed that the character has memorised it successfully and he may begin casting it immediately.

As mentioned earlier, once a new spell is codified, it rarely takes long for copies of it to disseminate. If the spell fits into an existing discipline, it is very likely that representatives of the powerful magical guild or cult which regulates that discipline will soon be calling upon the spell's casters, seeking to regulate its use…

1,5) MAGICAL GUILDS

While most spells disseminate through the spell-casting population via trade between individuals and through finds of lost spell-books and scrolls, there is enough demand that several organisations sell copies of spells to those with enough money. These are the magical guilds (as opposed to the non-magical guilds of craftsmen, thieves, assassins, etc.), initially set up by specialist magicians to research and codify new spells in particular disciplines.

Some of these organisations have made so much money from selling spell scrolls that they are now widespread, owning buildings in most large towns and cities, and are wealthy enough to exert great political influence. Indeed, most are now far more concerned with accumulating power than with their initial scholarly pursuits.

1,5,1) GUILD SERVICES

The major magical guilds offer the following services.

1,5,1,1) SALE OF SPELLS

Spells are sold to the public in the form of spell scrolls, which can be bound straight into a spell-book. A spell scroll customarily costs the spell's level cubed in gold pieces. E.g. a spell scroll of Name of Power (level 20) usually costs 20^3=20x20x20=8000 gold pieces. Note that the guilds never sell copies of 11th level or higher spells to non-members.

1,5,1,2) IDENTIFICATION OF MAGICAL ITEMS

Most magical guilds have staff skilled in attunement that will identify the powers of magical items brought to them for a fee. Typically a charge of 10 gp per power is levied.

1,5,1,3) MEMBERSHIP

The benefits of membership vary with the particular guild but, as a minimum, members are entitled to purchase 11th level and higher spells, and use the title "Alchemist", "Hedge Mage", "Elementalist" and so on. They may also receive the protection of the organisation in some circumstances, and might also be permitted to use its private facilities, e.g. bunk rooms, training areas and equipment, libraries, storage vaults, etc.

Of course, in return, members must help the organisation to further its aims. This might simply mean following the ethos of the organisation, but it could also involve being ordered to undertake dangerous missions by superiors. Failure to comply may result in sanctions such as the confiscation of spell-books, temporary or permanent expulsion, blacklisting from affiliated services, assassination, etc.

The differing membership ceremonies and indoctrination rituals of each guild are left to the GM to invent. However, a membership fee of 1000 gold pieces is standard. A prospective member may be asked to complete a suitably challenging task in lieu of payment. Membership may also require an invitation from an existing member.

Note that membership of one guild does not preclude the membership of others. However, the more organisations of which a character is a member, the more likely it is that a conflict of interest will arise.

1,5,2) GUILD DESCRIPTIONS

The largest of the magical guilds are described now.

1,5,2,1) ALCHEMISTS

The Alchemical Guild researches spells involved with constructing items and embedding magic into them. It seeks to accumulate wealth and influence, and funds itself by the sale of spells from the Alchemy discipline and magical items. It often maintains strong links with craftsmen's' guilds such as those of smiths, metal workers, jewellers, etc.

Members are expected to:

- assist other Alchemists whenever possible;
- report to the Guild Hall when they enter a settlement;
- obey the orders of the local Master Alchemist.

Alchemists run many smiths, forges and workshops. While large villages might have a single resident Alchemist working as the local blacksmith, in towns and cities, dozens of Alchemists often work together in an ad-hoc industrial quarter. Unusually for a magical guild, they maintain very close links with the priests of the God of Earth. Indeed, many Alchemists are also practising priests of this religion.

Alchemists wear a broad gold ring on their left index finger, marked with an engraving of a loop of chain links.

1,5,2,2) EARTH AND FIRE ELEMENTALISTS

The Elemental Guild of Earth and Fire concerns itself with research into manipulation of the elemental forces of earth and fire. The guild seeks to accumulate wealth and influence, and funds itself by the sale of spells from the Elemental Earth and Fire discipline. Traditionally, it maintains strong links with the Alchemical Guild but opposes the influence of the Elemental Guild of Wind and Wave whenever possible.

Members are expected to:

- assist other Earth and Fire Elementalists whenever possible;
- report to the Guild Hall when they enter a settlement;
- obey the orders of the local High Elementalist.

The Guild Halls of Earth and Fire Elementalists generally take the form of an innocuous shop front in the market quarter. However, a considerable network of subterranean chambers will be found beneath, in which the Elementalists practice their art.

Earth and Fire Elementalists wear a gold broach in the shape of a flame.

1,5,2,3) HEALERS

Healers are members of a magical guild which studies the healing and regeneration of wounds. Healers raise funds by selling spells from the Healing discipline and by healing the sick at their guild halls, which are called hospitals. Healers usually charge for healing people – the cost in gold pieces is typically the square of the level of the spell they are required to cast. However, many hospitals receive donations from benefactors that are spent on healing the poor freely.

Healers are expected to:

- assist other Healers whenever possible;
- report to the hospital when they enter a settlement;
- obey the orders of the local Grand Healer.

A hospital can be found in virtually every town and city. They are wooden buildings with long galleries of beds for the sick, and chambers where Healers may rest.

Healers wear a crystal amulet on a leather cord around their neck. When within a hospital, they also wear a hooded cloak of white.

1,5,2,4) HEDGE MAGES

Hedge Mages are members of a loosely organised guild of magicians who study the wilderness, and the animals and plants within it. Most Hedge Mages spend their time alone, exploring the wild country. They raise funds by selling spells from the Nature discipline and the herbs that they gather.

Hedge Mages are simply expected to assist other Hedge Mages whenever possible.

Hedge Mages do not maintain dedicated guild halls but, instead, hold meetings in wild places or their own homes. Unusually for a magical guild, they maintain very close links with the Druids, the priests of the Goddess of Plants. Indeed, many Hedge Mages are also practising Druids.

Hedge Mages wear an amulet of polished oak, carved in the semblance of an acorn, on a leather cord around their neck.

1,5,2,5) ILLUSIONISTS

The Guild of Illusionists concerns itself with research into spells for creating deception through illusion, and mastery over light and sound. It seeks to accumulate wealth and influence, and funds itself by the sale of spells from the Illusion discipline.

Members are expected to:

- assist other Illusionists whenever possible;
- not knowingly betray the deceptions of other Illusionists;
- obey the orders of the local Master Illusionist.

Most cities contain an Illusionists' Guild Hall. They are located behind illusory walls within innocuous and unmarked buildings, so as to allow members to visit without calling undue attention to their movements.

Illusionists wear a silver amulet and chain around their necks. The amulet can be opened to reveal a small mirror, engraved with the symbol of an eye.

1,5,2,6) MENTALISTS

Mentalists are members of a guild which studies spells for detecting and controlling the mind and the soul. Mentalists raise funds by selling spells from the Mind discipline.

Mentalists are expected to:

- assist other Mentalists whenever possible;
- report to the Mentalists' Guild Hall when they enter a settlement;
- obey the orders of the local High Mentalist.

A Mentalists' Guild Hall will be found in almost every city, generally an ornate mansion in the noble quarter.

Mentalists wear a miniature silver crown on a silver chain around their neck.

1,5,2,7) PALADINS

The Order of Paladins researches spells involved with combat. It seeks to accumulate wealth and influence, and funds itself through the sale of spells from the Combat discipline, by offering training in combat skills and by hiring out guards and soldiers. It often maintains strong links with organisations like the Watch (the medieval police) and local armies.

Members are expected to:

- assist other Paladins whenever possible;
- report to the Order Hall when they enter a settlement;
- obey the orders of the local Grand Paladin.

A Paladins' Order Hall is typically a large domed building of dark stone with a fortified outer wall, containing a garrison of several Paladins. The building will contain living quarters, stables, vaults and armoury, and a training ground where Paladins and lay people train.

Paladins generally wear a silver broach shaped like a shield.

1,5,2,8) PROPHETS

The Guild of Prophets concerns itself with research into spells for manipulating time. It seeks to accumulate knowledge, wealth and influence, and funds itself by the sale of spells from the Time discipline. This guild has an intense rivalry with the Guild of Wizards.

Members are expected to:

- assist other Prophets whenever possible;
- report to the Prophets' Guild Hall when they enter a settlement;
- obey the orders of the local High Prophet.

A Prophets' Guild Hall will be found in almost every city, generally a prosaic town-house in the merchant quarter.

Prophets wear a gold broach in the shape of an hourglass.

1,5,2,9) VOLITANTS

Volitants are members of a loosely organised cult which values self-reliance and travel, and which develops magic enhancing the body's powers of movement. They sell spells from the Movement discipline.

Volitants are simply expected to assist other Volitants wherever possible.

Volitants do not have their own guild halls as such, but can often be found working as guards in Healers' hospitals, an organisation with which Volitants maintain close association.

Volitants wear an amulet of polished wood, carved in the semblance of a four-spoked wheel, on a leather cord around their neck.

1,5,2,10) WIND AND WAVE ELEMENTALISTS

The Elemental Guild of Wind and Wave concerns itself with research into manipulation of the elemental forces of air and water. The guild seeks to accumulate wealth and influence, and funds itself by the sale of spells from the Elemental Wind and Wave discipline. It maintains strong links with port authorities and guilds of sailors, and opposes the influence of the Elemental Guild of Earth and Fire wherever possible.

Members are expected to:

- assist other Wind and Wave Elementalists whenever possible;
- report to the Guild Hall when they enter a settlement;
- obey the orders of the local High Elementalist.

The Guild Halls of Wind and Wave Elementalists are usually warehouses in the dock areas of sea or river ports.

Wind and Wave Elementalists wear a silver broach in the shape of a wave.

1,5,2,11) WIZARDS

The Guild of Wizards concerns itself with research into spells for detection and for the manipulation of magic itself. It seeks to accumulate knowledge, wealth and influence, and funds itself by the sale of spells from the Wizardry discipline and by providing access to its libraries. It often maintains strong links with the Alchemical Guild.

Members are expected to:

- assist other Wizards whenever possible;
- prevent the destruction of books or scrolls whenever possible;
- donate any books or scrolls that they find (other than their own spell-book) to the nearest Wizards' Guild Tower;
- report to the Guild Tower when they enter a settlement;
- obey the orders of the local Arch-Wizard.

The Guild of Wizards builds tall towers of stone which always contain extensive libraries. Wizards charge visitors for access to their books, or for undertaking research on the visitors' behalf. Fees for access to books or research range widely, depending on the value of the books used; Wizards will accept books as a form of payment whenever possible.

On the flat roof of each Guild Tower is a pentagram used for Pentagram of Teleport spells. Wizards primarily use this transport network but, occasionally, other parties are willing to put forward the considerable amounts of money charged to use the service.

Wizards wear a gold broach in the shape of a book.

1,5,2,12) CONJURORS, DEMONOLOGISTS, NECROMANCERS, SHAPECHANGERS AND WARLOCKS

The magical guilds described previously are able to supply spells from all of the main disciplines of magic except five – Conjuration, Demonology, Necromancy, Shapechanging and Wounding.

The nature of the spells in these disciplines is such that their use is outlawed in many states. Consequently, Conjurors, Demonologists, Necromancers, Shapechangers and Warlocks do not organise themselves into public groups. Hence, finding someone who will sell copies of these spells can be a challenge, and often requires the infiltration of secretive cults.

2) PIOUS MAGIC

At the time of creation, the gods used their power to make the Prime Plane. In those ancient times, the gods' avatars would walk upon the world amongst the men and beasts. However, for reasons long forgotten, the gods withdrew from the world aeons ago. Now, rather than physically entering the world themselves, they seem to influence affairs remotely through the works of their priests and followers.

As noted in the introduction to this chapter, priests are able to use magic prayers to ask their god to intervene and change reality. Magic prayers are effectively the religious equivalent of spells. Like spells, prayers are ranked into levels, weakest first. However, unlike spells, prayers are not divided into different disciplines. A single set of prayers is used by all priests, regardless of the different gods that they worship.

The subsequent section describes every magic prayer. First, a key is provided to some of the terms used in the descriptions (most of these terms are similar or identical to those used for spells):

- LEVEL – the level of the prayer. The higher the level, the more powerful is the prayer.
- NAME – the name used to refer to the prayer.
- DUR – the duration of the prayer's effects.
    - All effects manifest as soon as the priest finishes reciting a (successful) prayer, and cease when the duration has elapsed except where noted otherwise in the description.
    - Note that, unlike with magic spells, the effects of a prayer cannot be prematurely cancelled before the given duration has elapsed.
- RAN – the range, i.e. the maximum distance, from the caster to the target or focus of the prayer's volume. Note that prayers with a range other than Self can still be targeted by the priest upon himself.
- VOL – the radius of the spherical volume affected by the prayer's effects.
    - This parameter may also be an area or a number of targets of a specific type.
    - Where a number is given, this is the maximum number and the priest may choose to affect a volume of smaller radius, or fewer targets, etc.
- DV – an abbreviation for the Devotion skill bonus of the priest reciting the prayer, unless otherwise noted. Devotion skill is discussed in detail later.

2,1) PRAYER DESCRIPTIONS

LEVEL 1) SEE AURA

DUR: DV minutes	RAN: Self	VOL: DV metres & in sight

For the duration, whenever the priest concentrates, the normally invisible auras around himself and other priests become visible.

The auras of the different religions are different in colour, such that use of this prayer helps a priest to identify to which god a priest is devoted. In addition, the higher a priest's DV, the brighter his aura will be, i.e. a priest with DV of 20 will have a dazzling aura, whilst the aura of a priest with DV of 1 will be dim. Priests often use this prayer to order their ranks.

Priests can also use this prayer to see the auras around people, items and places which have been blessed or cursed (see the Bless and Curse Person, Item and Place prayers). The colour and intensity of the aura corresponds to that of the priest which made the blessing or curse.

Note that those who are not priests have no aura at all, while priests of the Goddess of Deception can choose the colour of their auras. Note too that magic spells will not normally reveal priestly auras.

LEVEL 2) SUCCOUR

DUR: Instantaneous	RAN: Touch	VOL: 1 person

On performing this prayer, the target regains DV lost Hit Points.

LEVEL 3) INVOCATION

DUR: As spell	RAN: As spell	VOL: As spell

This prayer reproduces the effects of a magic spell chosen by the priest. The priest can only choose spells whose:

- level is ≤DV;
- effects are closely associated with his god's aspects.

For example, a priest of:

- Storms could use this prayer to cast a lightning bolt at an enemy (once his DV≥6);
- Beasts could use this prayer to summon a beast ally (if his DV≥2).

Note that:

- the effects of the prayer always manifest as if the spell had been cast by a magician with a spell-casting skill bonus of 20;
- performing this prayer costs a number of Fervour Points (see below) equal to the chosen spell's level.

LEVEL 4) DETECT BLESSED

DUR: DV minutes	RAN: Self	VOL: 100xSC metres

For the duration, whenever the priest concentrates, any priests of his own religion, along with people, items or places which have been blessed by his god, become visible to him, regardless of whether darkness or intervening objects block his normal view of them. He sees each as a glowing silhouette superimposed upon his normal field of view. The size of each silhouette allows him to guess the distance and size of that blessed thing; larger silhouettes reveal those which are closer or larger, while those which are very distant or small may appear only as faint dots of light. As each blessed thing moves relative to the priest, its silhouette moves too so that he can see if it is approaching or receding or passing him by. The silhouettes themselves are featureless, only revealing a thing's outline, direction and distance or size.

This prayer is commonly used by a priest to find his temple when he enters an unknown settlement.

LEVEL 5) PROTECTION

DUR: DV minutes	RAN: Self	VOL: Self

This prayer makes the priest invulnerable to DVx5% of non-magic weapons for the duration. E.g. if a priest whose DV is 5 is struck by a non-magic weapon, there is a 25% chance that this attack will bounce off without harming the priest.

Non-magic weapons refer to those normal weapons which have not been gifted with magic powers, either by profane magic's alchemy or pious magic's blessings.

LEVEL 6) BLESS PERSON

DUR: Varies	RAN: Touch	VOL: 1 person

The target (which must be a PC or NPC) is infused with the blessing of the priest's god. He will receive a bonus, so as to lessen his RZ, for the duration. The bonus is:

- +1 for 1d20 minutes if the priest's DV≤16;
- +2 for 1d20 hours if the priest's 17≥DV≤19;
- +3 for 1d20 days if the priest's DV≥20.

Note that:

- the blessing will end prematurely if the target acts in a way that opposes the priest's god;
- priests who touch the target will be aware that he is blessed, and by which god.

If this prayer is targeted at a person who is already blessed then it will only take effect if the praying priest's DV is greater than that of the priest which set the existing blessing. In this case, the sole effect of the new prayer will be to end the existing blessing, leaving the person no longer blessed by any god.

LEVEL 6) CURSE PERSON

As Bless Person, but curses the target rather than blesses it, so as to produce a -1, -2 or -3 reduction in his RZ (so as to worsen it).

LEVEL 7) LESSER COMMUNION

DUR: DV minutes	RAN: Self	VOL: Infinite

The priest using this prayer becomes aware of the presence of the DV nearest priests of his religion whilst he concentrates. It is as if he had used a Detect Blessed prayer, but there can be any distance between himself and the other priests. In addition, he is able to send telepathic messages to these colleagues. The priest must maintain his concentration whilst sending a message; recipients do not need to be concentrating to hear it. If a recipient also employs this prayer, then a two-way thought conversation can be held whilst both priests concentrate.

LEVEL 8) ABJURATION

DUR: 1d20 days	RAN: DV metres & in sight	VOL: 1 priest

This prayer will only work if the target and priest are devoted to the same god. In addition, the priest must have a greater DV than the target.

This prayer causes the target's DV to be reduced by an amount equal to the priest's DV (to a minimum of zero). After the duration, the target's DV is restored to its normal level. If the priest's god feels that this prayer has been used unjustly, the priest will have his DV temporarily reduced to zero instead of the target.

LEVEL 9) BLESS ITEM

DUR: Varies	RAN: Touch	VOL: 1 item

The target (which must be an item) is infused with the blessing of the priest's god. It is bestowed with a magic bonus which is applied to skills when they are used with the item (exactly as if a Skill Enhancement spell had been used). The bonus is:

- +1 for 1d20 minutes if the priest's DV≤16;
- +2 for 1d20 hours if the priest's 17≥DV≤19;
- +3 for 1d20 days if the priest's DV≥20.

If the item is a weapon, it will also become slaying versus enemies of the priest's god whilst it remains blessed (acting exactly as if a Slaying Weapon spell had been used).

The blessing will end prematurely if the target is used in a way that opposes the priest's god.

Priests of any religion who touch the target or use the See Aura prayer will be aware that it is blessed. In addition, enemies of the priest's god will be unable to touch the target while it is blessed.

If this prayer is targeted at an item that is already blessed then it will only take effect if the praying priest's DV is greater than that of the priest which set the existing blessing. In this case, the sole effect of the new prayer will be to end the existing blessing, leaving the item no longer blessed by any god.

LEVEL 9) CURSE ITEM

As Bless Place, but curses the target rather than blesses it. The item is bestowed with a -1, -2 or -3 penalty, which is applied to skills when they are used with the item. The -1, -2 or -3 penalty is also subtracted from the item's Fumble Range, so as to increase it and make it easier to fumble. If the item is a weapon, it does not become slaying.

LEVEL 10) LESSER INTERVENTION

DUR: Varies	RAN: Within sight	VOL: Single target

This prayer requests the divine intervention of the god to aid the priest in a specific way.

The priest's player must specify to the GM precisely what he wishes the prayer to make happen. As always, the GM will then decide if the desired effects are properly compatible with the god's aspects and aims, and whether the god is willing to answer this prayer. If he is, then the outcome specified by the priest occurs.

Several restrictions apply to the effects that a priest can request via Lesser Intervention. The intervention:

- cannot affect the past, and the future can only be affected if the intervention changes the present;
- can only affect a single specific target, which must be within sight of the priest or touched by him;
- will have a default duration which is either equal in minutes to the priest's DV or permanent. To decide which kind of duration applies, the GM and player must distinguish between interventions which produce *unnatural* changes in reality and those which produce *natural* changes.
    - Unnatural changes – a lesser intervention could be used to lift a huge boulder and suspend it in mid-air. This would be an unnatural effect because the state induced by the prayer is unnatural and, without being actively supported by the god's magical power, the rock would crash back down to earth. This type of effect can only be sustained by a lesser intervention for a short, finite period of time – a default maximum duration in minutes equal to the priest's DV.

- Natural changes – a lesser intervention could be used to mend a fractured bone. This would be a natural effect because the state induced by the spell is natural – bones exist in the natural world in both the fractured and whole states. Once the prayer's magic has mended the broken bone, there is no reason why it should spontaneously break again – magical power does not have to be actively sustained to keep the broken bone whole (unlike levitating a boulder). Consequently, such a lesser intervention will induce an effect with a permanent duration.

LEVEL 11) QUEST

DUR: Varies	RAN: DV metres & in sight	VOL: 1 priest

This prayer will only work if the target and priest are devoted to the same god. In addition, the priest must have a greater DV than the target.

The target is obliged to undertake a quest which should further his god's cause. The priest defines the quest's goals. If the god feels that the quest is just, the target will generally receive a bonus so as to lessen his Resistance Penalty, RZ, whilst working towards this quest, and a penalty so as to worsen his RZ if he delays, deviates, abandons the quest, etc. (The level and duration of such bonuses and penalties is chosen by the god, i.e. the GM.)

On completion of the quest, the target will receive a gift or a curse from his god, depending on whether the goals of the quest were met or not. The form of the gift or curse is up to the god (i.e. the GM) but will be proportionate to how much the target helped or failed the god's cause, and the risks he faced.

- Typical gifts: +1 to Devotion skill bonus; the removal of a psychosis; the healing (or even regeneration) of a wound; finding a magic item; pregnancy; performing a miracle; etc.
- Typical curses: -1 to Devotion skill bonus, gaining 1d10 PSYPs (Psychosis Points; see the *Psychoses* chapter); a disability such as the paralysis of a limb or becoming mute, deaf or blind; becoming comatose; dying; etc.

Obviously, the GM should take into account the target's circumstances and abilities when defining the quest, as well as the god's alignment, aspects and goals. Quests should not be so easy as to be trivial to accomplish, or so hard as to be impossible. Typical quests include:

- providing aid to a temple under threat;
- raising funds to build a new temple;
- recovering a holy relic;
- healing the sick;
- slaying the god's enemies;
- performing a sacrifice.

LEVEL 12) GREATER COMMUNION

DUR: Concentration	RAN: Self	VOL: Self

This prayer causes the priest to enter a trance in which he may commune with his god, if the god is willing. Whilst in the trance, the priest is immobile. If he does receive his god's attention, the priest will gain 1 PSYP and will speak in tongues for 1d20 minutes before coming round. If the god is generous, the priest will have learnt some knowledge which will help him in his current travail. Alternatively, the god may order the priest to undertake a quest.

LEVEL 13) BLESS PLACE

DUR: Varies	RAN: Touch	VOL: 1 place

The target – which must be a distinct area of ≤DV metres across, such as a room or a building, a woodland glade, a pool, cave or mountain summit, etc. – is infused with the blessing of the priest's god. Characters within the area receive a bonus, so as to lessen their RZ, for the duration. The bonus is:

- +1 for 1d20 minutes if the priest's DV≤16;
- +2 for 1d20 hours if the priest's 17≥DV≤19;
- +3 for 1d20 days if the priest's DV≥20.

In addition, priests of the priest's god that have a lower DV than the priest will gain a +1 bonus to their DV whilst within the blessed area.

The blessing will end prematurely if anyone within the blessed area acts in such a way as to oppose the priest's god.

Priests of any religion that enter the area or use See Aura will be aware that it is blessed. In addition, enemies of the priest's god cannot enter the area while it is blessed.

If this prayer is targeted at a place which is already blessed then it will only take effect if the praying priest's DV is greater than that of the priest which set the existing blessing. In this case, the sole effect of the new prayer will be to end the existing blessing, leaving the place no longer blessed by any god.

LEVEL 13) CURSE PLACE

As Bless Place, but a -1, -2 or -3 penalty (rather than a bonus) is added to RZ and DV so as to worsen them.

LEVEL 14) SUMMON DEMIGOD

DUR: 1d20+DV minutes	RAN: DV metres & in sight	VOL: 1 creature

A demigod is a creature which has been bestowed with divine powers by a god so that it can act as the god's servant. This prayer summons forth an avatar of the priest's god into the space before the priest. (There must be room for the demigod or it will not appear.) The demigod will try to aid the priest as best it can until the end of the duration, whereupon it will vanish to whence it came.

All demigods have the following divine powers:

- an IN stat of 15, and a skill bonus of 15 in all academic skills (i.e. all skills with IN as the relevant stat);
- the ability to talk, and to use all languages fluently;
- complete immunity to non-magic weapons and magically induced fear effects;
- an aura as if blessed;
- the benefits of the See Aura and Detect Blessed prayers continuously;
- the use of the Succour and Invocation prayers up to 3 times each whilst summoned.

The other characteristics of the demigod are as per those of a normal version of the creature – see *The Bestiary*.

LEVEL 15) UNVEIL

DUR: 1d20+DV seconds	RAN: Self	VOL: Within sight

The priest's aura emits light such that it can be seen by all (without needing See Aura) for the duration. If a priest devoted to a different god sees the unveiled aura, and his Devotion skill is:

- 1 to 10 points less than the unveiled priest's DV, then he will become afraid of the unveiled priest and will unquestioningly carry out his orders to the best of his ability, regardless of the language used by the unveiled priest. (An order which requires a target to directly harm or kill itself may be ignored, however.) Once the duration has expired and the unveiled priest's aura becomes invisible again, his orders need not be obeyed.
- 11 to 15 points less than the unveiled priest's DV, then he will become terrified of the unveiled priest and will flee until out of sight.
- ≥16 points less than the unveiled priest's DV, then he will become paralysed with terror until the unveiled priest moves out of sight. The paralysed priest must make a CO stat roll, with the unveiled priest's DV as the difficulty factor, if he is touched by the unveiled priest. If this roll is:
    - passed, he is no longer paralysed and will flee until out of sight of the unveiled priest;
    - failed, he has an adrenalin-induced heart attack and dies on the spot.

The faithless – those who are not priests – can also be affected by seeing an unveiled aura. Apply the effects accordingly, assuming that they have a Devotion skill bonus equal to zero.

LEVEL 16) ABROGATION

DUR: DV minutes	RAN: Self	VOL: DV metres

This prayer creates a sphere of DV metres in radius, which is centred upon the priest and which moves with him, within which all profane magic spells and their effects are nullified. Magic spells cannot be cast or affect targets within the sphere. Pre-existing profane magical effects (e.g. magic items, spells which are already active, etc.) temporarily cease whilst within the sphere; once out of the sphere, these effects start up again as if unaffected.

LEVEL 17) EXCOMMUNICATE

DUR: Permanent	RAN: Touch	VOL: 1 priest

This prayer will only work if the target and priest are devoted to the same god. In addition, the priest must have a greater DV than the target.

The target has his DV reduced to zero. He may not develop a Devotion skill for this god again (except in exceptional circumstances).

This prayer is generally only used after a priest receives explicit instructions from his god to seek out and excommunicate a colleague. If the god feels that this prayer has been used unjustly, the priest that performed it will have his DV reduced to zero (usually for 1d20 months) instead of the target.

LEVEL 18) RESTORATION

DUR: Instantaneous	RAN: Self	VOL: Self

This prayer instantly transports (teleports) the priest into the nearest temple of his religion (or holy place if his religion does not have temples as such). There can be any distance between the priest and the temple.

LEVEL 19) RELIC OF THE SAINT

DUR: Permanent	RAN: Touch	VOL: 1 corpse

This prayer is performed over the corpse of a powerful priest. The dead priest is beautified by the prayer and will become known as a saint. In addition, part of the priest's corpse (e.g. a finger bone, the skull or a lock of hair) or an item in the corpse's possession which held great meaning for the priest when he was alive (e.g. his holy symbol, sword or staff) becomes imbued with holy power (or unholy power if his god is evil). The body part or item becomes a holy relic, gaining magical abilities chosen by the GM which will reflect the god's aspects and the dead priest's legacy. Holy relics are always extremely powerful, and their abilities are not limited to those types that can be produced by profane magic.

There are several conditions which must be fulfilled in order for this prayer to work. The target must have:

- been a priest of the same religion as the performer of this prayer;
- had a Devotion skill of ≥20 when alive;
- been in his god's favour at the time of his death;
- died as a result of dangers faced during a quest for his god.

Example relics and their powers:

- A relic of a Priest of Water might be a bone which purifies any volume of water (≤1 km diameter) into which it is submerged.
- A relic of a Priest of Love might be a small volume of his blood – imbibing a sip of the blood from a chalice or grail cures all wounds.
- A relic of a Priest of Darkness might be a mace which blinds for DV seconds anyone that it hits or, if it inflicts an injury, the victim will be blinded permanently.

Note that this prayer can only be cast once upon a particular corpse.

LEVEL 20) RITUAL OF GREATER INTERVENTION

DUR: Varies	RAN: Varies	VOL: Varies

The prayer requests divine intervention from the priest's god like the Lesser Intervention prayer, but it is far more versatile and powerful. However, using this prayer is very laborious. Performing the ritual requires the concentration for several hours of more than one priest, and an offering.

First, the priest's player must decide precisely what he wishes the ritual to make happen. A successful ritual can be used to produce almost any effect. Unlike with the Lesser Intervention prayer, more than one target can be affected, the targets do not need to be within sight, and the effects can have permanent or indefinite durations even if they are unnatural changes. However, as with the Lesser Intervention, the prayer's effects cannot affect the past, and the future can only be affected if the intervention changes the present. (It is thought that the Goddess of Fate prevents any prayer, whether to her or another god, from altering the past.)

The priest must then successfully perform the Greater Communion prayer. During the ensuing contact with his god, he will learn (from the GM):

- whether the god is likely to answer this ritual (i.e. if the desired effects are properly compatible with the god's aspects and aims) and, if not, whether the effects can be altered somewhat to encourage the god to answer;
- how many priests are necessary to assist the performance of the ritual (at least one assistant is always required);
- the nature of the offering that will be required.

The assisting priests can have Devotion skills of <20 but, the lower their Devotion, the more likely the ritual is to fail.

The offering might take the form of:

- the slaughter of a cow or pig, to provide food for the needy;
- a collection of rare seeds to be sewn;
- a treaty signed by two adversaries;
- a learned tome to join the temple library;
- a powerful weapon to join the armouries of the temple;
- the bones of a powerful undead, now slain;
- the sacrifice of an enemy of the god;
- etc.

The offering does more than simply focus the participating priests' thoughts. No god will answer a ritual which lacks an offering or which is made with an offering that displeases him. The offering itself is not affected by the prayer's magic (unlike foci used by magicians to create new spells) but, if not put to the promised use afterwards, the god will feel slighted and is likely to punish the participating priests.

The lead priest and his assistants must then gather around the altar or other sacred place in which the offering has been placed. They must spend one hour in which the lead priest explains the desired outcome of the ritual and they rehearse it.

The rehearsal over, the ritual can begin in earnest. Performing the ritual always takes 1 hour to perform per participant. E.g. if the ritual is being performed by the lead priest and two assistants, they must all concentrate on this prayer for 3 hours. All participants must hold hands throughout the ritual or must be touching the offering. If this period is interrupted, the ritual must be restarted from the beginning.

At the end of the ritual, all participating priests make prayer rolls (these are described shortly). If these are all successful, then the god intervenes and the effect specified by the lead priest is manifested.

This prayer is exceedingly powerful – it could be used to achieve practically anything. The GM must therefore ensure that this power is not abused by requiring an offering of suitable calibre – obtaining the offering may be a dangerous mission in itself – and by requiring many assistant priests if very powerful, far-reaching and complex effects are desired. Since successful prayer rolls are required from all participants, several attempts may be required to successfully perform a ritual requiring many assistant priests. E.g. a ritual made by three priests, each with a DV of 20, will only have a 1 in 8 chance of success, roughly. In choosing the number of assistants, the GM should consider factors like:

- how many targets are to be affected by the intervention, e.g. a group of friends, a temple's congregation or the residents of a whole city?
- how distant and dispersed are the targets, e.g. are the targets gathered together in one place, scattered across a continent or are some in the Prime Plane and some in the Spirit World?
- what area or volume is to be affected, e.g. a single tree, a whole forest glade or the entire forest?
- the duration of the effects if unnatural changes are to be produced, e.g. will pure water gush forth from the holy grail for a day, a month or forever?
- the subtlety of the effects, e.g. will the god's enemies be made to flee from the town, become suddenly paralysed or be made to spontaneously combust?
- and so on…

In addition, players should remember that this prayer can be used by priests of all religions so, if it is used by priests of one god to inflict great harm upon the priests of another, there is likely to be an equivalent retaliation. The gods may deem it too dangerous to answer rituals which blatantly alter the balance of power.

2,2) PRIESTS AND DEVOTION SKILL

Anyone can pray to a god. However, only priests can use magic prayers.

The skill used to measure a priest's devotion to his god, and to determine if magic prayers are answered, is called Devotion. Devotion skill is an unusual skill which is only used for these purposes. It behaves in different ways to most normal skills, as will be explained in the next sections.

2,2,1) GAINING A DEVOTION SKILL

Each character may only develop a single Devotion skill, for one god. (Characters can worship many gods but can only be devoted to one.) Devotion skill is developed from zero, like language and spell-casting skills. A character's Devotion skill can only start to be developed when he makes a conscious choice to truly devote himself to a particular god. This decision must be made in a temple to the god, or another suitably sacred place. If the GM feels that the character is genuine in his desire, the god will give him a Devotion skill bonus of +1.

As will be noted from the *Character Generation* chapter, Player Characters may start the game with some ability with profane magic – positive spell-casting skill bonuses and the ability to cast a few magic spells. This usually reflects studies that these characters undertook during their adolescence. This is not the case with pious magic, however. New PCs should not start the game as priests, although they may "find god" and choose to become priests through the process of role-playing.

2,2,2) INDOCTRINATION AND HIERARCHY

Once he has a positive Devotion skill bonus, the character is technically a priest. However, it should be noted that several religions are strictly regimented organisations, and the character may have to obtain the blessing of a senior priest, or undergo an indoctrination ritual, before the religion will ordain him as one of their own.

The priests of most religions (but not all) are organised into a common hierarchy. Many of the ranks of priests relate to the administration of temples and ecclesiastical districts, e.g. vicars, bishops, archbishops, etc. However, certain ranks relate to those priests which travel out in the world, spreading the word and undertaking quests for their gods. These ranks are more compatible with the adventuring lifestyle expected of Player Characters, and so are listed here:

RANK	DV	DESCRIPTION
Acolyte	1 to 4	A student of the priesthood, the lowest rank.
Deacon	5 to 9	A servant of presbyters.
Presbyter	10 to 16	A fully ordained priest of the religion.
Hierophant	17 to 19	A presbyter whose affinity with his god has become so strong that he is able to interpret the most sacred mysteries and arcane principles of the religion.
Apostle	≥20	A true messenger for his god. A founder of temples.

As an aside, note that those who do not have a positive Devotion skill bonus are often called "the faithless" by priests.

2,2,3) DEVELOPING DEVOTION SKILL

The Devotion skill bonus does not develop through use of the skill or through tuition or study, as with normal skills. Instead, a character's Devotion skill only ever increases as a reward for completing quests for his god. Quests are typically gained through two prayers:

- Greater Communion – in this case, the priest using the prayer is directly given the quest by his god;
- Quest – in this case, a senior priest uses the prayer to give a quest to a junior.

Of course, rather than waiting for a prayer, a god might decide to appear to a priest at any time – perhaps in a vision or dream, or via a demigod – and require the priest to undertake a quest.

The GM should ensure that quests which are rewarded with increases to Devotion skill are sufficiently challenging and risky so that Devotion skill does not develop faster than other skills. Achieving a Devotion skill bonus of 20 should require years of dedicated service.

2,2,3,1) DEVOTION SKILL AND CALLING

A character's calling clearly affects his ability to develop spell-casting skills and to use profane magic – those of the magician calling being naturally better than jacks, which are in turn naturally better than those of the fighter calling.

Calling has no bearing on Devotion skill and pious magic, however. A priest of the fighter calling should be able to develop his Devotion skill just as fast as priests of other callings.

2,3) USING PRAYERS

In order to employ a prayer, a praying roll must be passed. The bonus used for this is the priest's Devotion skill bonus, and the difficulty factor is the level of the prayer. The following formula is then used to see if the action succeeds or not:

10 + difficulty factor – skill bonus

…which, for prayers, equals:

10 + prayer's level – priest's Devotion skill

As usual, if the 1d20 roll scores:

- ≥ the result of this formula, then the praying roll is successful. The GM must now decide whether the prayer corresponds to the alignment and aspects of the priest's god, and its aims. (The different gods will be described shortly.) If the prayer is:
  - compatible with these factors, then the god will answer the prayer and its effects will manifest themselves;
  - not compatible with the priest's god, then the prayer will be ignored.
- < the result, the praying roll is failed – the priest's god ignores him;
- 1, the prayer may have been fumbled, and the player must make a Fumble Roll (see the *Fumbling Prayers* section shortly).

Remember to reduce the priest's Devotion skill by his Resistance Penalty, if he has any, during the praying roll.

2,3,1) FERVOUR POINTS

Attempting to perform a prayer costs a number of Fervour Points, or FERPs, equal to the difficulty factor of the praying roll, i.e. the prayer's level. These FERPs are expended regardless of the success or failure of the praying roll, or whether the prayer is answered or not. A prayer cannot be attempted if the character does not have the required FERPs available beforehand.

It is worth highlighting two special cases:

- the Invocation prayer costs a number of FERPs equal to the level of the spell being reproduced by the prayer;
- only the lead priest expends the 20 FERPs required to perform the Ritual of Greater Intervention – assistants do not expend FERPs.

2,3,1,1) FERVOUR POINT MAXIMUM

Most priests have a maximum number of FERPs equal to twice their Devotion skill bonus.

However, if a priest is born in the calendar month which corresponds to his god, then his FERP maximum will be three times his Devotion skill.

2,3,1,2) REGAINING FERVOUR POINTS

Expended FERPs are regained naturally at a constant rate of one per day. This means that a priest is able to use his prayers far less frequently than a magician might use his spells. It is not known whether prayers are so infrequently answered because the gods are disturbed by too many prayers these days, or whether they have simply lost interest in the affairs of men.

2,3,2) DEFAULT PRAYING TIME

The default time required to employ a magic prayer is equal to 10 seconds (much slower than a magic spell). The priest may perform a prayer in less than 10 seconds, but this will increase the difficulty factor of the praying roll by +2 per second quicker.

2,3,3) ENUNCIATION AND GESTICULATION

There is no need for magic prayers to be recited aloud, or to be accompanied by gestures. Thought alone is enough.

2,3,4) BEING DISTRACTED WHILST PRAYING

As with magicians casting spells, a priest can perform other simple actions whilst praying. However, if the priest performs any sort of action which the GM judges will disturb his concentration too much, then the prayer should automatically fail. In some distracting situations, the GM might only allow a prayer to be successful if the priest first passes a SD stat roll versus some difficulty factor reflecting the amount of distraction. Losing Hit Points or suffering an Injury whilst praying should always cause the attempt to fail.

2,3,5) FUMBLING PRAYERS

An unmodified 1 in the praying roll indicates that a fumble may have occurred and that a Fumble Roll should be made. In order to not fumble, the priest's player must roll greater than or equal to the Fumble Range, which is the prayer's level.

If praying is fumbled, the priest's maximum number of FERPs is reduced by one.

2,4) PRAYER ACQUISITION

Unlike spells, magic prayers do not have to be found, written down or studied and memorised. They are automatically gained as abilities when a priest's Devotion skill reaches the necessary level.

While spells are always recited and written in Magicka, prayers can be spoken and written in any language – generally the priest's native tongue. Their power comes from the faith of the priest and his god, rather than from the words themselves.

2,5) THE GODS

Descriptions are now given of the twelve gods. Each of the descriptions contains the following:

- Aspects – the realm of influence of the god, i.e. those forces, things or emotions which the god embodies and controls.
- Names – the GM is left to decide upon the names of the god to the different peoples of her world, but examples are given from fiction and history.
- Depiction – gods can take any shape they choose. However, most gods usually have a preferred form which they use when appearing in prayers, visions or dreams.
- Alignment – describes the outlook of the god (alignment is explained in more detail shortly).
- Aura Colour – the colour of the aura emitted by things blessed by this god and its priests (see the See Aura prayer).
- Symbol – the symbols and motifs associated with the god (which relate to its Birth Sign and month of the year).
- Patron – the races and professions which commonly (but not always) worship this god.
- Demigod – each god will occasionally bestow divine powers upon a certain creature, which is favoured because its nature befits the god's aspects, and make use of it to achieve goals rather than working through priests. See the Summon Demigod prayer.

2,5,1) GOD DESCRIPTIONS

The gods are listed in calendar order, starting with the God of Storms who is associated with the first month of the year.

2,5,1,1) GOD OF STORMS

Aspects: Sky, wind, storms, cold, winter.
Names: Manwë, Thor, Jupiter.
Depiction: He appears as an old but vigorous male of the beholder's race, with silver hair and beard. He wears white robes under chain mail, and sometimes carries a two-handed war hammer. His hair and clothes are buffeted as if in a gale. Beholders are afraid; they hear the howling of wind and smell ozone.
Alignment: True Neutral.
Aura Colour: Sky blue.
Symbol: Albatross, trumpet.
Patron: Ice and storm dragon-newts, elementalists of wind and wave.
Demigod: Giant Albatross (use the characteristics of a Great Eagle).

The God of Storms represents the wild forces of nature associated with the sky and cold and winter. His Priests are simply expected to further their god's inconstant aims. They do not worship within temples like priests of other religions but, instead, meet in holy places to pray – often the centre of wind-swept plains or the summits of rain-lashed mountains. They wear robes of sky blue at such places.

2,5,1,2) GOD OF EARTH

Aspects: Earth, stone, smithing, craft, labour.
Names: Aulë, Jord, Vulcan.
Depiction: He appears as a middle-aged male of the beholder's race. A fat but powerful man, with ruddy skin and brown eyes. He wears a leather apron over a grubby smock. Beholders are awestruck; they smell iron and taste blood.

Alignment: Lawful Good
Aura Colour: Rust.
Symbol: Troll, hammer.
Patron: Dwarfs, trolls, earth dragon-newts, alchemists, elementalists of earth and fire.
Demigod: Great Troll (not afraid of or adversely affected by sunlight).

The God of Earth represents the strength of stone and its bounty to the industrious. Priests of Earth are expected to:

- strive against the forces of evil and chaos;
- excel at one or more relevant crafts, e.g. building, glass-blowing, mechanics, metal working, mining, pottery or stone working;
- report to the Temple of Earth when they enter a settlement;
- obey the orders of senior Priests of Earth.

Temples of Earth take the form of utilitarian stone buildings with bronze cupolas, invariably within the crafting quarter of the town. Each has an over-sized anvil for an altar.

Priests of Earth wear a thick iron ring. When within their temple, they also wear a red-brown smock under a leather apron.

2,5,1,3) GOD OF WATER

Aspects: Water, seas, rivers.
Name: Ulmo, Njordr, Neptune.
Depiction: He appears as a towering humanoid giant made of aquamarine water. He wears scale mail encrusted with crustaceans, shellfish and seaweed, and carries a trident. Beholders are afraid; they hear the rumble of the depths and smell brine.
Alignment: True Neutral.
Aura Colour: Turquoise.
Symbol: Fish, pouring goblet.
Patron: Water dragon-newts, elementalists of wind and wave.
Demigod: Water Elemental (will be medium or large size if huge would not fit within the summoning area).

The God of Water represents the wild forces of nature associated with water and which link the highest mountain spring to the deepest ocean depths. His Priests are solely expected to further their god's inconstant aims. They do not worship within temples like priests of other religions but, instead, meet in holy places to pray – often at high waterfalls or on cliffs overlooking crashing ocean waves. They wear robes of turquoise in such places.

2,5,1,4) GODDESS OF PLANTS

Aspects: Plants, growth, fertility, regeneration, healing, spring.
Names: Yavanna, Eir, Gefjun, Maia.
Depiction: She appears as a beautiful middle-aged female of the beholder's race, heavily pregnant and dressed in vines and creepers. Flowers bloom at her feet, which penetrate the soil. Bees and butterflies swarm around her. Beholders are awestruck; they smell sickly pollen.
Alignment: Chaotic Good.
Aura Colour: Leaf green.
Symbol: Tree, hydra.
Patron: Halflings, hedge mages, healers, farmers.
Demigod: Entling.

The Goddess of Plants represents the fertility of spring and green nature itself. Her priests are called Druids. While most Druids spend their time travelling through the lands, protecting the wilderness, some manage Druidic Temples and estates. The clearance of land for agriculture and the building of settlements is seen by the Druids as the imposition of structure and organisation on a landscape that should be free and wild. The boundaries of Druidic lands are marked with a row of large dolmen stones; Druids do not tolerate any agriculture or industry within these reserves.

Druids are expected to:

- strive against the forces of evil;
- assist other Druids whenever possible;
- protect the wilderness as best they can from excessive and organised destruction, or to report to the nearest Druidic Temple if they encounter such activity on a scale beyond that which they can manage.

A Druidic Temple looks like a large grass-covered mound, surrounded by a circle of standing stones. Within the barrow is a meeting chamber, surrounded by a network of corridors and vaults within which Druids may dwell when they are not ranging through the wilds.

Druids are not required to wear any specific symbols or uniform. They travel unmarked.

2,5,1,5) GODDESS OF FATE

Aspects: Fate, destiny, order, knowledge, truth, time.
Names: Vör, Wryd, Minerva.
Depiction: She appears as an ancient female of the beholder's race. Her skin is wrinkled and wizened with immense age, her eyes so sunken as to be dark pits. She wears a saffron robe and clutches a thick book, bound with snake skin, to her withered breast. Beholders are afraid; they feel the moisture drying from their mouths and eyes.
Alignment: Lawful Neutral.
Aura Colour: Orange.
Symbol: Serpent, open grimoire.
Patron: Wizards, academics, liches.
Demigod: Greater Naga.

The Goddess of Fate represents order and knowledge, and seeks a world where people of all races work together to solve the mysteries of the universe. Her priests are called Ministers and they are expected to:

- strive against the forces of chaos;
- spread the value of education and book-learning;
- prevent the destruction of books or scrolls whenever possible;
- report to the Temple of Fate when they enter a settlement;
- obey the orders of senior Ministers.

Temples of Fate are found in only the largest cities. Like wizard's towers, they contain extensive libraries. However, while wizards see their libraries as a source of power and revenue to be protected, libraries in Temples of Fate are free to all and Ministers spend much of their time copying manuscripts so that educational texts can be disseminated widely. The temples also contain classrooms where Ministers teach reading and writing to the poor.

Ministers wear a copper amulet shaped like a pentagram on a leather thong around their neck. When within their temples, they also wear an orange robe.

2,5,1,6) GODDESS OF LOVE

Aspects: Love, hope, faith, protection, pity, peace.
Names: Nienna, Sjöfn, Venus.
Depiction: She appears as a beautiful young female of the beholder's race, dressed in purple robes and carrying a shield emblazoned with a silver cross. Beholders are entranced; they are becalmed.
Alignment: Neutral Good.
Aura Colour: Indigo.
Symbol: Cross, shield.
Patron: Healers.
Demigod: Hound (use the characteristics of a Wolf).

The Goddess of Love represents the power of love and hope, and which can be woken even in the darkest hearts. Her Priests are simply expected to:

- strive against the forces of evil;
- assist her other Priests whenever possible.

Priests of Love do not maintain temples, like those of other gods, but live and work amongst the community. They are paid to officiate at marriage ceremonies. They wear a crucifix of silver around their neck.

2,5,1,7) GODDESS OF LIGHT

Aspects: Light, fire, sun, stars, travel, exploration, summer.
Names: Varda, Apollo.
Depiction: She appears as a beautiful middle-aged female of the beholder's race, dressed in a golden gown. Her hair is made of flames and her eyes are dazzling white lights. Beholders are awestruck; they smell smoke.
Alignment: Lawful Good.
Aura Colour: Gold.
Symbol: Eye, glowing wand.
Patron: Wood elves, fire dragon-newts, elementalists of earth and fire, illusionists.
Demigod: Fire Elemental (will be medium or large size if huge would not fit within the summoning area).

The Goddess of Light represents the fiery sun, whose light drives out the darkness, and also the stars, beacons that aid the lost traveller. Her Priests are expected to:

- strive against the forces of evil and chaos;
- maintain maps of their travels, and develop associated Geography skills;
- report to the Temple of Light when they enter a settlement;
- obey the orders of senior Priests of Light.

Temples of Light are found in the largest cities, their glittering domes of forged metal and glass illuminating the work of the Priests inside. Within, maps and charts are collated into gazetteers of the world which allies of the Goddess may consult.

Priests of Light wear a ring of gold upon their finger, marked with the sign of the open eye.

2,5,1,8) GOD OF CHAOS

Aspects: Chaos, disorder, violence, destruction, madness.
Names: Cthulhu.
Depiction: His appearance varies but is often a thrashing mass of pallid tentacles. Beholders are horrified; they hear deafening static and feel nauseous.

Alignment: Chaotic Evil.
Aura Colour: White.
Symbol: Fly, pentagram.
Patron: Demons, icthoids, demonologists, berserkers.
Demigod: Varies (roll on a table from the *Creatures by Habitat and Threat* section of *The Bestiary*).

The God of Chaos is often worshipped by those who believe that evolution and regeneration can only follow purging destruction. However, the God of Chaos seeks destruction for its own sake. His few priests are all eventually deranged by their communion with him.

2,5,1,9) GODDESS OF DECEPTION

Aspects: Deception, illusion, dreams, beauty, desire.
Names: Irmo, Suspiria.
Depiction: She appears as the beholder's sexual fantasy. Beholders are entranced and attracted, yet also somehow afraid and repulsed. When her appearance ends, beholders immediately forget how she looked to them.
Alignment: Neutral Evil.
Aura Colour: Varies (see the See Aura prayer).
Symbol: Spider, mirror.
Patron: Goblins, illusionists, shapechangers, vampires.
Demigod: Lesser Giant Spider.

The Goddess of Deception represents the lustre of flawless beauty, a façade behind which motives are hidden. She is worshipped by everyone who uses guile and subterfuge, however slight, to achieve their ends.

Her Priests are solely required to further the Goddess' aims, usually communicated through feverish dreams. They maintain temples, richly decorated with mirrors and ornate furnishings and tapestries, and full of eye-watering frankincense smoke. These halls are always secret places, hidden from all except those desired by the Goddess.

2,5,1,10) GOD OF BEASTS

Aspects: Beasts, combat, hunting, moon, autumn.
Names: Oromë, Tyr, Mani, Diana.
Depiction: He appears as a muscular middle-aged male of the beholder's race. His lips conceal a wolf's canines. He wears furs and carries a spear and long bow. Beholders are afraid; they hear the distant howling of wolves and smell horse sweat.
Alignment: Chaotic Neutral.
Aura Colour: Crimson.
Symbol: Wolf, longbow.
Patron: Hedge mages, paladins.
Demigod: Were-Wolf (in were form).

The God of Beasts represents the vigour of the wild beast, the hunt and the chase, and the call of the Moon. His Priests are simply required to never refuse a challenge to combat. They do not worship within temples like priests of other religions but, instead, meet in holy places to pray – often in the heart of a rich hunting forest or at the site of an ancient battle.

2,5,1,11) GOD OF DEATH

Aspects: Death, judgement, retribution.
Names: Mandos, Hel, Pluto.
Depiction: He appears as a blanched skeleton dressed in a black cowled robe. His eyes glow with bright blue flames. He sometimes carries a scythe, at other times weighing scales. Beholders are afraid; they feel icy cold and their breath steams.

Alignment: Lawful Neutral.
Aura Colour: Silver.
Symbol: Skull, rat.
Demigod: Ghost.

The God of Death rules the Spirit World. He sits in judgement of the souls of the dead when they enter his halls. His priests are called Clerics. They are expected to:

- slay any undead that they encounter, for the dead should be at rest, or to report to the nearest Temple of the Dead if they encounter undead too powerful to slay;
- bury or burn the corpses of any dead that they find;
- report to the Temple of the Dead when they enter a settlement;
- obey the orders of senior Clerics.

A Temple of the Dead will be found in almost every town and city. They are large domed buildings made of whitewashed stone. Apart from living quarters for Clerics, they contain chambers where the dead lie in state. Grieving relatives pay Clerics to oversee the burial of their dead.

Clerics wear a bone amulet shaped like a skull on a leather thong around their neck. When within their temples, they additionally wear a simple habit of grey cloth.

2,5,1,12) GOD OF DARKNESS

Aspects: Darkness, fear, hatred, power.
Names: Melkor, Mars.
Depiction: He appears as a black void. Beholders see nothing within the darkness, yet have a sense of perceiving something moving within it. They are utterly terrified.
Alignment: Lawful Evil.
Aura Colour: Black.
Symbol: Bat.
Patron: Bone elves, orcs, goblins, warlocks, liches.
Demigod: Giant Vampire Bat.

The God of Darkness is the most senior of the evil gods. He ruled alone in the black void long before Creation occurred. His priests are known as Moths (and his Apostles are called Grand Moths) and they are required to:

- accumulate power for their God;
- strive against the forces of good;
- obey the orders of more senior Moths.

Dark Temples are invariably hidden structures. Often, they take the form of an underground catacomb. Those who know the right path through the labyrinth will find several large chambers, ornamented with carvings depicting the god's symbols and victories, in which the Moths worship.

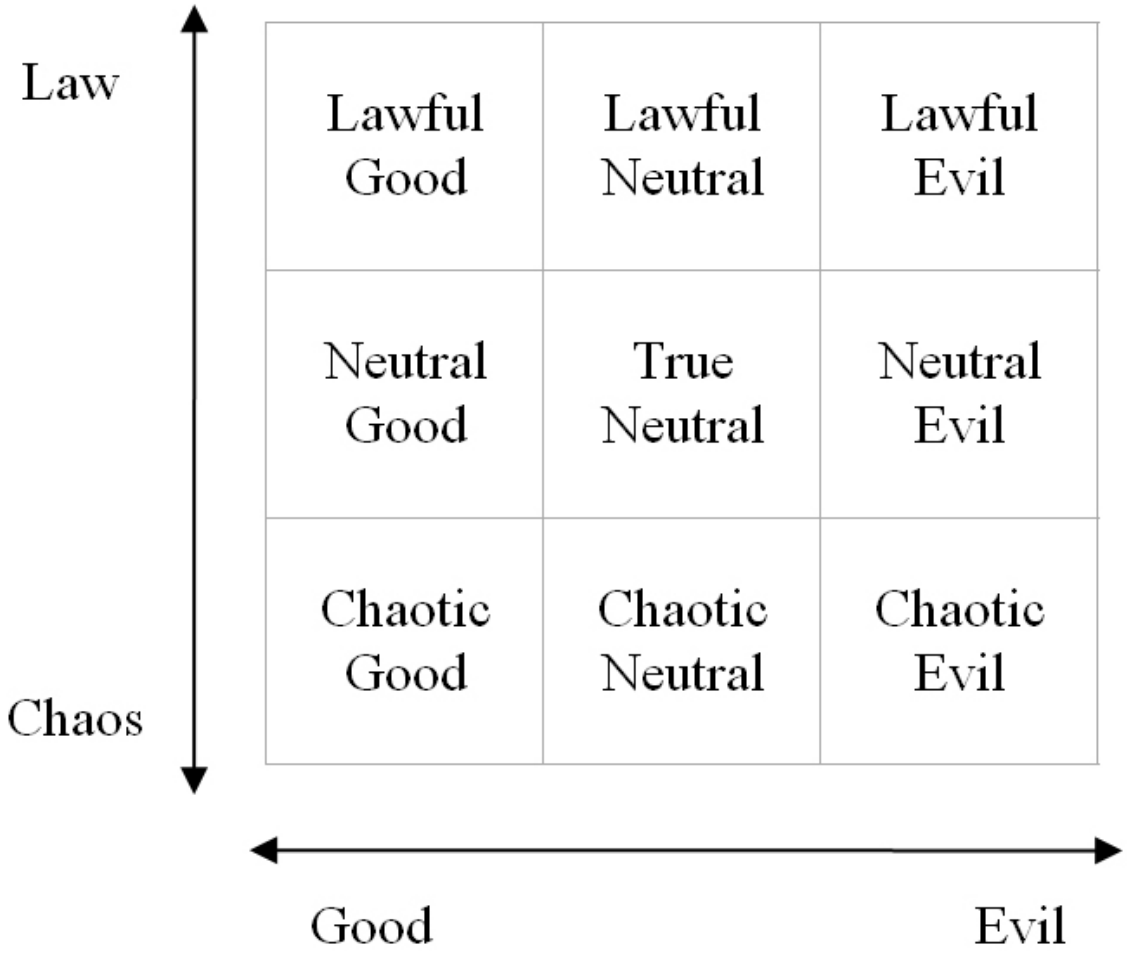
Moths wear an amulet of lead shaped like a bat around their necks. They wear heavy black cowled robes when within their temples.

2,5,2) ALIGNMENT

Alignment gives a crude but effective way of categorising each god's outlook. It gives an indication of how each god:

- believes that the world should be structured;
- is likely to behave;
- wants its worshippers to behave;
- and so on…

The available alignments can be arranged on a graph with two axes – one representing the spectrum between good and evil, the other the spectrum between order (i.e. lawfulness) and chaos:



Good gods believe in altruism and respect for others.

Evil gods believe in furthering their own aims, regardless of the cost to others.

Lawful gods believe that the benefits of order outweigh those of freedom. They believe in honour, trustworthiness, authority and justice. They can also be judgemental and stubbornly enforce tradition when there is need for change.

Chaotic gods believe that the benefits of freedom outweigh those of order. They believe in creativity and adaptation. They can also be fickle, irresponsible and arbitrary in their actions.

Neutrality either implies a belief that a balance must be struck between good and evil and law and chaos, or a lack of concern with such issues.

3) LOSS OF DEVOTION

Sustaining a fervent devotion to a god takes effort. What happens if this effort is not made?

3,1) GRADUAL LOSS OF FAITH

The GM should reduce a priest's Devotion skill bonus if his actions over a sustained period are inconsistent with his god's aims. The "sustained period" caveat allows for occasional deviations – priests are only human (or elf, dwarf, etc.) and will make errors of judgement which gods are willing to overlook.

When the GM feels that a Player Character priest is losing his faith, he should give a warning. Perhaps the priest will receive a vision from the god indicating its displeasure. If the warning is ignored, then a reduction in Devotion skill should follow.

If this reduction does not direct the priest onto the right path, and he continues to display a lack of interest in working for his god, then further warnings and larger reductions in Devotion skill should follow.

Such reductions in Devotion are not irreversible. If the priest regains his fervour and starts accomplishing quests for his god, then his Devotion skill may increase again.

Eventually, the priest may have his Devotion skill reduced to zero. At this point he is excommunicated.

3,2) EXCOMMUNICATION

If a priest has his Devotion skill reduced to zero, then he has been excommunicated – he is disowned by his god and will no longer be able to use magic prayers. The excommunicated priest will also find himself unable to enter the god's temples and blessed places, or to touch people and items that the god has blessed. The priest will not be able to develop a Devotion skill for this god again (except in the most exceptional circumstances).

Excommunication can occur via the Excommunicate prayer or through a gradual loss of faith, as discussed in the previous section. However, the god can also become so enraged by a priest's behaviour that he excommunicates the priest directly, without warning. This would only occur following the most heretical behaviour.

A priest that has been excommunicated may later become a priest of another god. However, his new Devotion skill bonus will never be able to exceed 15. Each time that he is excommunicated again, his maximum Devotion skill bonus will be reduced by a further 5 points. After four excommunications, the character will be unable to have a Devotion skill – no god will answer his prayers again.

4) CONFLICT BETWEEN PROFANE AND PIOUS MAGIC

Characters are able to use both spells and prayers. However, eventually, each character must make a choice between excelling at profane or pious magic. It is impossible to dedicate oneself to the service of a god and also to the study of Magicka, so as to become both a powerful priest and a master magician.

Consequently, the sum of a character's Devotion skill bonus and his highest spell-casting skill bonus cannot exceed 30. Once this limit is reached, a character can only increase one skill if he first decreases the other. (Remember that reducing the highest spell-casting skill bonus will also reduce a character's Magicka skill.)

CHAPTER 6
OPTIONAL RACES

The following chapter provides rules for three optional races for Player Characters – the Troll, the Dragon-Newt and the Icthoid. These races are physiologically different to the standard PC races or are inherently magical in nature. Consequently, they tend to be more complicated to role-play and the GM may wish to allow them as Non Player Characters races only.

1) ROLLING FOR RACE

If the GM allows players to have characters of the optional races, use the following table to randomly choose a PC's race:

1st 1d20	2nd 1d20	RACE
1 to 11	1 to 8	Human
	9 to 12	Wood Elf
	13 to 16	Dwarf
	17 to 20	Halfling
12 to 17	1 to 8	Orc
	9 to 15	Goblin
	16 to 20	Bone Elf
18 to 20	1 to 4	Half-Elf
	5 to 8	Half-Orc
	9 to 12	Troll
	13 to 16	Dragon-Newt
	17 to 20	Icthoid

2) THE TROLL

Trolls are large humanoids made of rock. Standing three metres high and weighing as much as two tonnes, Trolls have great strength and make fearsome warriors. Their stony hide gives them great protection from the blows of weapons, more than compensating for their relatively slow and stiff-limbed movements.

The fact that they are made of rock which is cold to the touch, yet fluid enough in places for them to move their joints and limbs, marks them out as being highly magical creatures. Their race is believed to have been created originally by some arcane magical ritual involving golems (see *The Bestiary*), but nobody knows for sure. Trolls certainly do not know much about their origins as a species but, then, Trolls often know very little about many things, generally being fairly dense intellectually as well as physically. There are male and female Trolls, but no non-Troll has yet worked out how to tell the genders apart.

Each Troll appears to be powered by magical energy stored in a large diamond deep within the head that acts as its brain. The magical energy emanated by this diamond brain somehow animates the Troll's body, heating the rocky core so that it is molten and fluid, while the outer layers of the Troll cool into solid plates which act as skin and provide rigidity for locomotion. Apart from enabling a Troll to move its limbs, this molten nature bestows incredible regenerative powers. Whenever a Troll sustains an injury, dull red viscous larva oozes from the wound, quickly cooling, solidifying, sealing and healing the damage.

Trolls sense the world via magical energy too, having only deep cracked pits on their heads where one would expect to find eyes, ears and mouth. Trolls cannot smell or taste, but their senses of hearing and touch are as good as those of Humans. Likewise, they have excellent vision but they see in the infra-red spectrum rather than the visible.

Trolls generally live in natural caves or tunnels of their own construction. They are often nocturnal since sunlight disrupts the magic that powers Trolls and can paralyse them completely.

As might be expected of a creature made from rock, Trolls are immune to the effects of poison and disease, and need no air to breathe. They neither tire after vigorous physical activity nor die of old age. They do, however, need food –Trolls eat precious stones, a fact that often renders them unpopular with others.

While not inherently aggressive, their lack of intelligence means that they often use their size and brawn to win arguments. Fighting easily becomes a good way of life for a Troll and many can be found working as bodyguards for the rich and ruthless or in the armies of evil megalomaniacs. A Troll generally has few career paths to follow other than that of a warrior – Trolls are very poor at academic study and find spell-craft particularly hard.

PHYSICAL DESCRIPTION	Large humanoid made of basalt.
HEIGHT (cm)	[10x(ST-25)]+200 (e.g. a Troll with a strength stat of 35 will be 300 cm high)
WEIGHT (kg)	Height x 7 (note that this weight may not be supported by some weak floors)
FAVOURED HAND	Always ambidextrous.
TYPICAL DAILY SLEEP (hours)	Zero
NATURAL LIFESPAN (years)	Immortal. Trolls' bodies do not age. Parts that have not been regenerated recently will weather and accumulate lichens over time, however. It is believed that there are species of lichen which only grow on Trolls.
STARTING AGE (years)	Unknown.
SPECIAL ABILITIES	Infravision. Immortal. Large size (all other PC races are Medium). Armour Combination 11 on all body locations due to rocky flesh. Rocky composition and great strength deliver potent bash attacks with fists. Ability to regenerate wounds. Trolls do not become fatigued. Potential paralysis in sunlight.

Because of their bizarre physiology, markedly different from the standard "flesh and bone" PC races, role-playing Trolls may present some challenges. Their nocturnal nature can make interacting with PCs of other races problematic. Likewise, a Troll's great height and weight may prevent it from following other PCs into confined spaces or into the upper storeys of timber-framed buildings, whose wooden floors may not be strong enough to support a Troll's bulk.

2,1) TROLLS IN COMBAT

As mentioned previously, Trolls are large humanoids made of rock. Magical energy stored in a large diamond – the Troll's brain – heats and melts the Troll's insides into a viscous molten larva, while the outer layers of the Troll cool into solid plates which act as skin. This combination of molten core and solid exoskeleton enables a Troll to flex its jointed limbs and heal and regenerate wounds.

Because of their rocky composition and innate magical regeneration, some of the rules for combat are slightly different for Trolls in comparison to the other PC races.

2,1,1) NATURAL ARMOUR

While the standard PC races are Armour Combination 0 by default, Trolls are naturally AC 11 on all locations because of their rocky flesh. Note that this natural armour does not encumber the Troll in any way. Trolls have no need for artificial armour – it would add little extra protection and might impede mobility and the regeneration of wounds.

2,1,2) NATURAL ATTACKS

Trolls often attack by hitting opponents with their rocky fists with a Bash attack skill. Because of their strength and weight, these attacks have an Attack Damage Bonus (ADB) equal to one third of the Troll's Strength stat, i.e. ST/3 (round fractions <0.5 down and ≥0.5 up).

ATTACK NAME	F	mST	DAMAGE TYPE	ADB	SPEED (secs)
Bash	5	0	Crush	ST/3	3

The rigidity of Trolls' stiff bodies prevents them from making other types of unarmed combat attacks (e.g. kicks, holds, throws or grapples) any better than other PC races.

2,1,3) FAVOURED WEAPONRY

Trolls' high ST stats make it easy for them to wield normal two-handed weapons with only one hand. See the *Using Two-Handed Weapons with One Hand* section of the *Combat* chapter.

However, the large size of their hands and fingers makes it very hard – if not impossible – for them to use other normal weaponry effectively.

Large chains are often used by Trolls, in the manner of one-handed whips:

NAME	F	mST	ADB	DAMAGE TYPE	SPEED (secs)	WEIGHT (kgs)	LENGTH (metres)	COST
Chain, Large Fighting	20	25	10	Crush	4	25	5.0	10 gp

2,1,3,1) THROWING LARGE ROCKS

The only ranged attack that most Trolls are able to make is to throw rocks (their great rocky fingers are too fat to manipulate standard thrown or missile weapons properly):

NAME	F	mST	ADB	DAMAGE TYPE	SPEED (secs)	MAX RANGE (metres)	WEIGHT (kgs)	LENGTH (metres)	SIZED LIKE
Rock, Large	5	25	10	Crush	2	ST	10	0.3	Basketball
Rock, Huge		40	20				100	0.6	Microwave

E.g. a Troll with ST=35 can hit targets up to 35 metres away with a large rock.

Note that, unless a character specifically develops a skill at throwing rocks, an attack bonus equal to AG/4 should be used.

(Statistics for huge rocks – too large even for strong Trolls to throw effectively – are provided only for the GM's reference.)

2,1,4) FATIGUE

Trolls do not tire after vigorous physical activity. Consequently, Fatigue Penalties are not applied to them.

2,1,5) DAMAGE TO TROLLS

Trolls have amazing powers of regeneration. Almost any physical damage to a Troll can be repaired by magically molten rock oozing out from the wound, quickly solidifying so as to heal it.

2,1,5,1) REGENERATION OF HIT POINTS

Like other creatures, Trolls lose Hit Points when struck by attacks. In addition, they suffer Hit Point Loss Penalties (e.g. -3 to Resistance Penalty after losing 75% of HIPs) and fall unconscious if reduced to zero HIPs or below.

Unlike all other PC races, however, wounds to their rocky bodies cannot be healed by spells from the Healing discipline. Fortunately, each Troll regenerates lost Hit Points at a rate of one every minute. This regeneration occurs continuously, only stopping when the Troll's current HIP total has been restored to maximum or when the Troll is exposed to sunlight. The moment that it is no longer exposed to sunlight, a Troll will begin to regenerate lost HIPs again.

The Elemental Earth and Fire spell called Heal Elemental can also be used to restore lost HIPs to a Troll.

2,1,5,2) REGENERATION OF INJURIES

Since a Troll lacks blood and soft tissues, it cannot bleed (i.e. take recurring HIP loss every second) or suffer muscle, nerve or organ damage as a result of an Injury. Should an Injury description indicate that these kinds of harm have occurred to a Troll, they should be ignored along with any associated Injury Penalty. E.g. an Injury result of "Severe muscle damage, -8 Injury Penalty, limb useless, bleeding at 1 HIP/sec" will not affect a Troll at all, since it lacks muscles and blood. Likewise, a result of "Extensive third degree frostbite destroying internal organs, instant death" will not affect a Troll because it lacks internal organs. (Other creatures are similarly immune to these types of damage, e.g. Golems, Zombies; see the *Injuries* section of *The Bestiary* and the description of "No Soft".)

However, a Troll has rigid body parts which can be treated similarly to bones, so it should suffer any Injury Penalty that results from a fracture, the loss of a limb, etc. E.g. an Injury result of "Fracture, -5 Injury Penalty" can be applied to a Troll – perhaps some of its stiff rock carapace has been broken and it now finds it harder to move that leg.

Likewise, if an Injury causes a Troll to lose a limb, then it will be unable to move normally and should suffer a suitable Injury Penalty. E.g. an Injury result says "Limb mashed to pulp from below elbow, -10 Injury Penalty, bleeding at 3 HIPs/sec", this can be read as meaning that the Troll has had its forearm destroyed, and the -10 Injury Penalty should be applied to the Troll's Resistance Penalty (the bleeding can be ignored).

Like lost HIPs, Trolls are also able to regenerate the damage caused by Injuries (when not exposed to sunlight). Instead of increasing its current HIP total, a Troll may use 10 regained HIPs to fully regenerate the damage caused by an A severity Injury, 20 to fully regenerate a B severity Injury, 30 for a C Injury and so on. Trolls can regenerate the damage caused by extensive Injuries in this way. Even whole new body parts can be regenerated.

The Elemental Earth and Fire spell called Heal Elemental can also be used to restore the damage caused by Injuries to a Troll. As with the Troll's natural regeneration process, 10 HIPs restored by the spell can instead be used to regenerate the damage caused by an A severity Injury, 20 for a B severity Injury, etc.

2,1,5,3) REGENERATION OF A WHOLE NEW BODY

A Troll's regenerative powers are so great that, even if its brain diamond is removed from its body, it will start to extrude new rock so as to produce a whole new body, given enough time in darkness. The duration of such a total regeneration is equal to that required to regenerate six I severity Injuries (one for each limb, one for the torso and one for the head), i.e. 9 hours (6x90=540 minutes).

2,1,5,4) HOW TO SLAY A TROLL

Unlike most other creatures, reducing a Troll's HIP total to –CO does not result in death. The unconscious Troll will stubbornly refuse to die and will continue to regenerate, slowly regaining lost HIPs and consciousness again.

There are only two ways to kill a Troll. First, is to destroy its brain diamond. However, the strikes of few weapons are likely to be able to deliver enough power to shatter a diamond. (The loss of ST Hit Points from a single attack against the diamond would be required, where ST is the Troll's Strength stat. Remember that, although unable to dodge the attack, a diamond would be Armour Combination 11.) Something more akin to the crushing power of very many tonnes of rock in a cave-in or rock-fall would generally be required.

The more commonly used method of slaying a Troll is to expose its brain diamond to sunlight. Any Injury inflicted upon the Troll whose description indicates the destruction of the head or brain should be classed as having caused the Troll's rocky skull to have cracked enough to partially or fully expose the diamond. If the Troll is exposed to sunlight at this time, then the diamond will also be exposed to sunlight. The Troll will die if its brain diamond is exposed to sunlight for longer than SD minutes. (Remember that, if the Troll is in sunlight, it will not be able to regenerate the damage of the Injury and shield its brain diamond with newly extruded rock. If the Troll is in darkness when its head is cracked open, it may regenerate the Injury as normal.)

Why are Trolls' brains vulnerable to sunlight? It is thought by some scholars that the rays somehow disrupt the operation of the brain and that, if the exposure to sunlight is sustained for long enough, all traces of the Troll's soul are effectively wiped clean from the diamond.

The GM should note that the exact methods by which a Troll can be slain are not necessarily common knowledge. A high level of Zoology skill or a lesser amount of Golem Lore skill may reveal this type of knowledge.

As an aside, the brain diamond of a dead Troll is typically worth 100xST gold pieces.

2,1,5,5) LARGE CREATURE INJURY ROLL TABLE

Remember that Trolls are large creatures so Injuries inflicted upon them are rolled on the Large Creature Injury Roll Table.

2,2) TROLLS AND SUNLIGHT

In addition to causing a Troll's natural regeneration of damage to cease, exposure to sunlight can also cause a Troll to lose consciousness and become paralysed.

2,2,1) THE EXPOSURE ROLL

At the end of each hour of exposure to sunlight, a Troll must make an Exposure Roll. This consists of a SD stat roll versus the cumulative number of hours of full or partial exposure to sunlight that it has endured so far this day. (Note that the Troll's SD stat will be reduced by his Resistance Penalty, if he has one.) If the Exposure Roll is:

- a 20, then the Troll is not affected by exposure to sunlight for the rest of the day, i.e. it need make no further Exposure Rolls until tomorrow.
- passed (and <20), then the Troll is unaffected by today's sunlight so far. It must continue to make an Exposure Roll after each further hour of exposure.
- failed (and >1), then the Troll loses a number of HIPs equal to its MA stat multiplied by the difficulty factor of the Exposure Roll (i.e. the number of hours of exposure to sunlight that the Troll has endured that day). It must continue to make an Exposure Roll after each further hour of exposure.
- a 1 (an automatic fumble), then the Troll loses all of its remaining HIPs.

E.g. Rocky the Troll is enjoying himself far too much to hide in his cave at dawn, and continues partying with his friends. After the first hour of exposure to sunlight has elapsed, his player must make an Exposure Roll versus 1. Rocky's SD stat is 9 so his player needs to score ≥2=(1+10-9). He throws a 14, allowing Rocky to continue to party for another hour. After the second hour of exposure to sunlight, his player must make another Exposure Roll, versus 2 this time. Now he needs to score ≥3=(2+10-9). His player throws a 1 – a fumble! Rocky howls with pain as he suddenly loses all of his HIPs.

2,2,2) UNCONSCIOUSNESS AND PARALYSIS

Once a Troll's HIP total reaches zero or less, it is immediately rendered unconscious and paralysed – often frozen rigid in mid-stride like a statue.

2,2,2,1) THE WAKING ROLL

A Troll can only wake, regaining consciousness and mobility, by passing a Waking Roll, i.e. a SD stat roll versus the Troll's own MA stat. By default, a Waking Roll can be attempted once every day (i.e. each 24 hours), but a roll may also be made whenever the Troll sustains damage (i.e. loses HIPs or suffers an Injury). If a Waking Roll is:

- a 20, then the Troll awakes. If it wakes with zero or fewer HIPs, it will only remain conscious and mobile for SD minutes before entering unconsciousness and paralysis again.
- passed (and <20), then the Troll awakes. If it wakes with zero or fewer HIPs, it will only remain conscious and mobile for SD seconds before entering unconsciousness and paralysis again.
- failed (and >1), then the Troll remains unconscious and paralysed.

- a 1 (an automatic fumble), then the Troll remains unconscious and paralysed. It cannot make another Waking Roll until it next sustains damage (i.e. the default daily Waking Roll is not allowed). Consequently, the unfortunate Troll may remain paralysed for a long time, slowly gathering moss.

E.g. having fumbled an Exposure Roll and lost all of his HIPs, Rocky the Troll is unconscious and paralysed. Although still day time, his player decides to make a Waking Roll. Rocky's SD stat is 9 and his MA stat is 4, so his player needs to score ≥5=(4+10-9). His player throws a 12 – a pass. Rocky wakes and is conscious and mobile again – but for only 9 brief seconds. He lunges towards his cave but fails to get fully out of the sunlight before he freezes again. The player must wait another 24 hours before trying another Waking Roll, unless Rocky is attacked in the mean time. Fortunately, Rocky will regenerate his lost HIPs during the intervening hours of darkness so, if he passes the next Waking Roll too, he will be able to stay awake.

2,2,3) THE DEFINITION OF EXPOSURE

For these purposes, exposure to sunlight is defined as the presence of any sunlight in the Troll's proximity. The presence of scattered or reflected sunlight counts as exposure, so a Troll cannot avoid sunlight by simply stepping into a shadow. In order to avoid exposure to sunlight, a Troll must enter an area of total darkness and wait for nightfall.

2,2,4) OTHER TYPES OF LIGHT

Trolls are not adversely affected by exposure to moon, star or fire light, or light generated magically. Only exposure to natural sunlight seems to be able to force them into paralysis.

2,3) MISCELLANY

2,3,1) SENSES

Trolls sense the world via their magical energy. They are able to see as far as a Human might in sunlight, but they use the infra-red spectrum (infravision) and are consequently able to see in total darkness. Their senses of hearing and touch are also as effective as those of Humans. However, Trolls have no sense of smell or taste.

2,3,2) BREATHING

Trolls do not need to breath. This and their density mean that they tend to wade rather than swim.

2,3,3) FOOD

Trolls require food. A Troll must eat precious stones (crystals, gems and the like) equivalent to a value of one gold piece per day or starve (see the *Damage from Starvation and Sleep Deprivation* section in the *Combat* chapter). Note though that this isn't a daily requirement – a gem worth X gold pieces will sate a Troll's hunger completely for the subsequent X days. E.g. if a Troll eats a ruby worth 70 gp, it need not eat again for 70 days. Trolls have an uncanny ability to recognise the types of earth and rock that naturally contain precious stones.

2,3,4) SLEEP

Trolls do not sleep naturally. The closest they get to slumber is being rendered unconscious by loss of HIPs.

2,4) TROLL CHARACTER GENERATION

The process outlined in the *Character Generation* chapter is mirrored here for Troll PCs.

2,4,1) ROLLING OUT STATS

Players of Troll PCs should follow this procedure:

1. Roll 1d10 six times and discard the lowest result.
2. Allocate the remaining five results to the BE, CO, LU, SD and ST stats in whichever order is preferred.
3. Roll 1d5 five times and discard the lowest result.
4. Allocate the remaining four results to the AG, CH, IN and MA stats in whichever order is preferred.
5. Add the following bonuses to the stats:

RACE	AG	BE	CH	CO	IN	LU	MA	SD	ST
Troll	+2	+6	+2	+10	+2	+6	+2	+10	+25

Players of Trolls should remember that having a high SD and a low MA helps a Troll to resist the detrimental effects of exposure to sunlight.

The following table gives the averages for each statistic for Trolls:

RACE	AG	BE	CH	CO	IN	LU	MA	SD	ST
Troll	5	11	5	15	5	11	5	15	30

2,4,2) BIRTH SIGNS

Trolls do not gain powers from their birth signs.

2,4,3) SKILLS

Follow the rules in the *Character Generation* chapter for the normal races to determine initial skill bonuses.

2,4,4) STATUS

Troll society, such as it is, is not divided by status. All Trolls have an effective Status Rank of 2.

2,4,4,1) EFFECT OF RACE AND STATUS ON SKILLS

The following table shows the racial skill bonuses for Trolls. If the table gives:

- a modifier for a skill, i.e. a value with a plus (+) or minus (-) sign, then the player should add the modifier to the skill's current bonus to get a new skill bonus. (If the skill has not been listed already, the player will need to first calculate its initial bonus, which is one-quarter of the relevant stat for that skill.)
- an absolute value for that skill, i.e. a value without a plus or minus sign, then the player should simply record this absolute value as his initial bonus for that skill.

SKILL	STATUS RANK=2	NOTES
Golem Lore	+3	Concerning Trolls only.
Geography for area where raised	+3	
Language – Spoken/Heard Common	9	
Language – Read/Written Common	0	
Language – Spoken/Heard Trollish	15	Trollish is very hard for other races to speak properly (those without stone innards can't make the necessary rumblings). Consequently, other races cannot develop a Trollish Language skill bonus to >6.
Language – Read/Written Trollish	0	Trollish is never written down, at least by Trolls.

SKILL	STATUS RANK=2	NOTES
Attack – Bash	+3	
Attack – Two-Handed Clubs/Cudgels/Maces	+3	
Attack – Throw Rock	+1	
Mining	+8	
Stone Working	+3	
Stealth	-5	Trolls are not stealthy – the grating and creaking of rubbing stone surfaces can be heard whenever they move.
Swimming	-∞	Trolls do not swim. They sink and wade.

2,4,5) CALLING

Follow the rules in the *Character Generation* chapter for the normal races.

2,4,5,1) RACIAL RESTRICTIONS ON CALLINGS

All Trolls are of the Fighter calling.

2,4,5,2) EFFECT OF CALLING ON SKILLS

Follow the rules in the *Character Generation* chapter for the normal races.

2,4,5,3) LIMITS ON NUMBERS OF ATTACK SKILLS

Apply the limits for Fighters in the *Character Development* chapter.

2,4,5,4) DEVELOPMENT ROLL MODIFIERS FOR SPELL-CASTING SKILLS

Each player should record the DRMs shown here for their character's spell-casting skills on their Character Sheet:

RACE	SPELL-CASTING SKILL			
	COMBAT	ELEMENTAL EARTH & FIRE	ELEMENTAL WIND & WAVE	OTHERS
Troll	-10	-3	-20	-15

2,4,5,5) LIMITS ON NUMBERS OF SPELL-CASTING SKILLS

Apply the limits for Fighters in the *Character Development* chapter.

2,4,5,6) STARTING SPELLS

Some Trolls may start the game having memorised a number of spells:

MA STAT	NUMBER OF SPELLS
≤4	0
5	1
6	2
≥7	3

Spells must be chosen consecutively from the Elemental Earth and Fire discipline, starting with the 1st level spell.

2,4,5,7) STARTING SPELL-CASTING SKILL BONUSES

A Troll PC starts the game with an Elemental Earth and Fire Spell-Casting skill bonus equal to the highest level of spell it has memorised in that discipline (if no spells are known, this bonus is zero). Its bonuses in all other spell-casting skills start at zero.

2,4,6) PERSONALISATION OF SKILLS

Follow the rules in the *Character Generation* chapter for the normal races.

2,4,7) SECONDARY STATISTICS

Follow the rules in the *Character Generation* chapter for the normal races.

2,4,8) BACKGROUND

Follow the rules in the *Character Generation* chapter for the normal races.

2,4,8,1) STARTING WEALTH AND POSSESSIONS

At the GM's discretion, Troll characters start the game owning a number of gold pieces equal to their Luck stat, which their players may use to buy initial equipment. If a Troll PC starts the game having memorised some spells, he will also start the game with a free spell-book in amongst his possessions, in which these spells are transcribed (unless the GM deems otherwise!). Finally, each Troll PC starts the game owning a single gem stone (tasty food for a hungry Troll) worth an amount of gold pieces equal to (LUx1d10)+10.

3) THE DRAGON-NEWT

A Dragon-Newt is the initial stage of the life-cycle of a Drake. As described in *The Bestiary*, Drakes (also known as Dragons) are huge reptilian monsters. They have lizard-like heads with horns and sharp teeth, elongated necks and bodies, long prehensile tails, and four legs ending in taloned feet. In addition, many Drakes have a huge pair of wings on their shoulders, with which they can fly at speed.

Drakes come in five sub-species, each associated with a particular element – earth, fire, ice, lightning or water. They are hermaphroditic, i.e. they are of a single sex. A Drake will lay a single egg once every decade or so, in some remote location as befits its sub-species, e.g. a Cave Drake will lay its egg in some deep cavern, a Storm Drake will nest on some vertiginous cliff top, while a Water Drake may nest at the bottom of a deep lake. The egg is then abandoned by its parent, and hatches after a year or so.

The Dragon-Newt that emerges from the egg is rather different to the parent Drake. Regardless of their sub-species, newly hatched Newts look like slender reptilian humanoids of about the same height as Halflings. They stand vertically on their toes – the heels of their elongated feet raised above the ground as a second knee, in the fashion of birds. They have scaly hairless skins, clawed hands and feet, twitching tails (these are not prehensile enough to be used as a limb for carrying, but aid balance and can be used to swipe opponents) and are carnivorous (eating only meat – preferably raw and, better still, rotting).

The other visual characteristics of Dragon-Newts reflect their sub-species. Those of the Fire Drake lineage have flame red scales, a pair of very short horns above their brows and two wing stumps on their shoulders (which will later develop into proper wings). Those of the Ice and Storm Drake types look similar, but are icy white and electric blue in colour, respectively. Newts hatched from Water Drake eggs have aquamarine scales and lack wing stumps. Those of the Cave Drake kind also lack wings but have a second pair of short horns below their bottom jaw, and black scales.

Although Dragon-Newts invariably hatch into the world alone, they are not defenceless. First of all, a Newt is born with vestigial memories from its parent. Consequently, unlike a normal baby, the Newt is able to co-ordinate its movements, speak, read and write, and somehow remember fragments of skills that its parent developed. Although the Newt's memory is never bestowed with recollections of its parent's experiences, it does retain a kind of general racial memory: enough to know that it is a Dragon-Newt and that it is destined to grow into a Drake; and enough about the history and ways of the world to give it a grasp of politics and general knowledge comparable to that of many educated Humans.

Dragon-Newts usually mix uneasily with other races. They are often persecuted because everyone fears Drakes, even Newts themselves! Consequently, they tend to seek acceptance and protection within a band of tolerant comrades, or become loners.

How does a Dragon-Newt grow into a Drake? This process happens in discreet stages, called instars. Having just hatched, a Newt is in its first instar. In time, it will undergo three metamorphoses, during which its body will grow in size somewhat and its mind will develop further, although its physical characteristics remain largely unchanged. A fourth instar Newt will eventually undergo a fourth and final metamorphosis, during which its body is radically transformed in size and shape – the Newt awaking as a young Drake.

The scale used to measure the timings of a Dragon-Newt's metamorphoses is its Pain Tolerance skill. The first metamorphosis, from first to second instar, occurs when a Newt's Pain Tolerance skill bonus reaches 11. This skill bonus will not increase any further until the Newt has undergone its metamorphosis. When ready, the Newt allows itself to fall into a deep sleep, from which it cannot be aroused until the metamorphosis is complete. Over the next 11 hours, the Newt's body grows physically; in addition, it subconsciously reorders its inherited racial memory such that, when it next awakes, it will have grown mentally also. When the 11 hours are complete, the Newt awakes into its second instar. At this point, a Dragon-Newt character's player should increase his PC's stats according to the rules outlined in the *Instar Stat Increases* section below. He must then recalculate his PC's skill bonuses (see *The Effects of Changing Stats* section of the *Character Development* chapter).

Subsequent metamorphoses occur when the Dragon-Newt's Pain Tolerance skill reaches 15, 18 and 20. The same metamorphosis process occurs, but note that the number of hours of sleep required for each metamorphosis matches the Newt's current Pain Tolerance skill bonus. Consequently, the final metamorphosis, which results in a fourth instar Dragon-Newt becoming a young Drake, requires 20 hours of slumber.

GMs and players should note that it may be virtually impossible for a player to role-play his Dragon-Newt character once it has become a Drake, and this should be strongly discouraged. A Drake's size and terrifying nature would make it very problematic for such a PC to interact in most campaigns. However, Pain Tolerance skill develops slowly and it should take a substantial period of time for a Newt to pass through the instars and develop into a full Drake. Additionally, even once a Newt's Pain Tolerance reaches 20, the Newt is not obliged to undergo the final metamorphosis; it will just be unable to increase its Pain Tolerance further without becoming a Drake.

PHYSICAL DESCRIPTION	Reptilian humanoid with tail (tail length equal to Height). • Earth – black scales, two pairs of short horns framing face. • Fire – red scales, wing stubs, single pair of short horns. • Ice – white scales, wing stubs, single pair of short horns. • Storm – blue scales, wing stubs. • Water – aquamarine scales, single pair of short horns.

HEIGHT (cm)	• Earth – 1d20+110. • Fire – 1d20+100. • Ice – 1d20+100. • Storm – 1d20+100. • Water –1d20+120.
WEIGHT (kg)	(Height / 2.6) + 1d20
FAVOURED HAND	Always right-handed.
TYPICAL DAILY SLEEP (hours)	10
NATURAL LIFESPAN (years)	Immortal.
STARTING AGE (years)	1d2
SPECIAL ABILITIES	Common: • Infravision; can see infrared spectrum to 15 metres in total darkness. • Excellent sense of smell; +3 to Observation skill for olfactory Observation rolls. • Immortal. • Immune to non-magical disease. • Armour Combination 1 (or 2 at 3rd instar) on all body locations because of tough scales. • May use claws, bite and tail to attack. By sub-species: • Earth – immune to acid and gas attacks. • Fire – immune to heat and fire attacks. • Ice – immune to cold and ice attacks. • Storm – immune to electrical attacks. • Water – immune to steam and heat attacks; can breathe, and is unaffected by pressure or cold, when underwater. • Immune to Drake's Blood poison of own sub-species.

3,1) DRAGON-NEWTS IN COMBAT

Like Trolls, Dragon-Newts have natural armour and enhanced possibilities for unarmed combat in comparison to the standard PC races.

3,1,1) NATURAL ARMOUR

While the standard PC races are Armour Combination 0 by default, Dragon-Newts of the first and second instars are naturally AC 1 on all locations because of their scaly hide. Once a Newt reaches its third instar, this natural armour toughens to AC 2. Note that this natural armour does not encumber the Newt in any way. In addition, Newts have no need to wear soft leather armour as padding under heavier types of armour.

3,1,2) NATURAL ATTACKS

Dragon-Newts often attack with their teeth or claws, with Bite and Claw attack skills. Alternatively, they may bash opponents by swiping at them with their tails, via Tail Bash skill.

If these attacks are employed simultaneously, then penalties apply – see the *Making Simultaneous Attacks* section of the *Actions* chapter. If two simultaneous attacks are made, e.g. attacking with both claws, then the standard penalty is -2 to both attacks (plus any off-hand penalty). If two simultaneous claw attacks are combined with a bite, then -4 would be applied to all three attacks and, if a tail bash was also thrown in for good measure, then a -6 penalty would be applied to all four attacks.

ATTACK NAME	INSTAR	F	mST	DAMAGE TYPE	ADB	SPEED (secs)
Bite	1st	3	0	Slash	2	3
	2nd				3	
	3rd				4	
	4th				5	
Claw	1st	3	0	Slash	2	2
	2nd				3	
	3rd				4	
	4th				5	
Tail Bash	1st	4	0	Crush	2	3
	2nd				3	
	3rd				4	
	4th				5	

Because of their favoured diet of gamey meat, there is a 1 in 4 chance that any Injury from a Newt bite will lead to an infection with Wound Rot disease if a CO stat roll versus the disease's Potency Factor is failed (see the *Prices for Goods and Services* chapter).

3,1,3) FATIGUE

Although Drakes do not suffer from Fatigue Penalties, Dragon-Newts do.

3,1,4) DAMAGE TO DRAGON-NEWTS

Dragon-Newts have flesh, bones and blood and so lose Hit Points and suffer Injuries in the same way as members of the standard PC races do. Unlike Drakes, they can be healed via spells from the Healing discipline and herbs.

3,1,4,1) IMMUNITY TO NON-MAGIC WEAPONS

Dragon-Newts develop an increasing immunity to non-magic weapons as they pass through their instars:

INSTAR	IMMUNITY
1st	20 %
2nd	30 %
3rd	40 %
4th	50 %
Drake	100 %

A 1d100 roll should be made for each non-magic weapon attack that hits to see if it affects the Newt (attacks which are ineffective do not cause any damage and bounce off harmlessly).

3,1,4,2) POISONOUS BLOOD

Dragon-Newts have poisonous blood, the Potency Factor (see the *Prices for Goods and Services* chapter) of which increases as the Newt develops. If a bite from a creature delivers an Injury to a Dragon-Newt, the Newt's blood will act as venom and the creature must pass a CO stat roll versus the Potency Factor or instantly lose a number of Hit Points:

INSTAR	POTENCY FACTOR	HIPS LOST IF POISONED
1st	4	1d20+4
2nd	6	1d20+6
3rd	8	1d20+8
4th	10	1d20+10
Drake	20	3d20+40

3,2) MISCELLANY

3,2,1) SENSES

Dragon-Newts have excellent vision. In daylight, they see as well as Humans. In darkness, they utilise the infrared spectrum, sensing heat. In addition, they have an especially keen sense of smell, which helps pinpoint the location and path of opponents, rotting flesh, and so on.

3,2,2) IMMUNITIES

Dragon-Newts are vulnerable to poisons like the other PC races (except Trolls). They are, however, immune to the toxic effects of Newt and Drake's Blood of their own sub-species. Like Elves, they do not catch non-magical diseases – this enables them to safely digest even rotten meat without risk of infection.

3,2,3) FOOD

Dragon-Newts are carnivores and can only digest meat. They dislike the taste of cooked meat, preferring raw and, best of all, flesh which has started to putrefy. Like many reptiles, they like to gorge themselves rather than eating often. A meal of X kilograms of meat will sustain a Newt for X days; a Newt may fit up to CO/4 kgs in its stomach before being sated. However, the digestive process makes it drowsy. After eating X kgs of meat, a –X Resistance Penalty is applied to the Newt for the next X hours. E.g. if a Newt eats a 4 kg steak, it need not eat again for 4 days, but its Resistance Penalty will be increased by -4, penalising its skill and stat rolls while it sleepily digests its meal for the 4 hours after eating.

3,3) DRAGON-NEWT CHARACTER GENERATION

The process outlined in the *Character Generation* chapter is mirrored here for Dragon-Newt PCs.

3,3,1) DETERMINING SUB-SPECIES

The setting for the GM's campaign will generally dictate which sub-species of Dragon-Newt a PC belongs to – the GM is unlikely to allow an Ice Newt to join her desert scenario. Otherwise, the player should be allowed to choose.

3,3,2) ROLLING OUT STATS

Players of Dragon-Newt PCs should follow this procedure:

1. Roll 1d10 eleven times and discard the lowest two results.
2. Allocate the remaining nine results to the nine stats, in which ever order is preferred.
3. Add the following bonuses to the stats:

RACE	AG	BE	CH	CO	IN	LU	MA	SD	ST
Dragon-Newt	+3	+2	+2	+10	+3	+4	+10	+2	+3

3,3,3) INSTAR STAT INCREASES

When a Dragon-Newt reaches its second, third and fourth instars, its stats increase as follows:

INSTAR	AG	BE	CH	CO	IN	LU	MA	SD	ST
2nd	+1	+0	+1	+0	+1	+0	+0	+0	+1
3rd	+2	+0	+1	+0	+2	+0	+0	+0	+2
4th	+4	+0	+1	+0	+4	+0	+0	+0	+4

E.g. if a first instar Newt's AG is 8, on reaching the second instar, its AG becomes 9. On the third, its AG is 11 and, by the fourth, it is 15.

When a new instar is reached and the PC's stats change, the player must recalculate his PC's skill bonuses using the new stat values (see *The Effects of Changing Stats* section of the *Character Development* chapter).

The following table gives the averages for each statistic for Newts:

INSTAR	AG	BE	CH	CO	IN	LU	MA	SD	ST
1st	8	7	7	15	8	9	15	7	8
2nd	9	7	8	15	9	9	15	7	9
3rd	11	7	9	15	11	9	15	7	11
4th	15	7	10	15	15	9	15	7	15

3,3,3,1) INSTAR BULK INCREASES

A Dragon-Newt's bulk increases markedly at its second, third and fourth instars – each time during the metamorphic sleep it increases its height by 40 cm and its weight by 40 kgs.

3,3,4) BIRTH SIGNS

Dragon-Newts do not gain powers from their birth signs.

3,3,5) SKILLS

Follow the rules in the *Character Generation* chapter for the normal races to determine initial skill bonuses.

3,3,6) STATUS

Dragon-Newts do not have a society as such. All Newts have an effective Status Rank of 5.

3,3,6,1) EFFECT OF RACE AND STATUS ON SKILLS

The following table shows the racial skill bonuses for Dragon-Newts. If the table gives:

- a modifier for a skill, i.e. a value with a plus (+) or minus (-) sign, then the player should add the modifier to the skill's current bonus to get a new skill bonus. (If the skill has not been listed already, the player will need to first calculate its initial bonus, which is one-quarter of the relevant stat for that skill.)
- an absolute value for that skill, i.e. a value without a plus or minus sign, then the player should simply record this absolute value as his initial bonus for that skill.

SKILL	STATUS RANK=5	NOTES
Dragon Lore	+3	
Geography for area where hatched	+3	
Language – Spoken/Heard Common	12	Drakes and Dragon-Newts clearly have a strong natural affinity for linguistics, but never seemed to have bothered to develop their own tongue. Instead, over the aeons, they have acquired a comprehensive grasp of the languages of the other races, and this knowledge is passed down through their racial memory, Dragon to egg to Newt.
Language – Read/Written Common	12	
Language – Spoken/Heard Wood Elvish	12	
Language – Read/Written Wood Elvish	12	
Language – Spoken/Heard Bone Elvish	12	
Language – Read/Written Bone Elvish	12	
Language – Spoken/Heard Dwarfen	12	
Language – Read/Written Dwarfen	12	
Language – Spoken/Heard Hobbitish	12	
Language – Read/Written Hobbitish	12	
Language – Spoken/Heard Orcish	12	
Language – Read/Written Orcish	12	
Language – Spoken/Heard Trollish	3	
Attack – Bite	+3, +2 or +1	Allocate one +3, one +2 and one +1 bonus to these three skills, as desired.
Attack – Claw	+3, +2 or +1	
Attack – Tail-Bash	+3, +2 or +1	
Mining	+3 or +0	+3 for Earth Newts only; others +0
Pain Tolerance	+1	
Swimming	+3, +0 or -10	+3 for Water Newts; -10 for Fire Newts; others +0

3,3,7) CALLING

Follow the rules in the *Character Generation* chapter for the normal races.

3,3,7,1) RACIAL RESTRICTIONS ON CALLINGS

Dragon-Newts may be of any calling.

3,3,7,2) EFFECT OF CALLING ON SKILLS

Follow the rules in the *Character Generation* chapter for the normal races.

3,3,7,3) DEVELOPMENT ROLL MODIFIERS FOR SPELL-CASTING SKILLS

Each player should add the modifiers shown here for their character's spell-casting skills to those derived from calling:

SUB-SPECIES	SPELL-CASTING SKILL		
	ELEMENTAL EARTH & FIRE	ELEMENTAL WIND & WAVE	OTHERS
Earth	+6	-20	+0
Fire	+6	-20	+0
Ice	-20	+6	+0
Storm	-20	+6	+0
Water	-20	+6	+0

3,3,7,4) STARTING SPELLS

Follow the rules for the normal races in the *Character Generation* chapter to determine the number of spells that a Dragon-Newt character starts the game having memorised. Spells must be chosen consecutively from the Elemental Earth and Fire discipline (for Earth and Fire Newts) or the Elemental Wind and Wave discipline (for Ice, Storm or Water Newts), starting with the 1st level spell.

3,3,7,5) STARTING SPELL-CASTING SKILL BONUSES

A Dragon-Newt PC starts the game with an Elemental Earth and Fire Spell-Casting bonus (for Earth and Fire Newts) or Elemental Wind and Wave Spell-Casting bonus (for Ice, Storm or Water Newts) equal to the highest level of spell it has memorised in that discipline. Its bonuses in all other spell-casting skills start at zero.

3,3,8) PERSONALISATION OF SKILLS

Follow the rules in the *Character Generation* chapter for the normal races.

3,3,9) SECONDARY STATISTICS

Follow the rules in the *Character Generation* chapter for the normal races.

3,3,10) BACKGROUND

Follow the rules in the *Character Generation* chapter for the normal races.

3,3,10,1) STARTING WEALTH AND POSSESSIONS

At the GM's discretion, Dragon-Newt characters start the game owning a number of gold pieces equal to their Luck stat, which their players may use to buy initial equipment. If a Newt PC starts the game having memorised some spells, he will also start the game with a free spell-book in amongst his possessions, in which these spells are transcribed (unless the GM deems otherwise!).

4) THE ICTHOID

Icthoids are aquatic humanoids with characteristics of molluscs. They swim with or walk on three large prehensile tentacles which protrude from the base of their torso where a Human's legs would be. Instead of arms, they have two tentacles and, instead of a hand and fingers, each tentacle arm splits at the end into three smaller tentacles that act as fingers (the palm-like junction at the base of the finger tentacles containing a retractable poison-injecting spine). The inner surfaces of all of their tentacles are covered in small round suckers which aid their locomotion and dextrous manipulation of objects. The Icthoid's barrel-like trunk is protected by a tough shell which is mottled with vivid colours, contrasting with the dull grey colour of its exposed flesh. Likewise, the head is also covered by a coloured shell, which is reminiscent of a helmet shaped like an urn. This shell does not cover the Icthoid's face – leaving exposed two large almond-shaped eyes, which are black and appear to lack pupils or irises, and a beaked mouth hidden behind a "moustache" of three shorter tentacles used to feed.

Icthoids are believed to have demonic origins but their settlements have been established on the Prime Plane for many aeons – submerged cities in the ocean depths, each with complex networks of flooded and dry chambers. Their societies are highly ordered oligarchies, ruled by ranks of priests that worship a pantheon of demons and devote their time to trying to summon such beings.

Icthoids do not mate in the way of other races, but spawn like fishes – females laying strands of hundreds of sticky eggs, males fertilising the surrounding water. Icthoid larvae are insentient – the vast majority becoming food for marine predators. Only the strongest survive long enough to grow into sentient juvenile Icthoids. If they find their way back to their own kin, they are taken into society – allotted a caste and taken into training. It is a great honour for an adult Icthoid to be chosen to spawn. However, most will only spawn once for, a few hours afterwards, physically spent, they die. Nevertheless, one percent of spawning Icthoids are fortunate enough to survive the act. The fortunate few return to their citadel where they are feted as blessed, and promoted up through the castes which divide Icthoid society.

Other races commonly hold Icthoids to be cold, inscrutable and somehow alien. This is probably because Icthoids remain a relatively uncommon sight on dry land, but many believe that there really is some diabolical aspect to their nature.

Icthoids generally favour weapons adapted for underwater use, such as spears, tridents, crossbows and nets, and never wear armour (or clothing).

PHYSICAL DESCRIPTION	Mollusc-like humanoid with three tentacle legs and two tentacle arms. Skin is smooth and grey, while shell over torso and head is ridged and brightly coloured.
HEIGHT (cm)	Male 3d20+150; Female 3d20+130
WEIGHT (kg)	(Height / 2.4) + 1d20
FAVOURED HAND	Always left-handed.
TYPICAL DAILY SLEEP (hours)	2
NATURAL LIFESPAN (years)	50
STARTING AGE (years)	1d5+15
SPECIAL ABILITIES	Able to breathe water and resist the cold and pressures of swimming at depth. Infravision; can see infrared spectrum to 10 metres in total darkness. Armour Combination 4 on Torso and Head (except face and neck) body locations because of shell (AC 0 elsewhere). May develop a Stinger attack skill. Immunity to own poison.

4,1) ICTHOIDS IN COMBAT

Icthoids also have natural armour and enhanced possibilities for unarmed combat in comparison to the standard PC races.

4,1,1) NATURAL ARMOUR

While the standard PC races are Armour Combination 0 by default, Icthoids' shells make them naturally AC 4 on the Torso and Head (except face and neck) body locations. Note that this natural armour does not encumber the Icthoid in any way. They are AC 0 elsewhere.

4,1,2) NATURAL ATTACKS

Icthoids can choose to attack opponents with their retractable poisonous stingers, located in each palm, by developing Stinger attack skill.

ATTACK NAME	F	mST	DAMAGE TYPE	ADB	SPEED (secs)
Stinger	2	0	Puncture	2	3

A stinger attack that causes HIP loss may poison the victim. The victim must make a CO stat roll versus the poison's Potency Factor which is equal to the Icthoid's CO (see the *Prices for Goods and Services* chapter); if the roll fails, the poison takes effect and the victim is paralysed for 2 seconds per point of failure.

4,1,3) FATIGUE

Like most other PC races, Icthoids can become fatigued.

4,1,4) DAMAGE TO ICTHOIDS

Icthoids have flesh, bones (i.e. their shells) and blood and so lose Hit Points and suffer Injuries in the same way as members of the standard PC races do. (GM's may need to alter the effects of certain Injuries to reflect the lack of bones in their limbs.) They can be healed with the same herbs and Healing spells.

4,2) MISCELLANY

4,2,1) SENSES

Icthoids see as well as Humans in daylight. In darkness, they use the infrared spectrum, sensing heat.

4,2,2) BREATHING

Icthoids are ideally adapted for an aquatic life for they breathe water, not air, and are able to withstand the pressures and cold associated with swimming at great depths. The top of their head shell is slightly concave and contains a partially covered cavity which acts as a reservoir for carrying water. The Icthoid absorbs water through a membrane at the base of this cavity to breathe.

While Icthoids are suited for aquatic living, they are able to explore dry land, however. The only restriction on their survival out of water is that they must keep their breathing membrane damp. If this membrane dries out, the Icthoid begins to feel unwell. After CO minutes, its body shuts down and the Icthoid falls unconscious in order to conserve oxygen. It will not wake until it has some water splashed into the cavity on the top of its helmet. If an Icthoid's breathing membrane stays dry for more than CO hours, it dies.

4,2,3) MOVEMENT

Unlike all other PC races, Icthoids move with their three walking/swimming tentacles, rather than on two legs. On land, they are able to walk and run with a complex jerking gait as fast as a Human could. In water, the rapid undulation of these tentacles enables them to swim as fast as they might run on the ground.

4,2,4) IMMUNITIES

Icthoids are vulnerable to poisons with the exception of Icthoid stingers, to which they are immune. They are also very sensitive to exposure to alcohol – an amount which might make a Human merry will knock an Icthoid unconscious. They suffer from diseases like other PC races (except Trolls).

4,2,5) FOOD

Like Dragon-Newts, Icthoids are carnivores and can only digest meat. Unlike Dragon-Newts, however, they like their food to be fresh rather than rotten, and have a strong penchant for raw marrow and brain.

4,3) ICTHOID CHARACTER GENERATION

The process outlined in the *Character Generation* chapter is mirrored here for Icthoid PCs.

4,3,1) ROLLING OUT STATS

Players of Icthoids should follow this procedure:

1. Roll 1d10 eleven times and discard the lowest two results.
2. Allocate the remaining nine results to the nine stats, in which ever order is preferred.
3. Add the following bonuses to the stats:

RACE	AG	BE	CH	CO	IN	LU	MA	SD	ST
Icthoid	+4	+6	+4	+10	+7	+4	+8	+7	+4

The following table gives the averages for each statistic for Icthoids:

RACE	AG	BE	CH	CO	IN	LU	MA	SD	ST
Icthoid	9	11	9	15	12	9	13	12	9

4,3,2) BIRTH SIGNS

Icthoids do not gain powers from their birth signs.

4,3,3) SKILLS

Follow the rules in the *Character Generation* chapter for normal races to determine initial skill bonuses.

4,3,4) STATUS

Each player of an Icthoid should roll on the following table to determine his PC's status. Note that a cumulative -5 penalty is applied to the second 1d20 roll (italicized) if the player chose his Icthoid character's race or Birth Sign.

1st 1d20	*2nd 1d20*	STATUS	STATUS RANK
1 to 19	*≤ 10*	Slave	1
	11 to 15	Labourer	2
	16 to 20	Academic	4
20	*≤ 19*	Acolyte	6
	20	Priesthood	7

4,3,4,1) EFFECT OF RACE AND STATUS ON SKILLS

The following table shows the racial skill bonuses for Icthoids. If the table gives:

- a modifier for a skill, i.e. a value with a plus (+) or minus (-) sign, then the player should add the modifier to the skill's current bonus to get a new skill bonus. (If the skill has not been listed already, the player will need to first calculate its initial bonus, which is one-quarter of the relevant stat for that skill.)
- an absolute value for that skill, i.e. a value without a plus or minus sign, then the player should simply record this absolute value as his initial bonus for that skill.

SKILL	STATUS RANK				
	1	2	4	6	7
Icthoid History	+3	+4	+6	+7	+8
Geography for area where raised	+3	+3	+3	+3	+3
Language – Spoken/Heard Icthid	15	15	18	19	20
Language – Read/Written Icthid	6	15	18	19	20
Language – Spoken/Heard Common	9	9	9	9	9
Language – Read/Written Common	3	6	9	9	9
Language – Spoken/Heard Demonic	3	3	6	6	9
Language – Read/Written Demonic	3	3	6	6	9
Attack – One-Handed Polearms	+2	+3	+0	+0	+0
Attack – Nets	+2	+3	+0	+0	+0
Attack – Crossbows	+0	+0	+1	+2	+3
Attack – Stinger	+3	+3	+3	+3	+3
Climbing	+2	+2	+2	+2	+2
Fishing	+3	+3	+1	+1	+1
Mining	+2	+2	+1	+1	+1
Demon Lore	+1	+1	+3	+2	+2
Fish Lore	+1	+1	+3	+2	+2
Pain Tolerance	+1	+1	+1	+1	+1
Swimming	+5	+5	+5	+5	+5

Icthid, the native tongue of Icthoids, is very hard for other races to speak properly (those without beaks and tentacles struggle to slurp and hiss in the necessary way). Consequently, other races cannot develop an Icthid Language skill bonus to >6.

4,3,5) CALLING

Follow the rules in the *Character Generation* chapter for the normal races.

4,3,5,1) RACIAL RESTRICTIONS ON CALLINGS

Icthoids may be of any calling.

4,3,5,2) EFFECT OF CALLING ON SKILLS

Follow the rules in the *Character Generation* chapter for the normal races.

4,3,5,3) DEVELOPMENT ROLL MODIFIERS FOR SPELL-CASTING SKILLS

Each player should add the modifiers shown here for their character's spell-casting skills to those derived from calling:

RACE	SPELL-CASTING SKILL				
	DEMON-OLOGY	ELEMENTAL WIND & WAVE	NATURE	NECRO-MANCY	OTHERS
Icthoid	+4	+4	-4	-4	+0

4,3,5,4) STARTING SPELLS

Follow the rules in the *Character Generation* chapter for the normal races.

4,3,5,5) STARTING SPELL-CASTING SKILL BONUSES

Each character starts with a spell-casting skill bonus equal to the maximum level of spell that he has memorised in each discipline.

4,3,6) PERSONALISATION OF SKILLS

Follow the rules in the *Character Generation* chapter for the normal races.

4,3,7) SECONDARY STATISTICS

Follow the rules in the *Character Generation* chapter for the normal races.

4,3,8) BACKGROUND

Follow the rules in the *Character Generation* chapter for the normal races.

CHAPTER 7
CHARACTER DEVELOPMENT

This chapter explains how players can develop and improve their characters as they role-play by increasing their skill and stat bonuses.

1) DEVELOPING A SKILL'S BONUS

As noted before, all characters develop a bonus – a positive value – in each skill and the higher the bonus, the more proficient the character is in that skill. Characters increase skill bonuses by using the skills or through tuition or study.

Note that each player should keep a tally of his character's skill bonus increases (and decreases) on his Character Sheet.

1,1) INCIDENTAL SKILL DEVELOPMENT

The standard process for skill development occurs through a character's normal use of skills during role-playing – hence it is called incidental skill development. The process means that, if a character uses a skill more frequently, its skill bonus is more likely to increase.

Whenever a character makes a skill roll, his player should check whether the result of the 1d20 roll is a 20 or is equal to or greater than the character's current bonus in that skill. If either of these two conditions is met, a Development Roll can be made.

1,1,1) THE DEVELOPMENT ROLL

The following procedure is used for every Development Roll. The player throws 1d20+DRM, where DRM is the Development Roll Modifier for the skill in question. If the result of this is:

- ≥20 or ≥X, where X is the current skill bonus, then the skill bonus may be increased by +1;
- <X, then the skill's bonus remains unchanged.

E.g. a character with a Climbing skill bonus of 8 and a DRM of +4 attempts to scale a cliff. The GM assigns a difficulty factor of 12 to this action since the cliff is quite sheer. The player must make a Climbing skill roll and score ≥14=10+12-8. He throws a 9 and so his PC fails to climb the cliff. However, since 9 is greater than his current Climbing skill bonus of 8, he may make a Development Roll. He now throws 1d20+DRM=1d20+4. If this scores:

- ≥8, then his character's Climbing skill bonus should be increased by +1 to 9;
- <8, then his character's Climbing skill remains unchanged.

1,1,1,1) LIMITS TO DEVELOPMENT ROLLS

There are two limits to Development Rolls.

- Each skill may only be increased once per session of role-playing as a result of a successful Development Roll. Once a particular skill has been increased, no further Development Rolls can be made for that skill for the rest of the session.
- No more than three different skills can be increased via Development Rolls each session. Consequently, each player should mark skill increases in pencil upon his Character Sheet so that he can erase some of them if, at the end of the session, he finds that more than three skills have increased.

(The GM may feel that the limit of three successful Development Rolls per session is slowing the development of her player characters too much. If so, she may fix this limit at a higher value, e.g. four or five.)

1,1,2) DEVELOPING SKILLS FOR WHICH SKILL ROLLS ARE NOT MADE

Skill rolls are not usually made for Dodge, Block, Pain Tolerance or languages, so their bonuses will not increase via incidental skill development. To compensate for this, different rules are required for these skills. (Note that these skills can be developed via tuition. The rules for this process are given shortly.)

1,1,2,1) DEVELOPING DODGE SKILL

Whenever a character successfully dodges an attack (i.e. the attack misses the dodging character), his player should make a Development Roll for his Dodge skill. Note that the two limits to Development Rolls listed previously still apply.

1,1,2,2) DEVELOPING BLOCK SKILL

A similar rule applies for Block in that, whenever a character successfully blocks an attack with his shield or a weapon, his player should make a Development Roll for his Block skill.

1,1,2,3) DEVELOPING PAIN TOLERANCE SKILL

Whenever a character loses ≥75% of his Hit Points (i.e. a Hit Point Loss Penalty is applied), his player should make a Development Roll for his Pain Tolerance skill.

1,1,2,4) DEVELOPING LANGUAGE SKILLS

Language skills do not develop like the others. Instead, the GM will decide when and by how much each character's language skill bonuses change. She should take into account the character's recent exposure to and use of the spoken or written language, and whether he has undergone any tuition or study (these are described in the next section).

When learning a language, especially through tuition or study, a character will usually learn how to speak, listen to, read and write the language at the same time. In such cases, the development of the two skill bonuses for the language should be coupled, e.g. if the bonus for reading and writing increases, the bonus for speaking and listening to the language automatically increases too (and vice-versa).

1,2) DIRECTED SKILL DEVELOPMENT

As an alternative to incidental skill development, a character can aid his development of many skills through:

- tuition – this requires the guidance of a skilled teacher;
- study – this requires access to useful texts, books, maps or other written resources which contain information which is new to the character.

Both techniques require the character to purposefully dedicate time to developing a specific skill – hence this is called directed skill development. Both techniques follow a similar procedure which will be described next.

1,2,1) TUITION

First, the character must receive tuition in the skill to be developed for ≥X hours, where X is his current skill bonus.

Once the character has accumulated the prerequisite number of hours of tuition, a skill roll is made. The skill bonus used in the roll is the teacher's bonus in the skill being taught. The difficulty factor is the student's current bonus in the same skill, i.e. X.

If the character has accrued excess hours of tuition, then a modifier is applied to the roll. This modifier equals:

- +1 if 2X hours of tuition were received in total;
- +2 for 3X hours of tuition;
- +3 for 4X hours;
- etc.;

…up to a maximum bonus of +SD/2 (i.e. half of the student's SD stat).

If this skill roll is passed, the player may make a Development Roll for the skill – see *The Development Roll* section previously.

If either the skill roll or the Development Roll is failed, then the skill's bonus remains unchanged.

1,2,1,1) TUITION EXAMPLE

A character with a Bows skill bonus of 8 with DRM of +2 is being taught archery by a professional archer with a Bows skill of 15. The tuition is given in an archery range with plenty of arrows, straw targets, etc. The character's player decides to pay for 16 hours of tuition, spread across a week in the city. 16 is twice his current Bows skill, so this will give him a +1 bonus to the skill roll made at the end of the tuition. The GM makes the roll (unless the teacher is also a PC), setting the teacher's skill against a difficulty factor equal to the student's skill. He must score ≥3=10+8-15 to succeed. He throws a 2 which, with the +1 bonus from the excess tuition, gives a success – and so the player may make a Development Roll for his character's Bows skill. He must exceed his current skill bonus of 8 with his 1d20+DRM=1d20+2 die roll. The player throws a 10 – success – and so his Bows skill increases to 9.

1,2,2) STUDY

The process for modelling study is the same as that for tuition, with one exception. Since the studied text – which is effectively the teacher – does not have a skill as such, the GM arbitrarily assigns a skill bonus to it which reflects the value of the information that it contains, and how easily accessible that information is to the student. A very high value should indicate that the studied materials contain a lot of clearly explained information which is pertinent to developing the character's skill. A very low value should imply that the materials contain little relevant information which is hidden by unclear language or complex explanation. E.g.:

- 20 might indicate that a book is the definitive treatise on a particular subject;
- 11 to 19 might indicate that a book is rich in accurate information which is new to the character;
- 2 to 10 might indicate that a book is largely empty of novel information but contains a few useful facts;
- 1 might indicate that a book contains virtually no novel information (although reading it might refresh his memory of forgotten facts).

If the studied materials are completely irrelevant to developing the chosen skill, then the GM should not allow a roll to be made.

1,2,2,1) STUDY EXAMPLE

A character with a Botany skill bonus of 5 and DRM of -4 has found an ancient tome entitled "Flowers of the Eastern Plains". After the character has studied the book for five hours, the GM makes the skill roll. The GM decides that the book contains lots of information which might improve the character's knowledge of botany and so gives it an effective skill of 8. He must score ≥7=10+5-8 in order to be successful. No modifier is applied to the roll (if the character had studied the book for 10 hours, he would have received a +1 bonus). The GM rolls 11 – a success – and so the player can make a Development Roll for his PC's Botany skill. He must throw 1d20+DRM=1d20-4 and score ≥5, his character's current skill bonus. The player rolls a 16, giving a total of 12 once the negative DRM is added. This is still ≥5 and so the Development Roll is also successful and the character's Botany skill increases to 6.

1,2,3) REQUIREMENTS AND RESTRICTIONS

Tuition and study can only increase a skill's bonus until it equals 13. Beyond this limit, tuition and study are ineffective and a character may only develop the skill further through incidental skill development.

In order for a session of tuition or study to count, it must consist of at least one hour of devoted concentration. The GM should not allow tuition or study to be successful if the environment prevents the character from concentrating fully for at least an hour, e.g. if he is distracted by other duties such as maintaining a camp watch. In addition, tuition in many skills will not be successful without suitable equipment (e.g. a target and ammunition) and a controlled low-risk environment (e.g. padding or a climbing harness), and study cannot be successful if the character cannot read relevant texts.

A character may not spend more than SD/2 hours in a single day on tuition and/or study (or memorising spells). Any longer than this in one day and the character becomes "burnt-out"; a full period of sleep is required if further tuition or study is to be effective.

Magical guilds and religious temples usually provide tuition in the skills in which they hold expertise and that lend themselves to being taught. The typical fee is 1 gold piece per hour of tuition per point of skill bonus of the teacher. So a teacher with a skill bonus of 20 will typically charge 40 gold pieces for two hours of tuition. Of course, characters can train each other if they wish and if they have differing skill bonuses. Note that guilds and temples tend to frown upon those who charge money for giving tuition without the appropriate sanction (if they find out)…

Guilds and temples also usually provide access to their libraries, enabling those who can pay the opportunity to develop their skills by study. Typical library fees range from a gold piece per hour of access to a book to many hundreds of gold coins if it is a rare tome. Characters may also find useful books on their adventures.

Note that certain skills lend themselves to being improved via:

- tuition, e.g. attack skills;
- study, e.g. lore skills;
- both tuition or study, e.g. craft skills.

2) DEVELOPING A STAT'S BONUS

Characters' stats may also change with time.

2,1) THE DEVELOPMENT ROLL

Whenever a player makes a successful Development Roll for a skill, he may choose to try to increase one of his stats instead of increasing the skill.

If the player decides to try to increase a stat, he must first expend a Luck Reroll Point. He should then make a Development Roll for the chosen stat – rolling 1d20+A-X where A is the racial average for that stat and X is the stat's current bonus. (Racial averages for stats are given in the *Character Generation* and *Optional Races* chapters.) If the result is:

- ≥X, then the stat increases by one point;
- <X, then the stat remains unchanged.

In both cases, the skill bonus which was to have been increased remains unchanged. A player may not raise the skill instead after finding that his attempt to increase the stat failed. The LURP is expended regardless of whether the Development Roll for the stat is successful or not.

Note that the player may only increase the stat bonus of the relevant stat for the skill that was to have been increased. E.g. if a Development Roll has been successful for Climbing skill, the player may try to increase his AG instead but not another stat.

2,1,1) EXAMPLES

E.g. Alram the Halfling has just made a heroic leap over a pit and his player a successful Development Roll for Alram's Gymnastics skill. The relevant stat for Gymnastics is AG, so the player could try to his AG stat instead of his Gymnastics skill. Alram's AG is currently equal to 9, while the average ST for a Halfling is 12. After sacrificing a LURP, the player must roll 1d20+12-9=1d20+3 and score greater than or equal to 9 if he is to raise Alram's ST stat to 10.

E.g. Surius the Bone Elf has just deciphered a poem about Xalifoss the Liche King, and his player has made a successful Development Roll for Surius' Undead Lore skill. The relevant stat for Undead Lore is IN. Surius' IN stat is currently equal to 15 while the average IN for a Bone Elf is 13. After sacrificing a LURP, the player must roll 1d20+13-15=1d20-2 and score greater than or equal to 15 if he is to raise Surius' IN stat to 16.

2,2) THE EFFECTS OF CHANGING STATS

Each skill bonus contains a contribution from its relevant stat. Consequently, changing a stat's bonus may cause related skill bonuses to change also.

Whenever a stat's bonus changes, the player should:

1. calculate $(X_{CURRENT} - X_{INITIAL})/4$, where X is the stat which has changed;
2. round fractions <0.5 down and ≥0.5 up;
3. add the resulting integer value (which may be zero) to the bonuses of any skills whose relevant stat is X.

This formula and the rounding up or down of fractions mean that a stat will have to increase by 2 for its related skills to increase by 1. E.g. Alram the Halfling has managed to raise his ST twice, from 9 to 11. His player should add (11-9)/4=1 (rounding up) to his melee attack skill bonuses and those of other skills whose relevant stat is ST (e.g. Metal Working).

3) DECREASING SKILLS OR STATS

The rules given thus far in this chapter have explained how characters' skill and stat bonuses increase with time. Occasionally, though, a skill or stat will decrease – most frequently as a result of a dire fumble (see the *Dire Fumbles* section in the *Actions* chapter). However, the GM may feel it appropriate to reduce a character's skills or stats at other times too, perhaps as a result of an injury or psychosis, for instance. The rules for this are left to the GM.

CHAPTER 8
THE GM

This chapter elaborates on the material in the *Introduction* to give a fuller picture of the role of the Games Master (GM).

This and the subsequent chapters should only be read by people wishing to be the GM.

1) THE ROLE OF THE GM

As explained in the *Introduction*, the GM has several responsibilities. She must:

- describe what each Player Character (PC) can see, hear, smell, touch and taste, providing enough detail so that the player is able to imagine the surroundings well enough to make sensible choices for his PC's actions;
- create a plot, and adapt it as players make their PCs do unexpected things;
- decide which actions are possible and which are not, determine (using the rules in the previous chapters) whether possible actions succeed or fail, and how long the attempts take;
- generally act as the ultimate referee and judge in the game.

2) HANDLING PCS' ACTIONS

While the GM needs to think about activity on a large-scale, such as the world itself and the plot, a lot of her time will be spent managing activity on a small-scale like PCs' actions and the communication between players.

2,1) THE DIFFERENT VIEWPOINTS OF PCS

As part of making the game as realistic as possible, the GM should not allow a PC to make an action that is unrealistic given the information of which that PC is aware.

This situation arises frequently because each PC has a different viewpoint on a situation. The GM may describe to one player that which his particular PC can see, and then find that other players are making their PCs perform actions in response to this information, even though their PCs are not in a position to notice anything yet.

This usually happens when an enemy is about to ambush a party of PCs, and some PCs have noticed the enemy but others have not. The GM should require all the players to make Observation skill rolls for their PCs, and use the results to determine who has detected the enemy and who has not. If the Observation rolls indicate that only one PC has noticed the enemy but, when the GM tells that player about the enemy, all of the other players suddenly announce that their PCs are drawing their swords, then there is clearly some bad role-playing going on. It is the GM's task to not allow this kind of cheating.

If the players are role-playing well, they will avoid acting in such unrealistic ways in the first place. Obviously, from the moment that all the players are asked to make Observation rolls, everyone immediately knows something is afoot. If a player rolls badly, he also knows that his PC will probably not have noticed a potential danger and thus is more at risk than other PCs. If a player is able to separate his own knowledge from that of his PC, he is role-playing well.

To build the suspense, the GM may find it worthwhile speaking in private to players with observant PCs about what they've seen. However, if this is done too often, the whispering or moving between rooms can get out of hand. In addition, at some point, the players will all be sitting with each other again. Unless an observant PC announces publicly that his PC has seen an enemy, or unless an unobservant PC notices that he has missed something that his comrades have noticed (maybe he sees everyone else drawing swords) and asks them to tell him what's happening, the player of the unobservant PC should role-play that his PC is blissfully unaware of any threat.

2,2) COMMUNICATION BETWEEN PLAYERS

It generally makes things fair and simple if the GM and players agree that (unless the GM is told otherwise) all communication between players is actually communication between PCs. This restriction on communication becomes particularly relevant during combat.

2,2,1) DISCUSSING TACTICS DURING COMBAT

When a combat is about to begin, players will often be tempted to spend a considerable amount of time discussing tactics. Generally, it is only fair for the GM to give them some time for this – they are having to visualise and co-ordinate the movements of imaginary combatants on an imaginary battlefield after all. However, if the players are discussing tactics then their PCs are too, and nearby NPCs (Non-Player Character is the term for any character controlled by the GM) or monsters may well be able to overhear such discussions. If the players take too long in their discussion, the GM should allow her NPCs and monsters to use this time to begin their actions whilst the PCs are still talking.

Once combat has started, players shouldn't be allowed to discuss tactics unless they are willing for their PCs to shout through the melee to each other. Again, enemies are as likely to hear what is said as are the PCs receiving the advice. Often, the use of a language unknown to the enemies is a useful tool for PCs.

2,3) TIMING ACTIONS

A core part of the GM's role is to decide when the timing of actions becomes important, and to act as ultimate arbiter as to how long each action should reasonably take to accomplish.

It is obviously especially important to manage timing well in combat situations. First, the GM will need to supervise Reactions Rolls to see who acts in what order. Second, she must check that she knows when each participant will become fatigued (if they do). Third, she must decide the durations of all actions and events which occur. Some guide values for common actions are provided shortly, and the default speeds of attacks are given in the *Combat* chapter. (Obviously, each player should decide for himself whether to accept the default duration for his character's actions, or whether to speed them up at the risk of being less likely to succeed. A -2 penalty normally applies to his skill/stat per second quicker.)

The GM should be careful to assign a duration to every event which occurs in the combat. E.g. the seconds that a character spends selecting the next opponent, moving between opponents or re-orientating himself after receiving a nasty blow are just as long as the seconds that he spends swinging his sword. In other words, PCs (and NPCs) should not be allowed to move instantaneously between opponents. If the GM feels that a character would have to look around after dispatching an opponent, then she should allocate 1 or 2 seconds for such activity. Every second counts in combat, and the GM must keep track of them all.

Obviously, timing can be necessary in situations other than combat. Any situation where there is a threat which becomes more acute with time is likely to require Reactions Rolls and the timing of actions (e.g. if characters are being pursued or if a trap is closing in on them, etc.). Likewise, although fatigue usually only needs to be modelled in combat, it may be important in other situations where characters are making a series of vigorous actions in risky circumstances (e.g. a prolonged climb up a cliff face).

2,3,1) DEFAULT DURATIONS FOR ACTIONS

The following sections give guide values for the default durations required to perform common actions.

2,3,1,1) MELEE, MISSILE AND THROWN ATTACKS

The speeds of different attacks with weapons are listed in the *Combat* chapter. Times required to reload missile weapons are also given there.

2,3,1,2) DRAWING AND MOVING WEAPONRY

ACTIONS: RELATED TO COMBAT	DEFAULT DURATION (SECONDS)	RELEVANT SKILL
Draw One-Handed weapon	2	Attack
Draw Two-Handed weapon	3	Attack
Drop weapon	1	N/A
Shift weapon hand to hand	2	Attack
Sheathe weapon	2	Attack

2,3,1,3) MAGIC-RELATED ACTIONS

ACTIONS: RELATED TO MAGIC	DEFAULT DURATION (SECONDS)	RELEVANT SKILL/STAT
Drink potion (once in hand)	3	N/A
Cast spell	5	Spell-Casting
Cast elemental attack spell	4+1	Spell-Casting
Cast instantaneous spell	0	Spell-Casting
Attune non-instantaneous spell from item	5	Attune
Attune instantaneous spell from item	0	Attune

Note that elemental attack spells (i.e. bolts, balls and cones) take 5 seconds to cast altogether. After 4 seconds, they are launched from their point of origin (e.g. the caster's fingertip) and, in the 5th second, they reach their full volume. This finite time for growth (they do not develop instantaneously) enables them to be parried or dodged to a limited extent (see the *Combat* chapter). Spell-casting is discussed in more depth in the *Magic* chapter.

2,3,1,4) GENERAL MOVEMENT

ACTIONS: GENERAL MOVEMENT	DEFAULT DURATION (SECONDS)	RELEVANT SKILL
Stand from sitting / crouch	1	N/A
Stand from lying	2	Gymnastics
Crouch from lying	1	N/A
Mount animal	3	Riding
Dismount animal	2	Riding
Place item down	2	N/A
Drop item	1	N/A
Turn through 180°	1	N/A
Sidestep	1	N/A

It is also important to know how far a character can move in each second. This is given by the character's movement rate (see the *Character Generation* chapter). In a typical combat situation, a character can move at most a number of metres each second equal to his fastest permitted movement rate (see the *Prohibited Movement Rates* section in the *Actions* chapter).

2,3,1,5) OTHER ACTIONS

Obviously, the list of actions shown in the previous tables is not exhaustive. It is the GM's responsibility to decide on default durations for all other actions that the characters wish to perform. As always, the GM should try to be realistic and consistent.

This can be challenging sometimes, especially when players want their characters to perform novel actions or several actions at once. E.g. how long does it take a character to run around the perimeter of a room to the other side, avoiding the melee in the room's centre, which whilst jumping over bodies and whilst drawing his dagger? If it is a small room (less than 10 metres across), the GM would probably give a default duration of 4 seconds, on condition that the character passes an AG stat roll or Balance skill roll in order to avoid tripping over the bodies (versus a difficulty factor of 5, say).

Remember, though, that it is only necessary to determine the duration of actions when the PCs are in combat or in other dangerous situations. More often than not, timing actions is not important.

2,3,2) THE RANGE OF ATTACKS

The GM should always keep attacks' ranges in mind when timing a combat. Obviously, an attack cannot be successful if its target is out of range. In addition, the target may move out of range whilst the attack is being performed, rendering impossible an attack that was possible when it was commenced.

Ranges for thrown and missile attacks are listed in the *Combat* chapter. The range of a melee attack is dependant upon the length of the weapon and the size of the attacker. Weapon lengths are provided in the *Combat* chapter. Obviously, if a character wields a pike, he will be able to make a successful melee attack on opponents that are further away than if he were using a dagger or making an unarmed attack. Likewise, Trolls and other large creatures are likely to have a longer reach with their arms than Humans and other creatures of smaller stature.

2,3,3) WITHDRAWAL FROM MELEE

The issue of targets moving out of range was raised in the last section. Characters will frequently wish to withdraw from a melee combat in which they are engaged. How is this situation modelled?

Imagine Combatant C, a coward, wishes to withdraw from a melee fight with Combatant A, his attacker. Combatant C has two choices – he may:

1. retreat whilst still facing Combatant A, so as to be able to dodge or block effectively;
2. turn and run, hoping to be out of melee range before Combatant A can complete his attack.

2,3,3,1) WITHDRAWAL WHILST FACING THE OPPONENT

The first choice will only be effective if Combatant A decides not to follow and keep up with the retreating Combatant C. It will probably be impossible for Combatant C to retreat backwards faster than Combatant A can advance facing forwards. If Combatant A chooses to follow the withdrawing Combatant C, then the GM should continue to allow the exchange of blows as normal, effectively ignoring the fact that the two opponents are moving. Note that Combatant C, who is probably walking backwards, must spend a second now and then looking over his shoulder for obstacles behind him. If Combatant A does not pursue Combatant C, then his attack will fail if C is out of range before it is resolved.

2,3,3,2) WITHDRAWAL BY TURNING AND FLEEING

Imagine that Combatant C decides to go for the second choice – turn and flee until out of melee range. Withdrawal from melee in this way normally takes a minimum of 2 seconds – 1 second to turn and 1 to step out of melee range. So Combatant C may withdraw from the melee without suffering any damage if he can begin his withdrawal 2 seconds before his opponent Combatant A finishes making his attack.

Combatant A will notice immediately that Combatant C is beginning to turn away to withdraw. Consequently, he may immediately choose to speed up his attack so that he completes it before Combatant C has had time to withdraw, i.e. A must finish his attack ≤2 seconds after C begins to withdraw. If Combatant A finishes his attack later, it will miss.

The standard penalties are applied to Combatant A's attack roll if he decides to speed up his attack in order to hit Combatant C before he withdraws. (Remember that no attack can be sped up so much that it is undertaken in less than half of the default duration or 1 second.) However, note that, since Combatant C may have turned around by this time, Combatant A will be attacking from the flank or, more likely, the rear, increasing his chance of hitting.

Of course, Combatant A could decide, on observing the beginning of Combatant C's withdrawal, to cancel his attack and begin running after Combatant A. The GM should allow Combatant A to make melee attacks at Combatant A's rear whilst giving chase, so long as he can keep Combatant A within melee range. However, each attack should be combined with a complimentary Balance skill roll. If this complimentary roll fails, the chasing Combatant A trips over. The GM might also need to compare movement rates to see which combatant is capable of outrunning the other.

2,3,3,3) USING A LEAPING SPELL TO WITHDRAW

The instantaneous spell Leaping (see the *Magic* chapter) allows its caster to jump SC+4 metres without making a run-up, where SC is his Movement Spell-Casting skill. This enables a withdrawal to be made using the turn and flee option, but in 1 second rather than the standard 2 seconds. The withdrawing character takes 1 second to turn and then casts the Leaping spell, accelerating out of melee range much more quickly than he would be if he simply began to run away.

Note that the withdrawing character should turn before casting Leaping, or he will rocket forwards into his opponent and probably impale himself on his opponent's weapon.

Of course, the opponent could instantly cast Leaping too, if he has memorised it, in order to jump after the withdrawing character...

2,4) MAKING ACTIONS HARD ENOUGH

In this system, every non-routine action requires a skill or stat roll, and every skill or stat roll requires some difficulty factor to roll against.

For some actions, the difficulty factor is predetermined, e.g. with spell-casting, the difficulty factor is typically the level of the spell. But, for many other actions, the difficulty factor is a mysterious value which is arbitrarily set by the GM. Selecting the right value for the difficulty factor, i.e. making an action challenging enough, is one of the key skills that the GM needs.

Getting the difficulty right depends on two factors:

- Realism.
  If, for example, the GM has said that a wall is sheer, lacks footholds and is greased, it stands to reason that it should be extremely hard to climb – the difficulty factor for Climbing skill rolls on this wall should be high.
- Plot.
  It may be vital to the GM's story that the PCs fail in any attempts to climb this wall. Perhaps, if they climb it now, they will not find some vital piece of equipment that they will need later – hence the grease and lack of footholds. However, later on, after the PCs have found the vital equipment, it may be critical to the plot that they succeed in climbing the wall. Perhaps this is the only way out of the labyrinth so, when the PCs return to the wall, the GM might decide that they now find a rope dangling down from the top; climbing a rope reducing the difficulty factor. The GM can use barriers like walls, pits, rivers and even powerful creatures to help steer PCs through a set of challenges – selecting the difficulty factor accordingly so that PCs are stopped for a short or long time by the barrier.

As a base line, it is often a good idea to ask the players what their PCs' bonuses are for a particular skill, and then set the difficulty factor equal to the average of the answers. This way, there will roughly be a fifty-fifty chance that half of the PCs succeed. If this is too easy, then increase the difficulty factor a few points; if it is too tough, decrease the difficulty factor accordingly.

Remember that difficulty factors for the same action can change with time. If a character is becoming exhausted in combat, for example, a Fatigue Penalty may apply – increasing his Resistance Penalty and decreasing any stat or skill bonus used in rolls. The GM should apply penalties in other circumstances too if she feels that a character's exhaustion will hamper his abilities.

Even if a difficulty factor is predefined in a skill's description, the GM should still feel free to modify the difficulty factor to better reflect the suitability of the conditions. For example, if a thief is picking the pocket of a victim to whom he is talking, the GM should apply a positive modifier to increase the difficulty factor – in this case, the victim's Observation – because the victim's attention is focused upon the thief. However, if the thief picks the victim's pocket as he barges through bustling crowds in the city market, the victim not even looking directly at the thief, then the GM should apply a negative modifier to reduce the victim's Observation.

2,5) SKETCH MAPS

Combat and many other tricky situations can be made a lot easier to visualise – for the GM and the players – if someone draws a sketch map of the battlefield. In addition, the GM will often find drawing maps and plans an effective way to convey to the players the layout of buildings or other types of terrain through which the PCs are moving.

While the players and GM might have maps to look at, the PCs may not. If the PCs do not have the equipment to make a map, or do not spend the time making one, then the GM should not allow the players to refer to any sketches of areas that their PCs are not currently looking at.

2,6) SHARING THE PAPERWORK

While it makes sense if the GM draws the maps, there is no reason why the GM has to do all of the book-keeping. She should feel free to ask players to keep track of combatants' Hit Points, the timings of actions, and so on.

3) THE WORLD AND PLOT

3,1) WORLD SETTING

As discussed in the *Introduction*, this game has been designed for a fairly typical fantasy environment, i.e. Tolkienesque swords-and-sorcery. Detailed maps – of the seas and continents, and their mountains, forests, lakes, settlements and states – have not been provided out of laziness and so that the GM can use whatever world within which she wishes to set her game.

3,1,1) LAW

A brief discourse about a suggested legal system follows for the GM's benefit.

Most towns and cities are subject to written laws to ensure clarity and consistency. The books of law are studied by scholars (called lawyers), who advise the lord or mayor (or the King or Queen in the capital) who, in turn, acts as the judge and dispenses justice. Note that juries are not used.

Towns and cities are policed by the Watch, whose job is to enforce the law and catch suspected criminals. Every week a court is held, to which Watchmen bring their suspects for judgement by the lord or mayor. The Watch also guard convicted prisoners in gaols, although only the politically sensitive are likely to receive such a lenient punishment. Instead, most sentences are corporal (e.g. lashes, branding, amputation, hanging or beheading) or financial, requiring the payment of compensation to the victim from the prisoner's estate.

Rather than being judged by the lord or mayor, prisoners can elect for trial by combat. In this case, they must defeat either their accuser (if he or she agrees) or a specialist from the lord or mayor's bodyguard.

In smaller settlements, there is likely to be only a single Watchman or none at all. In such places, a system called the "Hue and Cry" operates. Any witnesses to a crime are legally required to raise the alarm (the hue and cry) and help to pursue and apprehend the criminal, or be convicted of being conspirators. Captured criminals are then either taken to court in a larger town or city, or justice is dispensed by the mob that caught the criminal.

Notorious criminals who have avoided capture and judgement are likely to be designated as outlaws. These people are literally outside the law. The law no longer protects them from being victims of crime, or applies to them in any way. As such, their property can be taken without it being theft, and they can be attacked and killed without it being murder. Being an outlaw is not a glamorous affair.

3,2) THE PLOT

It is generally a good idea if the GM has some sort of idea as to what adventures her PCs are likely to experience in each gaming session. Typical plot lines might involve the party of PCs:

- slaying a pack of wolves that have been attacking a farmer's herds;
- rescuing a prisoner from a fortress;
- recovering a lost piece of treasure from a dungeon;
- assassinating a powerful NPC;
- protecting a merchant caravan from bandits;
- etc.

Getting a plot to work requires the GM to think through answers to the following questions:

- How are the PCs going to be drawn into the plot? Will they stumble across a treasure map or will they be hired by an NPC to perform a task?
- What is the stick and what is the carrot? Which forces will keep the party following the plot when the going gets hard – fear, greed or what?
- Who or what will the PCs meet? Who will be their enemies and why? How will enemy NPCs be armed? What treasure will they carry? Who are the PCs' allies?
- Etc.

3,2,1) STEERING THE PCS

Of course, since she controls the whole environment, the GM can "steer" the PCs along the plotline if needs be. She can drop clues along the way for the PCs to find, which lead to rewards if the PCs behave as the plot requires. These clues might be physical clues like information in a book that the PCs find, or advice from an NPC that they meet. Alternatively, the GM can place barriers in the way which prevent the PCs from moving too far off the plot. These might be physical barriers like cliffs or wide rivers, or barriers like dangerous monsters or powerful enemy NPCs.

Players tend to resent it, though, if it becomes too obvious that their PCs are being steered and coerced by the GM. The whole point of having a plot planned in advance is that it allows the GM to give richer descriptions of the PCs' environment, and plan better challenges for them and their players – thus increasing everyone's enjoyment. But if the GM steers the PCs too closely, she loses the fun resulting from the PCs' unpredictability and she takes away the fun part of being a player – being the master of a character – thus ruining the game for everyone. A good GM is able to strike the right balance between steering the PCs and adapting her plot when they do something that she did not predict.

3,2,2) SAVING THE BEST FOR LAST

As with any good book, the climax comes at the end. It makes sense if the GM saves the encounters with the most powerful enemies till late in a particular scenario – otherwise a sense of anticlimax will spoil the fun.

3,2,3) RANDOM ENCOUNTERS

Obviously, the GM cannot plan every part of every session and, even if she could, players would still make their characters do unpredictable things. Consequently, there will be times when the GM is out of ideas. A random encounter is often useful at such occasions. The tables at the end of *The Bestiary* list the monsters commonly encountered in different types of habitat, and allow the GM to select one at random for the PCs to face.

3,2,4) USING LUCK TO SELECT PCS

The GM will frequently need to "randomly" select a particular PC. For instance, the party may have encountered a mindlessly violent creature, such as a were-wolf, and the GM needs to choose which of the PCs, all of whom are roughly equidistant, the were-wolf will attack first. Perhaps she decides that one of the party will tread on an item of treasure hidden in long grass, or a trap – how does she choose which PC is the most or least fortunate?

In such circumstances, the GM should require all of the Players to make a Luck Roll, i.e. to roll 1d20+LU, where LU is the character's Luck stat. The PC with the highest result is the luckiest, while he with the lowest result is the unluckiest. Accordingly, the luckiest PC will be he that treads on the treasure, while the unluckiest will tread on the trap or be leapt upon by the slavering were-wolf.

Luck Rolls (not to be confused with Luck Rerolls) can be used to select a number of PCs, if necessary. Imagine that all of the PCs have been swept up by an avalanche. The GM may decide that all of those PCs failing to score ≥20 will lose 1d20 Hit Points and must make an Injury Roll; the rest will emerge from the snow unscathed.

The GM should only ask for Luck Rolls in situations where there is no particular reason to select one PC over the rest. She should always evaluate the circumstances first to see if there is a factor that will select one PC for her anyway. E.g. if the PCs are crossing a rickety rope-bridge one at a time, and the GM has decided that the bridge is going to collapse, flinging one of them into the canyon, then she should look at the weight of each PC – the ropes will snap when the heaviest is half-way across. Often, a skill or stat will be relevant. E.g. Observation skill rolls would probably be a better mechanism for determining which PCs spot the treasure or trap in the long grass, and which don't. (The players of those PCs that failed the Observation skill roll should then make Luck Rolls to identify which stumbles into the trap.)

Obviously, the GM can always forgo Luck Rolls and simply choose a particular PC for herself. However, the advantages of asking for Luck Rolls are that they are fair and make the player responsible for the good or bad things that happen to his character – he rolled the 1d20 and he chose how big or small his character's Luck stat would be. They may even encourage players to role-play Halflings!

3,3) NON-PLAYER CHARACTERS

3,3,1) THE RAMIFICATIONS OF ACTIONS

Actions have consequences and, as time progresses, PCs will make many friends and enemies. The GM should develop a pantheon of different NPCs – all with different ambitions for the PCs or grudges against them – who will pop up in scenario after scenario. The GM should always be thinking thing like, "The PCs have just acquired the Holy Grenade of Antioc. So how long before the Thieves' Guild finds out and what will they do about it?"

3,3,2) CREATING NPCS

NPCs are role-played by the GM and, since the GM is Master of the Universe, she can arbitrarily choose every NPC's stats, spells, equipment, etc. Often, NPCs will play a very brief role in the current adventure – they may just serve the drinks at an inn, for instance – and generating detailed stats and equipment for them would be a waste of time. However, if an NPC is to play a larger role – perhaps he will be trying to steal a PC's belongings that night in the inn's dormitory – a more detailed description of his abilities is needed. The larger the role, the more detail is required – arch-enemy NPCs, who will recur sporadically throughout a PC's story, may require the full character generation process.

Rules are given in *The Bestiary* for the abilities of standard types of NPC – fighters, thieves, wizards, etc. The GM should use these as a guideline and adapt them when necessary.

3,3,3) DO NPCS HAVE LUCK REROLLS?

Player Characters have Luck Reroll Points (LURPs). These enable the PCs to survive a few situations that should have proved fatal, thereby giving players longer to play with and develop their PCs – which is a good thing since most players invest a lot of time and effort in thinking through their characters. LURPs also give PCs an edge which helps them face a world packed full of threats and enemies – they have been selected by fate to be heroes, after all! The GM's Non-Player Characters and monsters should not have LURPs – if they had LURPS too, then every fight could boil down to who has the most LURPs left.

4) ENCOURAGING ROLE-PLAYING AND IDEAS

The game really benefits everyone if players role-play their characters well – it becomes more interesting, challenging and rewarding. The GM can encourage this by subtly helping the PCs of players who have role-played well to find gifts (e.g. magical items), avoid traps, encounter potential allies, etc.

Similarly, the GM should reward players if they have good ideas that contribute to the party's success. However, rewarding good ideas immediately can act as a blatant clue which tells players that they are tackling a problem in the right way, thus ruining any suspense.

The GM is encouraged to reward the player that role-played the best in a specific session, and the player that contributed the most good ideas, with a free Development Roll for a skill of her choice.

5) WHEN PCS DIE, OR THE GENERATION OF EXPERIENCED PCS

Occasionally, a Player Character will die. If that character's player wishes to continue role-playing, he must create a replacement PC. The GM should then work the replacement PC into the plot such that he is able to meet up with the party of surviving PCs and join them.

If a replacement PC is created using the standard process described in the *Character Generation* chapter, he will very probably be much weaker than the surviving PCs. They are likely to have much higher skill bonuses and use higher level spells and powerful magic items. Consequently, such experienced PCs are likely to seek out more dangerous and rewarding challenges than the replacement PC can easily survive, and this will make it hard for him to integrate effectively into their party. In order to avoid replacement PCs becoming "cannon-fodder", thus entering into a vicious circle of quick deaths, it is suggested that the following supplementary rules be followed so as to generate a much more powerful PC than the *Character Generation* chapter could do alone.

5,1) STANDARD CHARACTER GENERATION

First, a standard PC should be generated using the rules in the *Character Generation* chapter (and the *Optional Races* chapter if necessary).

5,2) CHOOSING EXTRA SKILLS

Next, the GM and player should list on the Character Sheet any extra attack, language or optional skills that the PC is likely to have developed and which have not been listed already on the Character Sheet. (All core and spell-casting skills are listed there by default.)

5,3) DETERMINE INITIAL SKILL BONUSES

The player should now calculate initial values for all of these new skills, based on one-quarter of the relevant stat or zero for any as yet undeveloped spell-casting and language skills. DRMs should also be listed – these will generally be zero unless they are affected by the PC's race or calling.

5,4) INCREASE SKILL BONUSES

Now, each player increases his skill bonuses by distributing either 100 or 150 points between them. (The GM chooses which number of points is shared out. For fairness, it is suggested that the same number is awarded to all PCs in the same adventuring party.)

A number of restrictions apply to this distribution of points:

- One increase per skill.
  Each skill can only have its bonus increased once. Consequently, it is recommended that a player drafts the increases on scrap paper, and only amends his Character Sheet once satisfied with the distribution.
- Add the DRM.
  A skill's DRM should be added to any increase. E.g. if skill with a DRM of +2 has 3 points spent on it, then its bonus will increase by +5. Note that, if the skill has a negative DRM, e.g. -X, then its bonus will only be increased if >X points are spent on it. E.g. if the skill has a DRM of -10, then 15 points must be spent on it to increase its bonus by +5. Distributing ≤10 points to this skill will not cause its bonus to change.
- Maximum skill bonus.
  No skill can have its bonus increased to more than 20+DRM. E.g. if a skill has a DRM of -4, then it cannot have its bonus increased to >16. In addition, no skill can have its bonus increased to >10 if 100 points are being distributed, or >15 if 150 points are being distributed. (Note that skills whose bonuses already exceed these maxima before the allocation of points begins do not need to have their bonuses decreased.)
- Devotion and language skills.
  These skills should be left unchanged. However, points can be spent on any other core, attack, spell-casting or optional skills agreed with the GM.

5,4,1) INCREASE STAT BONUSES

The player can spend part of his allocation of points on increasing his PC's stat bonuses instead of skills.

Increasing a stat's bonus by +1 costs a number of points equal to the stat's current bonus. E.g. if the stat has a bonus of 10, then it costs 10 points to raise its bonus to 11. Raising its bonus from 10 to 15 would therefore cost 10+11+12+13+14=60 points!

No stat bonus can be increased to >20 in this way.

5,4,2) LANGUAGE SKILLS

Any increases to language skills are simply chosen by the GM.

5,4,3) DEVOTION SKILL

The PC's Devotion skill bonus should be left at zero. Its development should always be role-played.

5,5) SPELLS

The player should now roll 1d20 for each spell that he could potentially cast, given his new spell-casting skill bonuses. E.g. an Elemental Earth and Fire Spell-Casting skill bonus of 4 means that the PC could cast all first to fourth level Elemental Earth and Fire spells. The player should roll 1d20 for each, i.e. for Fire Setting, Fire Weapon, Earth Wall, Fire Wall, Earth Bolt and Fire Bolt.

If the 1d20 scores:

- 2 to 20, then his PC has memorised this spell;
- 1, then this spell is incomprehensible and cannot be cast.

The player then records each spell in the appropriate section of his Character Sheet. It is suggested that every PC starts role-playing with a spell-book containing a transcription of all of the spells that he has memorised.

5,6) POSSESSIONS

It is likely that relatively powerful characters will have relatively powerful equipment. They may also have a considerable amount of money, or even savings and spare items in a bank vault. Perhaps they own property and have servants or retainers. As a guide, it is suggested that the GM generates a hoard of treasure (see the *Treasure* chapter) for each PC. The Treasure Rating should be:

- wealthy if the PCs were given 100 points to spend on their skills and stats;
- rich if the PCs were given 150 points.

Of course, the player may sell some or all of the items in the resulting hoard so as to raise funds to buy more suitable equipment before the role-playing game starts.

5,7) AGE AND BACKGROUND

Experienced PCs are likely to be older than the default ages produced by the rules in the *Character Generation* chapter. The GM should decide how old each PC is as part of her development of his background. What has he been doing during these years? Where has he been? Who has he befriended? Who has he made an enemy? And so on.

6) ALL RULES ARE ONLY GUIDELINES

Every player gets unhappy sometimes when the GM prevents his character from doing what he wants, and the GM will find that players argue with her decisions. However, so long as the GM is being realistic, fair and consistent, she should stick to her guns.

GMs, too, may not like how some of the rules in this book work. If so, feel free to adapt them and improvise. All of these rules are just guidelines and, if the game can be improved by changing them, do so.

One good way to keep the game fresh and avoid frequent disputes is to rotate the role of GM between different players, changing GM every time a discrete adventure comes to an end (the PC of the player that becomes GM becoming an NPC). This can also lead to unexpected plot twists – keeping everyone entertained.

CHAPTER 9
THE BESTIARY

This chapter describes potentially dangerous creatures that are often encountered in a fantasy role-playing environment. After the descriptions of the creatures, tables are given that allow the GM to randomly select creatures. Finally, statistics are given for typical Non-Player Characters (NPCs).

1) CREATURES

The descriptions of creatures which follow are grouped alphabetically into "phyla", after a key. Note that all the values given are for typical, healthy, fully-grown examples of a particular type of creature, and the GM should feel free to vary these defaults widely.

1,1) KEY

The following table of information is given for each creature, along with a description of its physical form and typical behaviour:

SIZE: Medium WEIGHT: 30 kgs MOVE: 1.0, 5.0 (walk) ST (CO): 10 AG (Gen Move): 18	RE: 15 (Fast) DODGE: 12 AC: 0 HIPs: 30 INJURIES: All	OUTLOOK: Curious and playful IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 to 20 HABITAT: Dense forest (Temperate to Hot) TREASURE: 0 (1)
PRIMARY ATTACK: Bite Speed: 3 Attack Bonus: 9 Injury Range: 20 ADB: 4 Damage Type: Puncture			

Each of these parameters is explained now.

1,1,1) SIZE

All creatures are graded into the following size bands:

SIZE	EXAMPLE
Tiny	Ant, wasp
Small	Ferret, crow, viper
Medium	PC races (except trolls), wolf, small bear
Large	Troll, elephant, large bear, killer whale
Huge	Old drake, sperm whale

Note that a creature's size may affect its reach, i.e. the range of its melee attacks.

1,1,2) WEIGHT

The weight of the creature.

1,1,3) MOVE

The normal and maximum Movement Rates of the creature in metres per second (followed by the mode of locomotion in parentheses, e.g. walk, fly, swim).

1,1,4) ST (CO)

A creature's size determines basic values for its Strength and Constitution stats:

SIZE	ST & CO
Tiny	1
Small	5
Medium	10
Large	30
Huge	100

The CO value is used to determine when a creature is actually slain, as opposed to merely being unconscious.

Unless otherwise noted, all creatures fall unconscious on reaching zero HIPs, rather than dying instantly. If they are not bleeding and their wounds are stable, most have some natural healing process that gradually heals HIP loss and most Injuries, such that the creature could arise again (assuming it is left to recover in peace).

Consequently, if a player really wishes to ensure a particular creature is dead, his character must succeed in actually killing it, rather than leaving it unconscious (otherwise, he may run into it again…). Killing a creature can be achieved through prolonged Hit Point loss or via the results of Injuries. Once a creature's HIP total equals a negative value equal to its CO stat, or below, the creature dies.

1,1,5) AG (GEN MOVE)

The creature's Agility stat. Also use this value if a bonus is required to represent the creature's ability in moving actions, e.g. Stealth, Climbing or Gymnastics. (Do not use this stat for its attacks, Dodge or Block, however; these are listed separately.)

1,1,6) RE

The creature's Reactions stat:

RE	DESCRIPTION	EXAMPLE
1	Creeping	Slug
3	Very slow	Sloth
5	Slow	Slowroot
10	Medium	Average PC race
15	Fast	Fast PC race
20	Very fast	Eagle
25	Blindingly fast	Wind Elemental

1,1,7) DODGE

A creature's ability to dodge blows in combat is related to its quickness to react, i.e. its RE stat:

RE	DESCRIPTION	DODGE
1	Creeping	0
3	Very slow	2
5	Slow	3
10	Medium	6
15	Fast	12
20	Very fast	15
25	Blindingly fast	18

If a creature is using a shield, use its Dodge bonus as its Block skill bonus.

1,1,8) AC

The creature's hide may offer it protection equivalent to some kind of Armour Combination (AC).

TYPE OF NATURAL ANIMAL HIDE	AC
Soft Skin (e.g. wolf)	0
Hide (e.g. bull)	1
Tough Hide (e.g. crocodile)	2
Bone, Carapace or Wood (e.g. skeletons)	4
Extremely Tough Hide (huge creatures only)	5
Metallic Skin (e.g. Rust Monster)	8
Stony Skin (e.g. Trolls)	11

1,1,9) HIPS

The creature's maximum number of Hit Points. A creature's size can generally be used as a guideline for its HIPs:

SIZE	HIPs
Tiny	1
Small	10
Medium	50
Large	150
Huge	500

(Remember that the average PC race starts with around 20 HIPs, and the toughest individuals may progress to around 200 HIPs.)

1,1,9,1) RESISTANCE PENALTIES AND FATIGUE

For simplicity, the GM can assume that all of the creatures in *The Bestiary* have default Resistance Penalties (RZs) of zero. Most creatures do not carry belongings or wear armour; for those that do, assume that the effect of any RZ due to equipment weight or armour rigidity has already been worked into the skill and stat bonuses listed.

Of course, creatures may acquire a RZ, e.g. perhaps as a result of HIP loss or Injuries, which should be applied so as to reduce their stat or skill bonuses in any rolls.

As with PCs, a creature's maximum number of HIPs determines how long it can fight in seconds before it gains a Fatigue Penalty and, consequently, a (non-zero) RZ. Resting for 100/CO seconds will eliminate any accrued Fatigue Penalty and RZ. Many types of creatures do not become fatigued; this will be noted in their description.

1,1,10) INJURIES

The Injuries described in the *Combat* chapter are designed for creatures with physiologies similar to those of Humans, Elves, etc. Many of the creatures in this chapter have totally different physiologies and so the GM will need to adapt or ignore Injury results, so as to reflect the wounded creature's resistance or immunity to certain types of damage. E.g. an Injury result of "Second degree frostbite, -3 Injury Penalty" should not be applied to a Marble Golem, since its stone body cannot be burnt by cold. Guidelines are provided in this section of a creature's description:

- "-" indicates that the creature takes damage from Injuries as normal.
- "No Soft" indicates that the creature lacks blood and soft tissues (like a Golem) or, if it has them, they are not vital to its survival (e.g. a Zombie). Consequently, it cannot bleed or suffer muscle, organ or nerve damage. These types of damage can be ignored if they arise in an Injury description. It has rigid body parts, however, which can be treated similarly to bones and so it will suffer Injury Penalties resulting from results indicating bone fractures or the destruction of a body part, etc. E.g. an Injury result of "Severe muscle damage, -8 Injury Penalty, limb useless, bleeding at 1 HIP/sec" should not be applied to a Marble Golem, since it does not have muscles or a circulatory system or blood. Likewise, an Injury result of "Internal organs destroyed, instant death" may not affect a golem since it lacks internal organs. But a result of "Head totally burnt to ashes, rest of corpse collapses in a heap, instant death" could indicate that the destruction of its head has occurred, resulting in its death (at the GM's discretion). It might be though that, if the golem's Soul Stone is not located in its head, then it is able to continue to function without its head but would perhaps have lost its senses. As always, the GM needs to modify how Injury results are applied to produce an outcome that is realistic for the physiology of the injured creature. Note that, if they are applied, Injury Penalties are added to the creature's Resistance Penalty as normal, so as to reduce all of its skill or stat bonuses when making rolls.
- "Large" indicates that, because of the creature's large size, the Large Creature Injury Roll Table is used for this creature.
- "Huge" indicates that, because of the creature's huge size, the Huge Creature Injury Roll Table is used for this creature.
- "None" indicates that the creature's physiology is so tough or magical that it is unaffected by any type of damage resulting from an Injury. It simply loses Hit Points until slain.
- "(magic)" indicates that weapons must be magical if they are to affect the creature. Non-magic weapon attacks are always ineffective and bounce off harmlessly. (Magic weapons include those made by alchemists using soul stones and those blessed by priests.)

1,1,11) OUTLOOK

A short description of the creature's typical behaviour and motives.

1,1,12) IN (GEN STATIC)

The creature's Intelligence stat. Also use this value if a bonus is required to represent the creature's SD stat or its ability in static actions (including spell-casting skills).

IN	DESCRIPTION	EXAMPLE
0	None	Plant (insentient)
1	Instinctive Low	Insect
2	Instinctive High	Dog
5	Low	Troll
10	Average	Average PC
15	High	Exceptional PC
20	Very High	Gifted PC
>20	Genius	Some Demons or Undead

1,1,13) SPELLS

This section lists the spells that the creature can cast (and its maximum number of Power Points is listed in parentheses). Expended POPs are regained every 24 hours. Innate magical powers, which differ from spells, are listed in italics.

1,1,14) PSYCHOSIS

To which Psychosis Class the creature belongs (see the *Psychoses* chapter).

1,1,15) NUMBER

The number of these creatures that is typically encountered together (the number that is commonly encountered in a lair is listed in parentheses).

E.g. a value of 1(4) indicates that, although the creature maybe encountered on its own ranging through its territory, its lair typically contains four individuals. A value of 1 indicates that the creature is solitary and does not maintain a lair as such.

1,1,16) HABITAT

The typical type of terrain in which the creature is encountered (the typical climate is listed in parentheses, e.g. polar, cold, temperate or hot).

1,1,17) TREASURE

The Treasure Rating of that which is carried on the creature's person (and, in parentheses, that which may be found in its lair).

The following Treasure Rating bands are used (see the *Treasure* chapter for how to turn these ratings into coinage, items, etc.):

TREASURE RATING	DESCRIPTION
0	None
1	Impoverished
2	Poor
3	Mediocre
4	Normal
5	Wealthy
6	Rich
7	Obscenely Rich

1,1,18) PRIMARY ATTACK

The following table lists the attack types that creatures use:

ATTACK TYPE	DAMAGE TYPE
Bash	Crush
Bite	Puncture
Butt	Crush
Claw	Slash
Grapple	Grapple
Horn	Puncture
Sting	Puncture
Tail Bash	Crush
Trample	Crush
Tusk	Puncture
Breath Weapon	Varies – Cold, Crush, Electricity, Heat

All creatures' attacks have a fumble range of 1 and a minimum strength (mST) of 0 (unless they use standard weapons – in which case, use the weapons' normal statistics).

1,1,18,1) SPEED

The default time taken for the attack, in seconds.

Creatures with a Low Intelligence rating or better may increase the speed of their attacks, if the GM chooses. As normal, for every second quicker, the GM should increase the difficulty factor versus the attack – typically the target's Dodge skill bonus – by 2 points.

1,1,18,2) ATTACK BONUS

The bonus applied to the attack roll.

A creature's size can generally be used as a guideline for its primary attack bonus (the larger the creature the more powerful, usually):

SIZE	ATTACK BONUS
Tiny	1 to 4
Small	5 to 8
Medium	9 to 12
Large	13 to 16
Huge	17 to 20

1,1,18,3) INJURY RANGE

The default Injury Range of the attack. This may be decreased if the creature uses magic weapons, etc.

1,1,18,4) ADB

The Attack Damage Bonus value modifies any HIPs lost by a target because of being struck by the creature's attack. ADB values are determined from the creature's size.

SIZE	ADB
Tiny	0
Small	2
Medium	4
Large	10
Huge	20

1,1,18,5) DAMAGE TYPE

The type of Injury dealt by the attack.

1,1,19) OTHER ATTACKS

Some creatures have more than one attack type listed. Generally, the primary attack is used most frequently but the GM can employ whichever she fancies. Occasionally, secondary attacks will only be used in specific circumstances which will be described, e.g. the creature only bites after grappling a target.

1,2) CREATURE LISTINGS

1,2,1) APES

1,2,1,1) CHIMPANZEE

SIZE: Small WEIGHT: 30 kgs MOVE: 1.0, 5.0 (walk), unhindered in tree branches ST (CO): 10 AG (Gen Move): 18	RE: 15 (Fast) DODGE: 12 AC: 0 HIPs: 30 INJURIES: All	OUTLOOK: Curious and playful IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 to 20 HABITAT: Dense forest (Temperate to Hot) TREASURE: 0 (1)
PRIMARY ATTACK: Bite Speed: 3 Attack Bonus: 9 Injury Range: 20 ADB: 4 Damage Type: Slash		2ND ATTACK: Bash with fist Speed: 3 Attack Bonus: 9 Injury Range: 20 ADB: 3 Damage Type: Crush	

Use the same statistics for any small or medium-sized ape (e.g. baboon, chimpanzee, orang-utan).

1,2,1,2) GORILLA

SIZE: Large WEIGHT: 350 kgs MOVE: 1.0, 5.0 (walk) ST (CO): 30 AG (Gen Move): 15	RE: 10 (Medium) DODGE: 6 AC: 1 HIPs: 100 INJURIES: All	OUTLOOK: Reclusive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 to 10 HABITAT: Dense forest (Temperate to Hot) TREASURE: 0 (1)

PRIMARY ATTACK: Bash with fist Speed: 3 Attack Bonus: 14 Injury Range: 19 ADB: 10 Damage Type: Crush	2ND ATTACK: Grapple with arm(s) Speed: 4 Attack Bonus: 13 Injury Range: Target's Contortions skill bonus ADB: 5 Damage Type: Grapple	3RD ATTACK: Bite Speed: 3 Attack Bonus: 13 Injury Range: 18 ADB: 10 Damage Type: Slash This attack form is used once a victim has been grappled successfully.

Use the same statistics for any large-sized ape.

1,2,1,3) YETI

SIZE: Large WEIGHT: 500 kgs MOVE: 1.0, 5.0 (walk) ST (CO): 30 AG (Gen Move): 12	RE: 10 (Medium) DODGE: 6 AC: 1 HIPs: 150 INJURIES: All	OUTLOOK: Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: Minor NUMBER: 2 (2) HABITAT: Any snow-covered terrain (Polar or Cold) TREASURE: 0 (3)
PRIMARY ATTACK: Bite Speed: 3 Attack Bonus: 15 Injury Range: 18 ADB: 10 Damage Type: Slash		2ND ATTACK: Bash with fist Speed: 3 Attack Bonus: 12 Injury Range: 20 ADB: 10 Damage Type: Crush	

Yetis look like large, shaggy, white-haired gorillas with mouths full of long knife-like fangs. They are stealth hunters; always working in teams of two, they crouch under snow and listen for the footfalls of approaching prey, before springing out in a synchronised frenzy of teeth and flailing fists. They have a Stealth skill of 12 when making such ambushes.

1,2,2) BASILISKS

The basilisk is a magical creature with unusual reptilian features. It looks something like an elongated Komodo Dragon but has tough ivory-coloured scales and enormous rake-like fore-claws. Their bizarre attack mechanism and dining habits betray the magical role in the origin of this species. The focused gaze of a basilisk magically petrifies any living creature (the reflected gaze is half as potent but may still petrify). Once every 10 seconds, a Lesser Basilisk can focus its gaze so as to petrify a single target within 5 metres, assuming the target fails an SD stat roll versus the basilisk's attack bonus. A Greater Basilisk's gaze can be used twice as frequently and at targets twice as far away. Failing the SD roll means that the target's body and carried possessions instantly turn into a soft limestone. The basilisk feeds on the petrified statues of its victims, crushing their bodies with its claws and devouring the rubble.

SUB-SPECIES	RANGE OF GAZE ATTACK	SECONDS BETWEEN SD STAT ROLLS
Lesser Basilisk	5	10
Greater Basilisk	10	5

Most basilisks are generally indifferent to other creatures, having rarely encountered any that might be a threat potent enough to overcome their magical gaze. The only creatures that basilisks fear are other basilisks – a basilisk is not immune to the gaze attack of another basilisk and, should two meet, they will turn or back away from each other immediately. An effective way to defeat a basilisk is to petrify it with its own gaze, reflected in a mirror or some other highly polished surface. (Note that the attack bonus is halved and the basilisk gets a SD roll in order to resist such attacks; in addition, the GM should apply a modifier to the roll to represent just how reflective is the surface being used.)

Basilisks do not need possessions or lairs, so slaying one will not usually provide any hoard of treasure. However, if one is able to find the petrified victim of a basilisk that has not been devoured or damaged by excessive weathering or other means, if one is able to reverse the petrifaction (via a Solid Form spell), and if one is ruthless enough to relieve the victim of its belongings, then treasure may be found.

1,2,2,1) BASILISK, LESSER

SIZE: Large WEIGHT: 1,000 kgs MOVE: 0.5, 3.0 (walk) ST (CO): 30 AG (Gen Move): 5	RE: 10 (Medium) DODGE: 6 AC: 11 HIPs: 150 INJURIES: All	OUTLOOK: Indifferent IN (Gen Static): 2 (Instinctive High) SPELLS: *Petrifying gaze*	PSYCHOSIS: Minor NUMBER: 1 HABITAT: Any (Any non-polar) TREASURE: 0 (Special)

PRIMARY ATTACK: Gaze Speed: 10 Attack Bonus: 15 (versus SD) Injury Range: N/A ADB: N/A Damage Type: Petrifaction	2ND ATTACK: Claw Speed: 3 Attack Bonus: 13 Injury Range: 18 ADB: 10 Damage Type: Slash	3RD ATTACK: Bite Speed: 4 Attack Bonus: 10 Injury Range: 19 ADB: 10 Damage Type: Slash

As above. The Lesser Basilisk is approximately 5m long.

1,2,2,2) BASILISK, GREATER

SIZE: Huge WEIGHT: 10,000 kgs MOVE: 1.0, 6.0 (walk) ST (CO): 60 AG (Gen Move): 5	RE: 10 (Medium) DODGE: 6 AC: 11 HIPs: 300 INJURIES: All	OUTLOOK: Indifferent IN (Gen Static): 2 (Instinctive High) SPELLS: *Petrifying gaze*	PSYCHOSIS: Major NUMBER: 1 HABITAT: Any (Any non-polar) TREASURE: 0 (Special)

PRIMARY ATTACK: Gaze Speed: 5 Attack Bonus: 20 (versus SD) Injury Range: N/A ADB: N/A Damage Type: Petrifaction	2ND ATTACK: Claw Speed: 3 Attack Bonus: 15 Injury Range: 16 ADB: 20 Damage Type: Slash	3RD ATTACK: Bite Speed: 4 Attack Bonus: 10 Injury Range: 17 ADB: 20 Damage Type: Slash

As the Lesser Basilisk but up to three times the size and with a large ribbed neck frill. Greater Basilisks also have a more potent gaze attack.

1,2,3) BATS

1,2,3,1) BAT, GIANT VAMPIRE

SIZE: Medium WEIGHT: 20 kgs MOVE: 2.0, 10.0 (fly); 0.5, 1.0 (walk) ST (CO): 10 AG (Gen Move): 15	RE: 15 (Fast) DODGE: 12 AC: 0 HIPs: 30 INJURIES: All	OUTLOOK: Reclusive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: Minor NUMBER: 1 to 4 (10 to 20) HABITAT: Dense forest or buildings (Any) TREASURE: 0 (2)
PRIMARY ATTACK: Bite Speed: 3 Attack Bonus: 12 Injury Range: 20 ADB: 4 Damage Type: Puncture			

Giant Vampire Bats look like the common vampire bat but are the size of an eagle with a wingspan of up to 2 metres. They are becoming more and more prevalent in large towns and cities where dense rooftops provide ideal roosts, and where there are plenty of large warm-blooded creatures, e.g. horses and Humans, to feed upon. The bat flies silently to its slumbering prey, using echo location to move through the gloom. It then uses its poisoned saliva to anesthetise the victim's skin so that he remains asleep as it bites and sucks his blood. Each sleeping victim may make an Observation skill roll using only half the normal skill bonus, versus a difficulty factor equal to the bat's Stealth of 15. If successful, the bat has been heard landing or shuffling into position and the sleeper wakes. If the roll is failed, the bat is able to bite (no attack roll is necessary) and drink without rousing the sleeper. A Giant Vampire Bat will drain 1 HIP every second from its victim, and will drink a maximum of 30 HIPs before it is sated.

1,2,4) BEARS

1,2,4,1) BEAR, LARGE

SIZE: Large WEIGHT: 1000 kgs MOVE: 1.0, 8.0 (walk) ST (CO): 30 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 6 AC: 1 HIPs: 100 INJURIES: All	OUTLOOK: Reclusive or Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 (1) HABITAT: Any (Any) TREASURE: 0 (1)

PRIMARY ATTACK: Claw Speed: 3 Attack Bonus: 12 Injury Range: 19 ADB: 10 Damage Type: Slash	2ND ATTACK: Grapple with arm(s) Speed: 4 Attack Bonus: 13 Injury Range: Target's Contortions skill bonus ADB: 5 Damage Type: Grapple	3RD ATTACK: Bite Speed: 4 Attack Bonus: 13 Injury Range: 18 ADB: 10 Damage Type: Slash This attack form is used once a victim has been grappled successfully.

Use the same statistics for any large-sized bear (e.g. cave, grizzly or polar).

1,2,4,1) BEAR, MEDIUM

SIZE: Medium WEIGHT: 400 kgs MOVE: 1.0, 8.0 (walk) ST (CO): 15 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 6 AC: 1 HIPs: 60 INJURIES: All	OUTLOOK: Reclusive or Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 (1) HABITAT: Any (Any) TREASURE: 0 (1)

PRIMARY ATTACK: Claw Speed: 3 Attack Bonus: 10 Injury Range: 20 ADB: 4 Damage Type: Slash	2ND ATTACK: Grapple with arm(s) Speed: 4 Attack Bonus: 9 Injury Range: Target's Contortions skill bonus ADB: 4 Damage Type: Grapple	3RD ATTACK: Bite Speed: 4 Attack Bonus: 9 Injury Range: 19 ADB: 3 Damage Type: Slash This attack form is used once a victim has been grappled successfully.

Use the same statistics for any medium-sized bear (e.g. brown bear, panda).

1,2,5) BOARS

1,2,5,1) BOAR, WILD

SIZE: Medium WEIGHT: 60 kgs MOVE: 1.0, 8.0 (walk) ST (CO): 10 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 6 AC: 1 HIPs: 40 INJURIES: All	OUTLOOK: Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 (1 or 2) HABITAT: Any wooded (Any non-polar) TREASURE: 0 (0)

PRIMARY ATTACK: Gore with tusk Speed: 3 Attack Bonus: 9 Injury Range: 20 ADB: 4 Damage Type: Slash	2ND ATTACK: Trample with hooves Speed: 3 Attack Bonus: 5 Injury Range: 20 ADB: 4 Damage Type: Crush

Use the same statistics for any normal boar (e.g. wild boar, pig, tapir).

1,2,5,2) BOAR, GIANT

SIZE: Large WEIGHT: 1000 kgs MOVE: 1.0, 10.0 (walk) ST (CO): 30 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 6 AC: 2 HIPs: 150 INJURIES: All	OUTLOOK: Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 HABITAT: Any wooded (Any non-polar) TREASURE: 0 (0)

PRIMARY ATTACK: Gore with tusk Speed: 3 Attack Bonus: 13 Injury Range: 19 ADB: 10 Damage Type: Slash	2ND ATTACK: Trample with hooves Speed: 3 Attack Bonus: 13 Injury Range: 20 ADB: 10 Damage Type: Crush

The Giant Boar looks like its smaller, more common cousin, the Wild Boar, but is the height of a man at its shoulders. They are occasionally tamed and used as steeds.

1,2,6) BIRDS

1,2,6,1) CROW

SIZE: Tiny WEIGHT: <1 kgs MOVE: 8.0, 16.0 (fly); 0.5, 1.0 (walk) ST (CO): 1 AG (Gen Move): 12	RE: 15 (Fast) DODGE: 12 AC: 0 HIPs: 5 (individual); Varies (flock) INJURIES: All (individual); None (pack)	OUTLOOK: Varies IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: Varies HABITAT: Any (Any non-polar) TREASURE: 0 (0)
PRIMARY ATTACK (individual): Claw with talons Speed: 3 Attack Bonus: 5 Injury Range: 20 ADB: 1 Damage Type: Slash		PRIMARY ATTACK (flock): Claw with talons Speed: 3-(#/100) (min of 1) Attack Bonus: #/10 (min of 1, max of 20) Injury Rng: 20-(#/100) (min of 10) ADB: #/10 (min of 1, max of 20) Damage Type: Slash	

Crows are highly intelligent and versatile birds which are able to survive in a range of habitats. They can be encountered singularly or in small flocks and are normally timid, only a threat to substantially smaller creatures or carrion.

However, recently, people have been killed by large flocks of up to 200 crows. The birds fly in tight formation at high altitude before swooping down en-masse, their prey being engulfed in a black cloud of buffeting wings and slashing beaks and talons. It is believed that such flocks are compelled by evil magicians to attack enemies and act as aerial spies.

Should a lone crow's attack characteristics ever be necessary, use those in the left-hand "individual" cell above. (The same characteristics can be used for any other small-sized normal bird.) If a flock of crows is attacking a target, the GM should first determine the numbers of crows in the flock by rolling (1d20)x10. Although the flock consists of many individual crows making individual attacks, the mechanics used to handle combat become easier if the flock is treated as a single entity. In this case, use the attack characteristics in the right-hand "flock" cell above, where # is the total number of birds in the flock. E.g. a flock of:

- 10 crows would attack every 3-(10/100)=3 seconds with an Attack Bonus and Attack Damage Bonus of 2/10=1, and an Injury Range of 20-(2/100)=20;
- 190 crows would attack every 3-(190/100)=1 second with an Attack Bonus and Attack Damage Bonus of 190/10=19, and an Injury Range of 20-(190/100)=10.

Targets should be allowed to defend the flock's attacks as normal, using Dodge or Block.

The best defence is offence, of course, and a flock can be attacked. If a flock loses a number of Hit Points equal to # (the flock size), then the flock is effectively dissipated – the remaining crows will flee from their attacker. Flocks are immune to Injuries and just lose HIPs. Those attacking a flock do not benefit from Orientation Bonuses; the flock does not have a front, rear or flanks.

1,2,6,2) EAGLE, GREAT

SIZE: Medium WEIGHT: 200 kgs MOVE: 15.0, 25.0 (fly); 0.5, 1.0 (walk) ST (CO): 15 AG (Gen Move): 15	RE: 20 (Very Fast) DODGE: 15 AC: 0 HIPs: 100 INJURIES: All	OUTLOOK: Reclusive IN (Gen Static): 5 (Low) SPELLS: None	PSYCHOSIS: None NUMBER: 1 (1 or 2) HABITAT: Any cliffs, e.g. mountains or coastal, or dense forest (Any non-polar) TREASURE: 0 (4)
PRIMARY ATTACK: Claw with talons Speed: 3 Attack Bonus: 14 Injury Range: 19 ADB: 4 Damage Type: Slash		2ND ATTACK: Bite Speed: 3 Attack Bonus: 13 Injury Range: 20 ADB: 4 Damage Type: Slash	

The Great Eagle looks like its smaller, more common cousin but is the height of a man whilst standing and has a 5 metre wingspan. Although too small to act as a proper steed, they can generally carry up to 100 kgs in their talons if necessary whilst flying. They have some intelligence and have a smattering of the Common tongue, although beaks distort their pronunciation markedly.

1,2,6,3) HAWK

SIZE: Small WEIGHT: 10 kgs MOVE: 10.0, 20.0 (fly); 0.5, 1.0 (walk) ST (CO): 5 AG (Gen Move): 15	RE: 15 (Fast) DODGE: 12 AC: 0 HIPs: 10 INJURIES: All	OUTLOOK: Reclusive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: Varies HABITAT: Any (Any) TREASURE: 0 (1)
PRIMARY ATTACK: Claw with talons Speed: 3 Attack Bonus: 6 Injury Range: 20 ADB: 2 Damage Type: Slash		2ND ATTACK: Bite Speed: 3 Attack Bonus: 5 Injury Range: 20 ADB: 2 Damage Type: Slash	

Use the same statistics for any large-sized normal bird, e.g. eagle, owl, raven, vulture, albatross.

1,2,6,4) ROC

SIZE: Huge WEIGHT: 4,000 kgs MOVE: 20.0, 30.0 (fly); 0.5, 1.0 (walk) ST (CO): 80 AG (Gen Move): 15	RE: 15 (Fast) DODGE: 12 AC: 0 HIPs: 400 INJURIES: All	OUTLOOK: Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: Major NUMBER: 1 (1) HABITAT: Any cliffs, e.g. mountains or coastal (Any non-polar) TREASURE: 0 (4)
PRIMARY ATTACK: Claw with talons Speed: 3 Attack Bonus: 18 Injury Range: 16 ADB: 18 Damage Type: Slash		2ND ATTACK: Bite Speed: 3 Attack Bonus: 17 Injury Range: 16 ADB: 18 Damage Type: Crush	

Rocs are enormous hawks with a wingspan of some 15 metres. They are occasionally tamed and used as steeds. They can fly whilst carrying up to 500 kgs.

1,2,7) CANINES

1,2,7,1) BARGHEST

SIZE: Large WEIGHT: 500 kgs MOVE: 2.0, 15.0 (walk) ST (CO): 30 AG (Gen Move): 15	RE: 15 (Fast) DODGE: 12 AC: 0 HIPs: 120 INJURIES: All (magic)	OUTLOOK: Berserk IN (Gen Static): 5 (Low) SPELLS: None, *magically induced fear effect*	PSYCHOSIS: Major NUMBER: 1 HABITAT: Any TREASURE: 0 (0)
PRIMARY ATTACK: Bite Speed: 3 Attack Bonus: 15 Injury Range: 18 ADB: 10 Damage Type: Slash		2ND ATTACK: Claw Speed: 3 Attack Bonus: 15 Injury Range: 18 ADB: 10 Damage Type: Slash	

The Barghest is a huge black dog, the size of a shire horse, with glowing red eyes as big as saucers and enormous claws and teeth. It is known as a portent of death – usually because it devours most witnesses – and some believe it to have demonic or undead connections. The Barghest can be encountered in a range of habitats, from narrow alleyways in abandoned parts of cities, to old graveyards and the sites of ancient battles, to deep gorges and dark forests. When slain, its carcass is immediately turned to dust by violent red flames which emit no heat. It is consequently thought that only one such creature exists, and that it is resurrected upon defeat to haunt some other forsaken place.

The Barghest is immune to non-magic weapons, and may choose to use a special attack once every 10 seconds by making a terrifying howl. Anyone hearing this magical howl must make a SD stat roll versus 5. If this roll is:

- passed, the target is not afraid and may act normally;
- failed by ≤10, the target is terrified and will flee until out of sight;
- failed by >10, the target is paralysed by fear for 10 seconds and will then flee until out of sight;
- fumbled, the target has an adrenalin-induced heart attack and dies on the spot (Fumble Range is 5).

Note that the Barghest may not use its bite attack at the same time as howling.

1,2,7,2) DOG

SIZE: Medium WEIGHT: 25 kgs MOVE: 2.0, 11.0 (walk) ST (CO): 10 AG (Gen Move): 12	RE: 15 (Fast) DODGE: 12 AC: 0 HIPs: 30 INJURIES: All	OUTLOOK: Varies IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 4 to 20 HABITAT: Any (Any non-polar) TREASURE: 0 (0)
PRIMARY ATTACK: Bite Speed: 3 Attack Bonus: 8 Injury Range: 20 ADB: 4 Damage Type: Slash		2ND ATTACK: Claw Speed: 3 Attack Bonus: 10 Injury Range: 20 ADB: 3 Damage Type: Slash	

Use the same statistics for any domesticated canine (e.g. guard dog, bloodhound).

1,2,7,3) WARG

SIZE: Large WEIGHT: 400 kgs MOVE: 2.0, 13.0 (walk) ST (CO): 20 AG (Gen Move): 10	RE: 15 (Fast) DODGE: 10 AC: 0 HIPs: 80 INJURIES: All	OUTLOOK: Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 to 3 HABITAT: Any (Any non-polar) TREASURE: 0 (3)
PRIMARY ATTACK: Bite Speed: 3 Attack Bonus: 14 Injury Range: 18 ADB: 10 Damage Type: Slash		2ND ATTACK: Claw Speed: 3 Attack Bonus: 12 Injury Range: 19 ADB: 10 Damage Type: Slash	

A Warg appears like a cross between a wolf and a hyena, but is the size of a pony when fully grown. In some cases, Wargs can be trained to act as steeds. They gather in much smaller packs than wolves – generally just a family unit of parents with a single cub.

1,2,7,4) WOLF

SIZE: Medium WEIGHT: 50 kgs MOVE: 2.0, 11.0 (walk) ST (CO): 10 AG (Gen Move): 12	RE: 15 (Fast) DODGE: 12 AC: 0 HIPs: 40 INJURIES: All	OUTLOOK: Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 4 to 20 HABITAT: Any (Any non-polar) TREASURE: 0 (2)
PRIMARY ATTACK: Bite Speed: 3 Attack Bonus: 12 Injury Range: 20 ADB: 4 Damage Type: Slash		2ND ATTACK: Claw Speed: 3 Attack Bonus: 12 Injury Range: 20 ADB: 4 Damage Type: Slash	

Use the same statistics for any wild canine (e.g. wolf).

1,2,8) DEMONS

It is widely known that the world around us is not the only plane of existence. In these terms of reference, the world in which Humans, Elves, Dwarfs and the like are native is known as the Prime Plane. Of the other parallel realities, perhaps the best known is the Spirit World – the land thronged by the multitudinous spirits of the dead. But there are other planes too. One of these is called the Demonic Plane, a world is inhabited by a variety of fearsome and maleficent denizens. Some of these demons have been encountered on the Prime Plane – or on the Demonic Plane itself by foolhardy magicians who have used spellcraft to transport themselves there – and they have been classified into four classes according to their power. It is not known if all demons are inherently evil, or whether interaction with the Prime Plane or its natives somehow causes them to become evil, but the demons thus far encountered seem to seek only to kill or conquer the peoples of the Prime Plane if they can.

All Demons are able to see in non-magical darkness as if it were bright daylight, and are immune to non-magic weapons and the effects of poisons and diseases. They do not need sleep or become fatigued in combat. Additionally, the presence of any demon is very hard for natives of the Prime Plane to bear; those that have encountered a demonic being report a weird feeling of queasiness, of the presence of something unnatural and somehow wrong. Consequently, whilst within 20 metres of a demon, all natives of the Prime Plane have their Resistance Penalty increased by –X, where X is the class of the demon. It is believed that this effect is caused by more than the admittedly frightening nature of demons, and may be associated with their alien, extra-planar nature. (If more than one demon is within 20 metres, only the greatest penalty is applied; i.e. these effects are not cumulative.) Henceforth, this effect will be referred to as Demonic Wrongness.

Demons will often wield weapons and wear armour made from obsidian. Obsidian is a type of black volcanic glass which exists only on the Demonic Plane. Far stronger and harder than steel, it is even lighter than wood (and will float in water). In addition, if heated enough, it can be moulded and then ground into forms with incredibly sharp edges. Obsidian is discussed in more detail in the *Treasure* chapter.

1,2,8,1) BALROG (CLASS IV)

SIZE: Huge WEIGHT: 5,000 kgs MOVE: 3.0, 12.0 (walk); 12.0, 20.0 (fly) ST (CO): 80 AG (Gen Move): 18	RE: 15 (Fast) DODGE: 12 AC: 5 HIPs: 500 INJURIES: All (magic); immune to Heat Injuries	OUTLOOK: Evil IN (Gen Static): 15 (High) SPELLS: Elemental Earth & Fire – lvls 3, 4, 7 and 8 with fire only; Elemental Wind & Wave – Summon Fog with smoke only; Shapechanging – lvl 17 with smoke only (75); *and special powers*	PSYCHOSIS: Ultimate NUMBER: 1 (1) HABITAT: Any (Any) TREASURE: 6 (7)
PRIMARY ATTACK: Two Two-Handed Weapons simultaneously (ignore Simultaneous Attack and Off Hand Penalties) Speed: As weapon / 2 Attack Bonus: 20 Injury Range: 15 ADB: 15 + weapon's ADB Damage Type: As weapons		2ND ATTACK: Two Claw attacks simultaneously (ignore Simultaneous Attack and Off Hand Penalties) Speed: 3 Attack Bonus: 18 Injury Range: 16 ADB: 20 Damage Type: Slash	

A Balrog is a terrible warrior demon with magical powers over fire and darkness. A five metre high humanoid in form with huge bat-shaped wings on its shoulders, the Balrog's flesh is a charred black colour, from which grains of soot constantly crumble, and the orifices in its face, where eyes, nostrils and mouth should be, are simple gashes within which flames can be seen flickering. The Balrog is always surrounded by a pawl of choking acrid smoke which makes its outline hard to define.

Balrogs usually carry two obsidian two-handed weapons, which they wield simultaneously. If there is no space to swing these enormous weapons, a Balrog will rake at opponents with its long claws. Any Injury Roll from a Balrog's melee attack is also accompanied by a Heat Injury Roll.

Balrogs may choose to emit an instantaneous magically induced fear effect (as frequently as once every 60 seconds). Anyone within sight of the Balrog at this moment must make a SD stat roll versus 10. If this roll is:

- passed, the target overcomes his fears and may act normally;
- failed by ≤10, the target is terrified and will flee until out of sight;

- failed by >10, the target is paralysed by fear for 10 seconds and will then flee until out of sight;
- fumbled, the target has an adrenalin-induced heart attack and dies on the spot (Fumble Range is 10).

A Balrog is able to cast several spells to aid its advance. It can throw fire bolts and balls (all huge in size), and summon huge walls of flame. It may cast a spell that summons a great cloud of smoke to further conceal its presence. Finally, it may turn itself into a cloud of dense smoke, enabling it to access smaller passages than it otherwise might.

1,2,8,2) DEMON, MIRROR (CLASS III)

SIZE: Medium WEIGHT: 50 kgs MOVE: 1.0, 15.0 (fly); 1.0, 10.0 (walk) ST (CO): 10 AG (Gen Move): 15	RE: 20 (Very Fast) DODGE: 15 AC: 0 HIPs: 75 INJURIES: All (magic)	OUTLOOK: Evil IN (Gen Static): 15 (High) SPELLS: Mind – lvls 1 to 7 (75)	PSYCHOSIS: Minor NUMBER: 1 HABITAT: Special TREASURE: 0
PRIMARY ATTACK: Claw Speed: 2 Attack Bonus: 15 Injury Range: 19 ADB: 4 Damage Type: Slash		2ND ATTACK: Bite Speed: 3 Attack Bonus: 11 Injury Range: 20 ADB: 4 Damage Type: Puncture	

Mirror Demons are one of the few types of demon that are inherently able to cross between the Demonic and Prime Planes at will. Their particular method of passage makes use of mirrors and other reflective surfaces. They are believed to use these as looking glasses, lenses which enable them to see from the Demonic Plane into the Prime Plane. Having studied a chosen target for some time, they use a large mirror or other reflective surface close by their target as a gateway between the planes – leaping out of the mirror to ambush their victim.

In the Prime Plane, a Mirror Demon appears as an utterly black silhouette like a shadow, humanoid in shape and about 2 metres high, and totally featureless apart from two reflective silver discs where eyes should be. Its black formless hands are armed with long raking claws, and its shadow face splits open to reveal a dark maw crammed with shiny silver teeth like needles.

Perhaps the greatest weapon in the armoury of a Mirror Demon is that it is invisible to everything except its chosen target. Often the victim of a Mirror Demon will be dead before his companions have realised that he is under attack by an unseen assailant and is not simply dancing in an unusual way. A Mirror Demon will be revealed if a Detect Magic spell is cast.

Each time a Mirror Demon delivers an Injury, it drains some of the target's memories. The Injured target loses 1 point from his highest skill bonus (such skill bonus reductions are permanent and can only be regained through the normal methods of skill development). Once a Mirror Demon has drained 3 points from skills, it will attempt to retreat back through a mirror or other reflective surface (it will also retreat in this way prematurely if it perceives the odds as being hopeless).

The reflective surface through which a Mirror Demon emerges or withdraws must be large enough in terms of area for the demon to leap from or into, i.e. ≥50 cm diameter. (Note that Mirror Demons cannot be followed through mirrors by any other type of creature, spell or object.)

If a Mirror Demon dies, its corpse dissolves into harmlessly dissipating smoke.

1,2,8,3) DEMON, PLAGUE (CLASS IV)

SIZE: Huge WEIGHT: 10,000 kgs MOVE: 0.5, 3.0 (slither); 0.5, 3.0 (swim) ST (CO): 90 AG (Gen Move): 10	RE: 15 (Fast) DODGE: 6 AC: 0 HIPs: 600 INJURIES: None (magic)	OUTLOOK: Evil IN (Gen Static): 20 (Very High) SPELLS: Wounding – lvls 1 to 16 (100), *magically induced fear effect*	PSYCHOSIS: Ultimate NUMBER: 1 (1) HABITAT: Any (Any) TREASURE: 0 (7)

PRIMARY ATTACK: Bash with tentacle Speed: 3 Attack Bonus: 17 Injury Range: 16 ADB: 20 Damage Type: Crush (Disease)	2ND ATTACK: Grapple with tentacle Speed: 4 Attack Bonus: 15 Injury Range: Target's Contortions skill bonus ADB: 10 Damage Type: Grapple (Disease)	3RD ATTACK: Drowning (see below) Speed: 4 Attack Bonus: Varies Injury Range: N/A ADB: N/A Damage Type: Asphyxiation (Disease) This attack form is used once a victim has been grappled successfully.

Plague Demons are probably the most loathsome creatures ever seen in the world. Each has a huge bulbous sack-like body (approximately 5 metres across), which appears to be almost fluid in nature – multiple long tentacles can be exuded from or sucked back into the body at will. The demon seems to lack a mouth or sensory organs, though it is still able to perceive somehow. Perhaps its most startling feature, however, is its skin. The demon's flesh is rotten with putrefaction – maggots and grubs make the skin ripple with continuous movement and puss oozes out from myriad vivid wounds which tear open, seal and rupture again repeatedly all over its body. Clouds of flies make the rank air thick with buzzing, and the stench about a plague demon is stomach-churning. Each demon is always encountered in a pool of decaying gore which has seeped from its body. Anyone within 10 metres of the demon will be exposed every 10 seconds to White Fever as this horrendous liquid is splashed and sprayed into eyes, noses and mouths by the thrashing motion of the demon's tentacles or melee combat (the disease can be resisted as normal each time; see the *Diseases* section in the *Prices for Goods and Services* chapter). Anyone actually touched by the demon itself will be exposed to the Plague – they must resist an infection once every 10 seconds whilst being touched.

The 100 metres surrounding a Plague Demon are affected as if by a Corruption spell (see the Wounding spells in the *Magic* chapter). In addition, the symptoms of diseases within this 100-metre range of the demon develop at an increased rate (years become months, months become weeks, weeks become days and days become hours).

The Plague Demon is able to extend and control up to three tentacles at a time, each to a maximum length of 10 metres. The tentacles can be used to bash the same or different targets simultaneously (without penalty). One tentacle at a time can be used to make a grapple attack – if a target is successfully grappled by this tentacle, it will be pulled with incredible strength towards the demon until it is actually submerged within the demon's revolting fluid flesh. While the unfortunate target is held there, the putrefying liquids which comprise the demon ooze into every orifice; every other second, the target loses 1d20 Hit Points and must make an Injury Roll. Any Injuries delivered are Asphyxiation Injuries. The target will be held by the tentacle within the demon's body until it has drowned, or until it has been pulled free of the grappling tentacle. Any (dead) corpse or carcass that is subsumed into the demon's body has its HIP maximum added on to the demon's HIP total (this may take the demon's current HIP total above its normal maximum).

Plague Demons may choose to emit an instantaneous magically induced fear effect (as frequently as once every 60 seconds). Anyone within sight of the Plague Demon at this moment must make a SD stat roll versus 10. If this roll is:

- passed, the target overcomes his fears and may act normally;
- failed by ≤10, the target is terrified and will flee until out of sight;
- failed by >10, the target is paralysed by fear for 10 seconds and will then flee until out of sight;
- fumbled, the target has an adrenalin-induced heart attack and dies on the spot (Fumble Range is 10).

Note that those attacking a Plague Demon do not benefit from Orientation Bonuses; the creature does not have a front, rear or flanks.

1,2,8,4) FELV (CLASS III)

SIZE: Large WEIGHT: 500 kgs MOVE: 2.0, 10.0 (walk) ST (CO): 30 AG (Gen Move): 16	RE: 15 (Fast) DODGE: 12 AC: 2 HIPs: 150 INJURIES: All (magic)	OUTLOOK: Evil IN (Gen Static): 22 (Genius) SPELLS: 1d10+5 levels on the Illusion and Wizardry lists (100)	PSYCHOSIS: Major NUMBER: 1 (1) HABITAT: Any (Any) TREASURE: 5 (6)
PRIMARY ATTACK: Weapon Speed: As weapon / 2 Attack Bonus: 16 Injury Range: 18 ADB: 10 + weapon's ADB Damage Type: As weapon		2ND ATTACK: Claw Speed: 3 Attack Bonus: 14 Injury Range: 20 ADB: 10 Damage Type: Slash	

Felv are large, three metre high humanoid demons. All gangly limbs and neck, they appear fragile but taut wiry muscles make them deceptively strong. Their legs have the zigzag design of a running bird's – short thigh, ankle raised off the ground as a second backwards knee, with only the hoof at the end of the elongated foot touching the ground. Their heads are stretched such that the chin and the cranium are both pointed as to be almost conical. In terms of the rest of their appearance, Felv demons look strikingly like Bone Elves – always naked, they have pallid ivory skin, eyes like jet black discs, and a mane of metallic silver hair that hangs to below their waist. It is suspected that the Felv were created by Bone Elves, with foul sorcery and for unfathomable reasons; or vice-versa, perhaps...

Felv typically carry an obsidian two-handed weapon in one hand, leaving the other free to cast spells. They are particularly fond of spell-casting, tending to use magic more than any other type of demon. In addition, Felv seem to be surrounded by a mysterious force-field which nullifies incoming spells – half of all spells cast at a Felv automatically fail to affect it in any way (the GM should randomly determine which spells are ineffective).

1,2,8,5) GONCHONG (CLASS II)

SIZE: Tiny WEIGHT: 1 kg MOVE: 1.0, 5.0 (scuttle, leap) ST (CO): 2 AG (Gen Move): 15	RE: 25 (Blindingly Fast) DODGE: 18 AC: 4 HIPs: 10 INJURIES: All (magic)	OUTLOOK: Evil IN (Gen Static): 15 (High) SPELLS: Mind – lvls 1 to 15 (75), also *mind control power*	PSYCHOSIS: None NUMBER: 1 HABITAT: Any (Any) TREASURE: 0

PRIMARY ATTACK: Spear with proboscis Speed: 2 Attack Bonus: 15 Injury Range: Special ADB: Special Damage Type: Special

A Gonchong is a tiny demon, close in size and shape to a large tarantula. Its eight-legged body is covered in a hairless carapace of bony-white chitinous plates. Multiple black pearl-like eyes encrust its front, above a number of small mandibles. Its most noticeable feature, however, is the 10 cm long needle-like proboscis that protrudes from the tip of its abdomen and forms the Gonchong's sole weapon. So incredibly sharp is this proboscis that, once the Gonchong has leapt up onto a creature's head, it is able to effortlessly insert it into the brain through the skull and even armour. Any attack directed at the head of a creature which causes Hit Points to be lost is classed as having allowed the Gonchong to successfully insert its proboscis (the attack causes no actual damage to the creature at this stage). This done, the Gonchong is automatically and immediately able to control the creature as if by a Master spell (it does not need to cast a spell or expend Power Points to achieve this control).

Once in this position, mounted with its proboscis inserted and claw-like legs clasped securely about the victim's head, the Gonchong will use its spells to delve into its new slave's mind. It will uncover the slave's strengths, weaknesses, skills and spells, etc. and begin to use these to its advantage. A Gonchong is rarely encountered without being attached to some form of slave. Gonchongs are strongly motivated by the desire for power and will generally try to move so as to mount anyone that they judge will give them a position of greater influence. Gonchongs often conceal their presence by making their slaves don hoods, hats or helms.

Once a Gonchong has mounted a victim, it can only be removed by successfully putting the Gonchong to sleep with a Sleep spell, or via some other technique which makes the Gonchong unconscious. If the Gonchong is made unconscious, its slave falls unconscious too. Once the Gonchong is suitably immobile, it can be carefully slid off the skull of its slave and, hopefully, destroyed before it can leap onto another victim. If not already unconscious, the slave will fall into unconsciousness the moment the Gonchong's proboscis is removed from it; a Heal Organ or Regenerate spell is enough to heal the brain damage caused by the proboscis and wake the victim. If a Gonchong is not made immobile before attempting to remove it, then its slave invariably dies due to brain damage inflicted by the enraged Gonchong's proboscis.

Note that, whilst controlled by a Gonchong, a victim does not suffer the effects of any Demonic Wrongness fields.

1,2,8,6) HOMONOCULOUS (CLASS I)

SIZE: Tiny WEIGHT: 5 kgs MOVE: 1.0, 10.0 (fly); 1.0, 3.0 (walk) ST (CO): 3 AG (Gen Move): 15	RE: 20 (Very Fast) DODGE: 15 AC: 0 HIPs: 10 INJURIES: All (magic)	OUTLOOK: Evil IN (Gen Static): 5 (Low) SPELLS: Illusion – lvls 1 to 3 (15)	PSYCHOSIS: None NUMBER: 1 HABITAT: Any (Any) TREASURE: 1
PRIMARY ATTACK: Claw Speed: 3 Attack Bonus: 6 Injury Range: 20 ADB: 1 Damage Type: Slash		2ND ATTACK: Bite Speed: 3 Attack Bonus: 4 Injury Range: 20 ADB: 2 Damage Type: Slash	

An Homonoculous is a tiny demon, similar in stature to a small monkey (approximately 30 cm tall), but with a pair of bat-like wings sprouting from its back. They are often found perching on the shoulders of Demonologists, as their ability to fly makes them excellent familiars. They have smooth and hairless leathery skin, some of a bright crimson shade and others of dark black, but all have eyes with golden irises and reptilian black slitted pupils. Tiny claws protrude from their fingertips and a three-forked tongue from their sharp-teethed mouths. Surprisingly intelligent, they are able to converse in the Common and Demonic tongues in a soft chirping voice.

1,2,8,7) HYDRA (CLASS IV)

SIZE: Huge WEIGHT: 30,000 kgs MOVE: 2.0, 10.0 (walk) ST (CO): 100 AG (Gen Move): 15	RE: 10 (Medium) DODGE: 6 AC: 5 HIPs: Special INJURIES: Special; immune to acid	OUTLOOK: Aloof IN (Gen Static): 20 (Very High) SPELLS: Healing – lvls 1 to 20, except Tattoo spells (100), *special powers*	PSYCHOSIS: Ultimate NUMBER: 1 HABITAT: Any (Any) TREASURE: 0 (7)
PRIMARY ATTACK: Breath weapon (huge acid bolt) Speed: 2 Attack Bonus: 20 Injury Range: 15 ADB: 20 Damage Type: Acid	2ND ATTACK: Bite Speed: 3 Attack Bonus: 20 Injury Range: 16 ADB: 20 Damage Type: Slash	3RD ATTACK: Claw with talons Speed: 4 Attack Bonus: 17 Injury Range: 19 ADB: 20 Damage Type: Slash	4TH ATTACK: Tail bash Speed: 4 Attack Bonus: 17 Injury Range: 19 ADB: 20 Damage Type: Crush

The Hydra is a fearsome beast indeed, believed to be some kind of awesome demonic dragon. It looks like a wingless drake, some 40 metres in length and covered in silver scales, but its most striking feature is its multitude of heads. All Hydras have at least two heads – each with typical reptilian features and mounted on a long prehensile neck – but may have as many as five. Each head operates totally independently of the others, but they somehow effortlessly co-ordinate the control of the shared body, legs and tail. When a Hydra is encountered, the GM should randomly determine the initial number of heads that the beast has by rolling 1d4+1.

The Hydra attacks by biting with each of its heads. If a Hydra has X heads, it can make up to X simultaneous bites and these can be directed at up to X different targets within reach without penalty (each neck is 15 metres in length). Bite attacks can be substituted with attacks from one or both clawed forelegs (it will rise up onto its hind legs if necessary) or a tail bash attack if the Hydra desires. In addition, each head is able to spit a Huge Acid Bolt once every 20 seconds (the bolts travel up to 50 metres in a second and only affect the first target in their path; they take 2 seconds to aim).

The Hydra is immune to non-magic weapons and acids and, in addition, is a regenerating creature like Trolls and Lycanthropes. However, its powers of self-healing dwarf those of Trolls and Were-creatures. Every second, a Hydra regenerates 1d20 lost HIPs. In addition, Injuries inflicted upon its heads, body, legs and tail are ignored.

The Hydra's necks are more vulnerable, however. If a neck has an Injury inflicted upon it, or if it loses ≥20 HIPs in a single attack, then that neck is severed – the head and both parts of the neck fall lifelessly to the ground, leaving a gory stump on the Hydra's shoulders. However, whenever a Hydra's neck is severed, two new necks and heads are quickly grown in its place. 19 seconds after the old neck was severed, two new heads and necks sprout out of the wound on the Hydra's shoulders; the necks take 1 second to grow to full length, whereupon the heads gain consciousness and can begin activity. Each Hydra may have a maximum of five heads.

The only way to prevent the regeneration of new heads is to cauterise the stump on the Hydra's shoulders before the new heads sprout from it (i.e. within the 19 second timeframe). This can be done by delivering a single Heat or Electrical Injury to the wound, or by delivering heat or electricity-related attacks (e.g. a fire ball or lightning bolt) to the wound which causes the Hydra to lose 20 HIPs or more. Once cauterised in this way, the wound will not sprout new heads, and the total number of heads which can be supported by the Hydra decreases by two. The only way to slay a Hydra is to sever all of its necks and cauterise all of the wounds on its shoulders before any new heads are regrown.

Note that a Hydra's necks are so large that they can be classed as limbs for Location Penalty purposes, i.e. a -1 Location Penalty should be applied to attacks aimed at a Hydra's necks. Aiming an attack at a stump on the shoulders attracts a -2 Location Penalty. (See the *Location Penalty* section of the *Combat* chapter.) Note that this assumes that the Hydra's shoulders, which may be 10 metres off the ground, can be reached! Finally, note that a Hydra with no heads left will, obviously, be blind and deaf and unable to spit acid.

Hydras may choose to emit an instantaneous magically induced fear effect (as frequently as once every 60 seconds). Anyone within sight of the Hydra at this moment must make a SD stat roll versus 10. If this roll is:

- passed, the target overcomes his fears and may act normally;
- failed by ≤10, the target is terrified and will flee until out of sight;
- failed by >10, the target is paralysed by fear for 10 seconds and will then flee until out of sight;
- fumbled, the target has an adrenalin-induced heart attack and dies on the spot (Fumble Range is 10).

1,2,8,8) IMP (CLASS I)

SIZE: Small WEIGHT: 25 kgs MOVE: 1.0, 8.0 (walk) ST (CO): 5 AG (Gen Move): 12	RE: 15 (Fast) DODGE: 12 AC: 0 HIPs: 25 INJURIES: All (magic)	OUTLOOK: Evil IN (Gen Static): 5 (Low) SPELLS: Combat – lvl 1; Illusion – lvl 1 (25)	PSYCHOSIS: None NUMBER: 1 HABITAT: Any (Any) TREASURE: 1
PRIMARY ATTACK: Claw Speed: 3 Attack Bonus: 8 Injury Range: 20 ADB: 2 Damage Type: Slash		2ND ATTACK: Bite Speed: 3 Attack Bonus: 6 Injury Range: 20 ADB: 2 Damage Type: Slash	

Imps are larger brethren of the Homonoculous. About twice as tall and more muscular, they have the same skin, eyes and other features of the Homonoculous, but lack wings.

1,2,8,9) INCUBUS (CLASS II)

SIZE: Medium WEIGHT: 60 kgs MOVE: 1.0, 10.0 (walk) ST (CO): 12 AG (Gen Move): 12	RE: 15 (Fast) DODGE: 12 AC: 0 HIPs: 50 INJURIES: All (magic)	OUTLOOK: Evil IN (Gen Static): 10 (Average) SPELLS: Mind – lvls 1 to 10 (50)	PSYCHOSIS: Minor NUMBER: 1 HABITAT: Special TREASURE: 3 (4)

PRIMARY ATTACK: Weapon	2ND ATTACK: Claw
Speed: As weapon / 2	Speed: 2
Attack Bonus: 13	Attack Bonus: 12
Injury Range: 20	Injury Range: 20
ADB: As weapon	ADB: 4
Damage Type: As weapon	Damage Type: Slash

Incubi are one of the few types of demon that are inherently able to cross between the Demonic and Prime Planes at will. Incubi use dreams as their conduit between the planes – they are able to appear in the minds of women sleeping in the Prime Plane.

When entering a dream, the Incubus always appears as an attractive male member of the same race as the dreamer. The dreams always turn into nightmares in which the Incubus attempts to force intercourse with the dreamer. The dreamer must make a SD stat roll versus a difficulty factor equal to the Incubus' IN (default is 10). If the roll is:

- passed, then the dreamer fends off the Incubus in the dream. The demon is momentarily revealed in its true form (see below) before being banished back to the Demonic Plane.
- failed, then the rape is accomplished. The Incubus immediately vanishes from the dream, returning in triumph to the Demonic Plane.

Whatever the result, the dreamer will wake in horror. If the Incubus succeeded in having intercourse, the dreamer will also become pregnant with the Incubus' offspring.

Such children are born normally, develop as usual, and are totally indistinguishable from those of non-Demonic lineage, with two exceptions. First, such individuals are mysteriously able to understand the spoken Demonic language (although they cannot read it or speak it themselves). Second, such individuals will instantly and unquestioningly carry out verbal orders given by Incubi to the best of their ability (a SD stat roll versus the ordering Incubus' IN bonus is allowed to resist performing totally alien actions, e.g. self-mutilation).

It is believed that Incubi are, in this way, slowly amassing an army of slaves in the Prime Plane and will shortly find some way to transport themselves here en-mass in order to take command. It is not known exactly what proportion of the Prime Plane's residents (including Player Characters) are latent Incubi slaves.

The true form of an Incubus (i.e. that seen when one is physically encountered in the Prime or Demonic Planes outside of dreams) looks like a disturbing mockery of a tailor's mannequin. The body is slight of build, smooth of skin and totally featureless, lacking eyes, nose, mouth, ears, hair, nails, genitalia or any other external characteristic. This striking alien nature is generally hidden beneath a long cowled robe. Incubi usually fight with obsidian weaponry of some sort, but are also able to protrude long and transparent needle-like talons from their fingertips if necessary.

A female Incubus is called a Succubus. Succubi act in exactly the same way as Incubi but target men.

1,2,8,10) NAGA, GREATER (CLASS III)

SIZE: Large	RE: 15 (Fast)	OUTLOOK: Evil	PSYCHOSIS: Major
WEIGHT: 300 kgs	DODGE: 12	IN (Gen Static): 15 (High)	NUMBER: 1
MOVE: 1.0, 10.0 (walk)	AC: 0 (body), 3 (tail)	SPELLS: 1d10+5 levels on the Combat and Wounding lists (50)	HABITAT: Any (Temperate to Hot)
ST (CO): 30	HIPs: 200		TREASURE: 5 (6)
AG (Gen Move): 15	INJURIES: All (magic)		

PRIMARY ATTACK: Weapon Speed: As weapon / 2 Attack Bonus: 16 Injury Range: 18 ADB: 10 + weapon's ADB Damage Type: As weapon	2ND ATTACK: Bite Speed: 3 Attack Bonus: 15 Injury Range: 19 ADB: 10 Damage Type: Slash (poison)

Greater Naga seem to be a bizarre fusion of giant snake and Human. The torso, arms and head appear Human (except for serpentine slit-iris eyes), but the lower body, from the waist down, is a scaled snake's tail, often 5 metres or more in length. The Greater Naga is able to slither at speed on this tail, and can rear up on it so that it reaches 3 metres in height.

Greater Naga are generally able to cast a significant number of spells. They also generally carry weapons, favouring obsidian spears, halberds and other polearms. Additionally, they are able to bite using their poisonous fangs. A bite attack that causes HIP loss may also poison the victim. The victim must make a CO stat roll versus the poison's Potency Factor of 15; if the target fails, the poison takes effect. The victim loses 1d20 HIPs and must make an Injury Roll. Any Injuries delivered are Mental Injuries.

1,2,8,11) NAGA, LESSER (CLASS II)

SIZE: Medium WEIGHT: 80 kgs MOVE: 1.0, 8.0 (walk) ST (CO): 15 AG (Gen Move): 12	RE: 10 (Medium) DODGE: 9 AC: 0 (body), 3 (tail) HIPs: 100 INJURIES: All (magic)	OUTLOOK: Evil IN (Gen Static): 10 (Average) SPELLS: 1d10 levels on the Combat and Wounding lists (50)	PSYCHOSIS: Minor NUMBER: 1 HABITAT: Any (Temperate to Hot) TREASURE: 3 (4)
PRIMARY ATTACK: Weapon Speed: As weapon / 2 Attack Bonus: 12 Injury Range: 20 ADB: As weapon Damage Type: As weapon		2ND ATTACK: Bite Speed: 3 Attack Bonus: 12 Injury Range: 20 ADB: 3 Damage Type: Slash (poison)	

Lesser Naga are amongst the most commonly summoned demons. They appear as smaller versions of their Greater Naga cousins, with Human heads, arms and torsos joined to 3 metre long serpent tails.

Like their Greater kin, Lesser Naga are usually able to cast a number of spells. They also normally carry obsidian spears, halberds or other polearms, and are able to bite with their poisonous fangs. A bite attack that causes HIP loss may also poison the victim. The victim must make a CO stat roll versus the poison's Potency Factor of 10; if the target fails, the poison takes effect. The victim loses 1d10 HIPs and must make an Injury Roll. Any Injuries delivered are Mental Injuries.

1,2,8,12) PIT FIEND (CLASS II)

SIZE: Medium WEIGHT: 80 kgs MOVE: 1.0, 8.0 (walk) ST (CO): 20 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 9 AC: 4 HIPs: 75 INJURIES: All (magic)	OUTLOOK: Evil IN (Gen Static): 10 (Average) SPELLS: 1d10 levels on the Combat and Elemental Earth & Fire lists (50)	PSYCHOSIS: Minor NUMBER: 1 HABITAT: Any although subterranean is preferred (Any) TREASURE: 3 (4)

PRIMARY ATTACK: Bash with spined fist Speed: 3 Attack Bonus: 14 Injury Range: 20 ADB: 4 Damage Type: Puncture	2ND ATTACK: Fire spine (1d20 shots per day) Speed: 2 Attack Bonus: 14 Injury Range: 20 ADB: 3 Damage Type: Puncture

Pit Fiends are short and stocky humanoids with squat but powerful limbs. The similarity with Dwarfs ends there, however. Their tar-coloured hide is tough and arranged into a set of overlapping plates like that of armadillos. Protruding from these plates is a forest of horrifically sharp spines, varying from 10 to 20 cm in length. The spines cover every inch of the Pit Fiend's body – shorter spines near the joints and longer spines on the more rigid body parts. These spines are frequently dripping with gore – Pit Fiends delight in impaling opponents with punches from their spiked fists. In addition, the Fiend can fire some of its spines at opponents within 10 metres. Although extremely tough, the base of every spine is brittle enough to allow it to snap off without harming the Pit Fiend. Any spikes lost, either snapped off in melee or fired at opponents, are regrown within a day.

Pit Fiends can be encountered anywhere – they are one of the more frequently summoned demons – but they prefer underground habitats, enjoying using the cover of darkness to ambush victims.

1,2,9) DRAKES (OR DRAGONS)

Drakes (also known as dragons) are some of the most powerful monsters native to the Prime Plane. They are huge, magical creatures with reptilian features: lizard-like heads with horns and sharp teeth, elongated necks and bodies, long prehensile tails, and four legs ending in taloned feet. They usually walk on all fours, but all are capable of rising up on their hind legs if needed. In addition, several kinds of drakes have a huge pair of wings on their shoulders, with which they can fly at speed. Renowned for their cunning, all are capable of casting spells, generally those associated with a particular element (i.e. earth, fire, ice, lightning or water). Their weaponry is completed by a breath weapon, which may take the form of a cone of fire, a blast of cold or steam, a belching cloud of choking gas or a lightning bolt. They are armoured with tough scales, are immune to non-magic weapons, and do not become fatigued.

All Drakes emit a distinctive, pungent and revolting odour known as "dragon stench". Additionally, Old Drakes may choose to emit an instantaneous magically induced fear effect (as frequently as once every 60 seconds). Anyone within sight of the Drake at this moment must make a SD stat roll versus 10. If this roll is:

- passed, the target overcomes his fears and may act normally;
- failed by ≤10, the target is terrified and will flee until out of sight;
- failed by >10, the target is paralysed by fear for 10 seconds and will then flee until out of sight;
- fumbled, the target has an adrenalin-induced heart attack and dies on the spot (Fumble Range is 10).

1,2,9,1) DRAKE, OLD CAVE

SIZE: Huge WEIGHT: 25,000 kgs MOVE: 2.0, 10.0 (walk or burrow) ST (CO): 100 AG (Gen Move): 15	RE: 15 (Fast) DODGE: 12 AC: 5 HIPs: 700 INJURIES: All (magic)	OUTLOOK: Greedy IN (Gen Static): 20 (Very High) SPELLS: Elemental Earth & Fire – all earth or stone-related spells of levels 1 to 15 (75); *breath weapon*	PSYCHOSIS: Ultimate NUMBER: 1 (1) HABITAT: Any land or subterranean (Any) TREASURE: 0 (7)

PRIMARY ATTACK: Breath weapon (huge gas cone) Speed: 2 Attack Bonus: 20 Injury Range: 15 ADB: N/A (20 for Fire) Damage Type: Asphyxia (Heat if naked flames cause ignition)	2ND ATTACK: Gore with horn Speed: 3 Attack Bonus: 20 Injury Range: 16 ADB: 20 Damage Type: Puncture	3RD ATTACK: Claw with talons Speed: 3 Attack Bonus: 20 Injury Range: 17 ADB: 20 Damage Type: Slash	4TH ATTACK: Tail bash Speed: 4 Attack Bonus: 17 Injury Range: 19 ADB: 20 Damage Type: Crush	5TH ATTACK: Bite Speed: 4 Attack Bonus: 17 Injury Range: 19 ADB: 20 Damage Type: Slash

The Cave Drake (or Earth Dragon) is approximately 30 metres in length and lacks wings. It has two pairs of large horns that jut forward from above and below its face, and its hide – the colour of black asphalt – oozes rock-dissolving acid; these horns and acid help it to tunnel through earth and stone with great speed. Anyone who makes an Injury Roll as a result of a melee attack from the dragon must also make an Injury Roll versus Acid.

The Cave Drake may make up to three simultaneous attacks if desired (two simultaneous claw attacks are possible, along with one of any other type of attack), and each can be aimed at a different target if desired without penalty. Its breath weapon is a huge cone of asphyxiating methane (which will ignite if any naked flame is present) that can be sustained for up to 10 seconds (a 10 second interval must pass between one cone and the next). The cone is 20 metres in length and 2 metres in diameter at the base. A Huge Cone attack roll (see the *Elemental Spell Attacks* section in the *Combat* chapter) is made versus anyone touched by the cone every second. Any Injuries delivered are Asphyxiation Injuries unless the cone has caught fire – in which case, treat the cone as a huge Fire Cone instead (Armour Damage Penalties become relevant). The dragon is immune to its own breath weapon and all types of gas attack.

1,2,9,2) DRAKE, OLD FIRE

SIZE: Huge WEIGHT: 23,000 kgs MOVE: 20.0, 30.0 (fly); 2.0, 10.0 (walk) ST (CO): 100 AG (Gen Move): 15	RE: 20 (Very Fast) DODGE: 15 AC: 5 HIPs: 600 INJURIES: All (magic)	OUTLOOK: Greedy IN (Gen Static): 20 (Very High) SPELLS: Elemental Earth & Fire – all fire-related spells of levels 1 to 15 (75); *breath weapon*	PSYCHOSIS: Ultimate NUMBER: 1 (1) HABITAT: Any except under water (Any) TREASURE: 0 (7)

PRIMARY ATTACK: Breath weapon (huge fire cone) Speed: 2 Attack Bonus: 20 Injury Range: 15 ADB: 20 Damage Type: Heat	2ND ATTACK: Claw with talons Speed: 3 Attack Bonus: 20 Injury Range: 16 ADB: 20 Damage Type: Slash	3RD ATTACK: Bite Speed: 3 Attack Bonus: 20 Injury Range: 17 ADB: 20 Damage Type: Slash	4TH ATTACK: Tail bash Speed: 4 Attack Bonus: 17 Injury Range: 19 ADB: 20 Damage Type: Crush	5TH ATTACK: Gore with horn Speed: 4 Attack Bonus: 17 Injury Range: 19 ADB: 20 Damage Type: Puncture

The Fire Drake has a shape typical of dragons. It is approximately 40 metres in length and has a 30 metre wingspan. It has two long horns above its eyes and its scales are flame red in colour. The Fire Drake may make up to three simultaneous attacks if desired (two simultaneous claw attacks are possible, along with one of any other type of attack), and each can be aimed at a different target if desired without penalty. Its breath weapon is a Huge Fire Cone that can be sustained for up to 10 seconds (a 10 second interval must pass between one cone and the next). The cone is 20 metres in length and 2 metres in diameter at the base. A Huge Fire Cone attack roll is made versus anyone touched by the cone every second. The dragon is immune to its own breath weapon and all types of heat attack.

1,2,9,3) DRAKE, OLD ICE

SIZE: Huge WEIGHT: 23,000 kgs MOVE: 20.0, 30.0 (fly); 2.0, 10.0 (walk) ST (CO): 100 AG (Gen Move): 15	RE: 20 (Very Fast) DODGE: 15 AC: 5 HIPs: 600 INJURIES: All (magic)	OUTLOOK: Greedy IN (Gen Static): 20 (Very High) SPELLS: Elemental Wind & Wave – all ice or cold-related spells of levels 1 to 15 (75); *breath weapon*	PSYCHOSIS: Ultimate NUMBER: 1 (1) HABITAT: Any except under water (Any) TREASURE: 0 (7)	
PRIMARY ATTACK: Breath weapon (huge cold cone) Speed: 2 Attack Bonus: 20 Injury Range: 15 ADB: 20 Damage Type: Cold	2ND ATTACK: Claw with talons Speed: 3 Attack Bonus: 20 Injury Range: 16 ADB: 20 Damage Type: Slash	3RD ATTACK: Bite Speed: 3 Attack Bonus: 20 Injury Range: 17 ADB: 20 Damage Type: Slash	4TH ATTACK: Tail bash Speed: 4 Attack Bonus: 17 Injury Range: 19 ADB: 20 Damage Type: Crush	5TH ATTACK: Gore with horn Speed: 4 Attack Bonus: 17 Injury Range: 19 ADB: 20 Damage Type: Puncture

The Ice Drake looks identical to the Fire Drake, except its scales are icy white in colour. It may make up to three simultaneous attacks if desired (two simultaneous claw attacks are possible, along with one of any other type of attack), and each can be aimed at a different target if desired without penalty. Its breath weapon is a Huge Cold Cone that can be sustained for up to 10 seconds (a 10 second interval must pass between one cone and the next). The cone is 20 metres in length and 2 metres in diameter at the base. A Huge Cold Cone attack roll is made versus anyone touched by the cone every second. The dragon is immune to its own breath weapon and all types of cold or ice attack.

1,2,9,4) DRAKE, OLD LIGHTNING

SIZE: Huge WEIGHT: 23,000 kgs MOVE: 20.0, 30.0 (fly); 2.0, 10.0 (walk) ST (CO): 100 AG (Gen Move): 15	RE: 20 (Very Fast) DODGE: 15 AC: 5 HIPs: 600 INJURIES: All (magic)	OUTLOOK: Greedy IN (Gen Static): 20 (Very High) SPELLS: Elemental Wind & Wave – all wind, air or lightning-related spells of levels 1 to 15 (75); *breath weapon*	PSYCHOSIS: Ultimate NUMBER: 1 (1) HABITAT: Any except under water (Any) TREASURE: 0 (7)

PRIMARY ATTACK: Breath weapon (huge lightning bolt) Speed: 2 Attack Bonus: 20 Injury Range: 15 ADB: 20 Damage Type: Electricity	2ND ATTACK: Claw with talons Speed: 3 Attack Bonus: 20 Injury Range: 16 ADB: 20 Damage Type: Slash	3RD ATTACK: Bite Speed: 3 Attack Bonus: 20 Injury Range: 17 ADB: 20 Damage Type: Slash	4TH ATTACK: Tail bash Speed: 4 Attack Bonus: 17 Injury Range: 19 ADB: 20 Damage Type: Crush	5TH ATTACK: Gore with horn Speed: 4 Attack Bonus: 17 Injury Range: 19 ADB: 20 Damage Type: Puncture

The Lightning Drake (or Storm Dragon) looks identical to the Fire Drake, except its scales are electric blue in colour. It may make up to three simultaneous attacks if desired (two simultaneous claw attacks are possible, along with one of any other type of attack), and each can be aimed at a different target if desired without penalty. Its breath weapon is a Huge Lightning Bolt that can be fired once every 5 seconds. The bolt instantly travels 100 metres in a straight line and cannot be dodged. It even travels through solid objects or water, and anything within its path takes a Huge Lightning Bolt attack. The dragon is immune to its own breath weapon and all types of electrical attack.

1,2,9,5) DRAKE, OLD WATER

SIZE: Huge WEIGHT: 25,000 kgs MOVE: 2.0, 10.0 (walk or swim) ST (CO): 100 AG (Gen Move): 15	RE: 15 (Fast) DODGE: 12 AC: 5 HIPs: 700 INJURIES: All (magic)	OUTLOOK: Greedy IN (Gen Static): 20 (Very High) SPELLS: Elemental Wind & Wave – all water-related spells of levels 1 to 15 (75); *breath weapon*	PSYCHOSIS: Ultimate NUMBER: 1 (1) HABITAT: Any sea, ocean or large river (Any) TREASURE: 0 (7)

PRIMARY ATTACK: Breath weapon (huge steam cone) Speed: 2 Attack Bonus: 20 Injury Range: 15 ADB: 20 Damage Type: Heat	2ND ATTACK: Bite Speed: 3 Attack Bonus: 20 Injury Range: 16 ADB: 20 Damage Type: Slash	3RD ATTACK: Tail bash Speed: 4 Attack Bonus: 20 Injury Range: 17 ADB: 20 Damage Type: Crush	4TH ATTACK: Claw with talons Speed: 3 Attack Bonus: 17 Injury Range: 19 ADB: 20 Damage Type: Slash	5TH ATTACK: Gore with horn Speed: 4 Attack Bonus: 17 Injury Range: 19 ADB: 20 Damage Type: Puncture

The Water Drake (or Sea Serpent) is approximately 50 metres in length; its body, neck and tail are more elongated than those of its cousins. It lacks wings, and its scales are aquamarine in colour. It may make up to three simultaneous attacks if desired (two simultaneous claw attacks are possible, along with one of any other type of attack), and each can be aimed at a different target if desired without penalty. Its breath weapon is a huge cone of steam (treat as a Huge Fire Cone) that can be sustained for up to 10 seconds (a 10 second interval must pass between one cone and the next). The cone is 20 metres in length and 2 metres in diameter at the base. A Huge Fire Cone attack roll is made versus anyone touched by the cone every second. The dragon is immune to its own breath weapon and all types of steam or heat attack.

1,2,9,6) DRAKE, YOUNG CAVE

SIZE: Large WEIGHT: 8,000 kgs MOVE: 2.0, 10.0 (walk or burrow) ST (CO): 30 AG (Gen Move): 12	RE: 15 (Fast) DODGE: 12 AC: 5 HIPs: 230 INJURIES: All (magic)	OUTLOOK: Greedy IN (Gen Static): 15 (High) SPELLS: Elemental Earth & Fire – all earth or stone-related spells of levels 1 to 10 (50); *breath weapon*	PSYCHOSIS: Major NUMBER: 1 (1) HABITAT: Any land or subterranean (Any) TREASURE: 0 (5)
PRIMARY ATTACK: Breath weapon (large gas cone) Speed: 2 Attack Bonus: 15 Injury Range: 18 ADB: N/A (10 for Fire) Damage Type: Asphyxia (Heat if naked flames cause ignition)	2ND ATTACK: Gore with horn Speed: 3 Attack Bonus: 15 Injury Range: 18 ADB: 10 Damage Type: Puncture	3RD ATTACK: Claw with talons Speed: 3 Attack Bonus: 15 Injury Range: 19 ADB: 10 Damage Type: Slash	4TH ATTACK: Tail bash Speed: 4 Attack Bonus: 12 Injury Range: 20 ADB: 10 Damage Type: Crush

As the Old Cave Drake, but may make only up to two simultaneous attacks. Additionally, its cone is Large and is 10 metres in length and 1 metre in diameter at the base.

1,2,9,7) DRAKE, YOUNG FIRE

SIZE: Large WEIGHT: 7,000 kgs MOVE: 20.0, 30.0 (fly); 2.0, 10.0 (walk) ST (CO): 30 AG (Gen Move): 12	RE: 20 (Very Fast) DODGE: 15 AC: 5 HIPs: 200 INJURIES: All (magic)	OUTLOOK: Greedy IN (Gen Static): 15 (High) SPELLS: Elemental Earth & Fire – all fire-related spells of levels 1 to 10 (50); *breath weapon*	PSYCHOSIS: Major NUMBER: 1 (1) HABITAT: Any except under water (Any) TREASURE: 0 (5)
PRIMARY ATTACK: Breath weapon (huge fire cone) Speed: 2 Attack Bonus: 15 Injury Range: 18 ADB: 10 Damage Type: Heat	2ND ATTACK: Claw with talons Speed: 3 Attack Bonus: 15 Injury Range: 18 ADB: 10 Damage Type: Slash	3RD ATTACK: Bite Speed: 3 Attack Bonus: 15 Injury Range: 19 ADB: 10 Damage Type: Slash	4TH ATTACK: Tail bash Speed: 4 Attack Bonus: 12 Injury Range: 20 ADB: 10 Damage Type: Crush

As the Old Fire Drake, but may make only up to two simultaneous attacks. Additionally, its cone is Large and is 10 metres in length and 1 metre in diameter at the base.

1,2,9,8) DRAKE, YOUNG ICE

SIZE: Large WEIGHT: 7,000 kgs MOVE: 20.0, 30.0 (fly); 2.0, 10.0 (walk) ST (CO): 30 AG (Gen Move): 12	RE: 20 (Very Fast) DODGE: 15 AC: 5 HIPs: 200 INJURIES: All (magic)	OUTLOOK: Greedy IN (Gen Static): 15 (High) SPELLS: Elemental Wind & Wave – all ice or cold-related spells of levels 1 to 10 (50); *breath weapon*	PSYCHOSIS: Major NUMBER: 1 (1) HABITAT: Any except under water (Any) TREASURE: 0 (5)
PRIMARY ATTACK: Breath weapon (huge cold cone) Speed: 2 Attack Bonus: 15 Injury Range: 18 ADB: 10 Damage Type: Cold	2ND ATTACK: Claw with talons Speed: 3 Attack Bonus: 15 Injury Range: 18 ADB: 10 Damage Type: Slash	3RD ATTACK: Bite Speed: 3 Attack Bonus: 15 Injury Range: 19 ADB: 10 Damage Type: Slash	4TH ATTACK: Tail bash Speed: 4 Attack Bonus: 12 Injury Range: 20 ADB: 10 Damage Type: Crush

As the Old Ice Drake, but may make only up to two simultaneous attacks. Additionally, its cone is Large and is 10 metres in length and 1 metre in diameter at the base.

1,2,9,9) DRAKE, YOUNG LIGHTNING

SIZE: Large WEIGHT: 7,000 kgs MOVE: 20.0, 30.0 (fly); 2.0, 10.0 (walk) ST (CO): 30 AG (Gen Move): 12	RE: 20 (Very Fast) DODGE: 15 AC: 5 HIPs: 200 INJURIES: All (magic)	OUTLOOK: Greedy IN (Gen Static): 15 (High) SPELLS: Elemental Wind & Wave – all wind, air or lightning-related spells of levels 1 to 10 (50); *breath weapon*	PSYCHOSIS: Major NUMBER: 1 (1) HABITAT: Any except under water (Any) TREASURE: 0 (5)
PRIMARY ATTACK: Breath weapon (large lightning bolt) Speed: 2 Attack Bonus: 15 Injury Range: 18 ADB: 10 Damage Type: Electricity	2ND ATTACK: Claw with talons Speed: 3 Attack Bonus: 15 Injury Range: 18 ADB: 10 Damage Type: Slash	3RD ATTACK: Bite Speed: 3 Attack Bonus: 15 Injury Range: 19 ADB: 10 Damage Type: Slash	4TH ATTACK: Tail bash Speed: 4 Attack Bonus: 12 Injury Range: 20 ADB: 10 Damage Type: Crush

As the Old Lightning Drake, but may make only up to two simultaneous attacks. Additionally, its bolt is Large and is 50 metres in length.

1,2,9,10) DRAKE, YOUNG WATER

SIZE: Huge WEIGHT: 8,000 kgs MOVE: 2.0, 10.0 (walk or swim) ST (CO): 30 AG (Gen Move): 12	RE: 15 (Fast) DODGE: 12 AC: 5 HIPs: 230 INJURIES: All (magic)	OUTLOOK: Greedy IN (Gen Static): 15 (High) SPELLS: Elemental Wind & Wave – all water-related spells of levels 1 to 10 (50); *breath weapon*	PSYCHOSIS: Major NUMBER: 1 (1) HABITAT: Any sea, ocean or large river (Any) TREASURE: 0 (5)

PRIMARY ATTACK: Breath weapon (huge steam cone) Speed: 2 Attack Bonus: 15 Injury Range: 18 ADB: 10 Damage Type: Heat	2ND ATTACK: Bite Speed: 3 Attack Bonus: 15 Injury Range: 18 ADB: 10 Damage Type: Slash	3RD ATTACK: Tail bash Speed: 4 Attack Bonus: 15 Injury Range: 19 ADB: 10 Damage Type: Crush	4TH ATTACK: Claw with talons Speed: 3 Attack Bonus: 12 Injury Range: 20 ADB: 10 Damage Type: Slash

As the Old Water Drake, but may make only up to two simultaneous attacks. Additionally, its cone is Large and is 10 metres in length and 1 metre in diameter at the base.

1,2,10) DUNGEON MONSTERS

This section includes assorted creatures which are most frequently encountered in natural or artificial passages underground.

1,2,10,1) CAVE AMOEBA

SIZE: Large WEIGHT: 12,500 kgs MOVE: 0.1, 1.0 (walk) ST (CO): N/A AG (Gen Move): N/A	RE: 1 (Creeping) DODGE: 0 AC: 0 HIPs: 300 INJURIES: All (magic)	OUTLOOK: None IN (Gen Static): 1 (Instinctive Low) SPELLS: None	PSYCHOSIS: Minor NUMBER: 1 HABITAT: Any subterranean (Any) TREASURE: 3
PRIMARY ATTACK: Acid touch (large Acid Bolt) Speed: N/A Attack Bonus: 12 Injury Range: 19 ADB: 10 Damage Type: Acid			

The Cave Amoeba is a large transparent blob of viscous mucus which is generally encountered in caves, although they may be found in artificial dungeons and labyrinths, imported or summoned by the dungeon's owner to deal with the organic detritus left by adventurers. The Amoeba feeds on any organic material, alive or dead, that it can envelop – once inside the jelly-like body of the Amoeba, digestive juices quickly dissolve the material.

If standing on a flat open plane, the blob would assume a roughly hemi-spherical shape (gravity versus surface tension) about 3 metres in radius across the base, but the amoeba is generally encountered slowly inching its way along tunnels and corridors – in which case it changes shape so as to take on the cross-section of the corridor, to ensure that it can feed on organic material on all four surfaces of the corridor. (Cave Amoebæ generally have a volume of about 125 cubic metres, i.e. 5x5x5 metres.) Consequently, adventurers will generally be faced with a slowly moving wall of transparent jelly – they may even walk into it before noticing it. Any organic material touching the Amoeba takes effectively a large Acid Bolt attack every second (which cannot be dodged, parried, etc.). Consequently, the Amoeba generally leaves a trail of beautifully clean walls and inorganic scrap on the floor.

Cave Amoebæ do not become fatigued and are immune to non-magic weapons, but cold/ice and heat/fire-based attacks are slaying against them. Swinging a lit torch can be enough to make an Amoeba move away in fear (torches can be aimed with any melee weapon skill with a -5 penalty applied, they have an ADB of +1 and deliver Heat Injuries). Cave Amoebæ are immune to electricity-based attacks, however, and, if struck by any electricity-based attack, they divide into two Amoebæ, each half the size of the parent. (Small Cave Amoebæ created in this way subsequently grow into full-size Amoebæ, but this may take many weeks.)

Note that those attacking a Cave Amoeba do not benefit from Orientation Bonuses; the creature does not have a front, rear or flanks.

1,2,10,2) GREAT TROLL

SIZE: Huge WEIGHT: 8,000 kgs MOVE: 1.0, 10.0 (walk) ST (CO): 100 AG (Gen Move): 8	RE: 10 (Medium) DODGE: 9 AC: 11 HIPs: 200 INJURIES: No Soft	OUTLOOK: Aggressive IN (Gen Static): 3 (Low) SPELLS: None	PSYCHOSIS: Major NUMBER: 1 to 4 HABITAT: Any land or subterranean (Any) TREASURE: 1 (4)

PRIMARY ATTACK: Two-Handed Weapon Speed: As weapon Attack Bonus: 18 Injury Range: 16 ADB: 15 + weapon's ADB Damage Type: As weapon	2ND ATTACK: Whip with huge chain Speed: 5 Attack Bonus: 17 Injury Range: 17 ADB: 20 Damage Type: Crush	3RD ATTACK: Bash with fist Speed: 4 Attack Bonus: 16 Injury Range: 18 ADB: 20 Damage Type: Crush

Great Trolls are very similar to their brethren, the common or garden Troll (the PC race), but their race was bred – presumably with arcane magic – so as to increase their stature dramatically. Great Trolls stand up to 5 metres in height and are many times stronger than normal Trolls. However, this gain in physical power came at a cost. Great Trolls are even less intelligent than normal Trolls – often no more clever than a dog – and all are extremely aggressive. (Consequently, Great Trolls are not allowed as PCs.) Great Trolls usually delight only in crushing smaller fleshy creatures. They generally wield a two-handed weapon of some sort (usually a simple blunt weapon like a great hammer) in one hand, and a long length of heavy gauge chain in the other. This chain is used like a 10 metre long whip, effectively crushing that which it crashes against. (Strong PCs may be tempted to try using Great Trolls' chains themselves but they typically have a minimum Strength, mST=50!) If a Great Troll is encountered without weaponry, it will bludgeon opponents with its fists.

Great Trolls regenerate lost HIPs and Injuries in a similar way to normal Trolls, but much more rapidly. They have a HIP maximum of 200 HIPs and regain one HIP every second when not exposed to sunlight. As with normal Trolls, the only way to kill a Great Troll is to destroy the gem stone which forms its brain. Fortunately, however, a Great Troll's brain is made from a large feldspar crystal which is softer than diamond. Consequently, any Injury which destroys the Great Troll's head or brain can be classed as having fatally split this crystal into fragments.

Note that actually reaching a Great Troll's head, somewhere between 4 and 5 metres up in the air, will typically be very hard for most PCs and the GM should apply a suitable Location Penalty reflecting the PC's reach with his weapon. (The most effective technique may be to somehow jump up onto the Great Troll's shoulders, and hope that its stiff-jointed arms are unable to reach up to pull you off…)

The sun terrifies Great Trolls. Any exposure to sunlight causes them to instantly freeze where they stand. Additionally, once paralysed, each Great Troll has only a 1 in 20 chance of waking each subsequent nightfall.

1,2,10,3) RUST MONSTER

SIZE: Medium WEIGHT: 1,000 kgs MOVE: 0.5, 6.0 (walk) ST (CO): 10 AG (Gen Move): 5	RE: 10 (Medium) DODGE: 6 AC: 8 HIPs: 60 INJURIES: All	OUTLOOK: Hungry IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 to 10 HABITAT: Any subterranean (Any) TREASURE: 0 (3)
PRIMARY ATTACK: Acid touch from antennae. Both antennae can be used to deliver, without penalty, two simultaneous touches which must be directed at the same target. Speed: 3 Attack Bonus: 10 Injury Range: 20 ADB: 4 Damage Type: Acid		2ND ATTACK: Bash with spiked tail club Speed: 4 Attack Bonus: 9 Injury Range: 20 ADB: 4 Damage Type: Puncture	

The Rust Monster looks like a cross between a beetle and an Ankylosaurus. It is a quadruped about the size of a squat sheep, with a 2 metre long tail at the rear and two 1 metre long prehensile antennae protruding from its brow. Its hide is a smooth carapace with an incredibly tough, almost metallic nature. The Rust Monster feeds exclusively on the rust of ferrous metals (e.g. irons and steels). The touch of its antennae turns any ferrous metal to rust instantly, the Rust Monster gobbling up the resulting powder with its Hoover-like mouthparts. The Rust Monster is able to defend itself with these antennae – if they touch organic material (e.g. flesh), the target takes an attack as if from a medium Acid Bolt. In addition, the Rust Monster's long tail ends in a football-sized spiked club, which it swings at opponents.

Rust Monsters are commonly encountered in caves, although they are often found in artificial dungeons and labyrinths, imported or summoned by the dungeon's owner to deal with the metallic detritus left by adventurers. They can be the adventurer's bane – if an antenna touches a piece of non-magical ferrous metal, like a weapon or breastplate, the whole piece crumbles instantly to useless ash-like rust. (Magical equipment is rarely affected, though.) Leather armour beneath offers little protection either – the acid like touch of the antennae seeps through organic layers to damage the flesh beneath.

Rust Monsters generally eat on the spot, and do not make lairs as such. They keep on walking, leaving trails of scrap consisting of beautifully clean non-ferrous metals and precious stones, and burnt scraps of organic material.

1,2,11) ELEMENTALS

An Elemental is a living, sentient embodiment of a particular element. Those that embody a solid element – ice and earth – take the form of amorphous humanoids whose bodies are made of solid yet mobile ice or earth and rock. Those that embody fluid elements – fire, water and the storm (wind and lightning) – take the form of churning columns of flame, water or wind.

Elementals are generally invoked via magic and are subservient to their summoner; otherwise they are belligerent. It is unknown whether the summoning spell actually creates each elemental, or whether the spell merely transports an elemental from some alternative plane or dimension that consists only of their element (unlike our world where all of the elements are present and they coexist in balance).

Elementals detect the world around them with mysterious magical senses, and can see as normal in non-magical darkness. They cannot be harmed by non-magic weapons, and do not become fatigued. Also, those attacking an elemental, of any variety, do not benefit from Orientation Bonuses; an elemental does not have a front, rear or flanks.

If an Elemental loses all of its HIPs, it dissipates – an Earth Elemental will collapse into a pile of rubble, an Ice Elemental into broken shards of ice, while fluid Elementals like Fire, Storm and Water Elementals will dissipate into the surrounding atmosphere.

1,2,11,1) ELEMENTAL, MEDIUM EARTH

SIZE: Medium WEIGHT: 1,500 kgs MOVE: 1.0, 7.0 (walk) ST (CO): 10 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 6 AC: 11 HIPs: 50 INJURIES: No Soft (magic)	OUTLOOK: Aggressive IN (Gen Static): 3 (Low) SPELLS: Elemental Earth & Fire – lvl 4 earth bolt only (25)	PSYCHOSIS: Minor NUMBER: 1 HABITAT: Any land or subterranean (Any) TREASURE: 0
PRIMARY ATTACK: One or two fist bashes (both fists can be used to deliver two simultaneous bashes, without penalty, which must be directed at the same target) Speed: 3 Attack Bonus: 10 Injury Range: 20 ADB: 4 Damage Type: Crush			

A humanoid made of a mass of rock and earth, roughly 2m in height. It is able to manipulate and carry objects (up to 100 kgs) with its stony hands, and may use weapons. The Earth Elemental may pass unhindered through stone, rock and earth.

Water-based attacks deliver double damage to an Earth Elemental and are slaying.

1,2,11,2) ELEMENTAL, MEDIUM FIRE

SIZE: Medium WEIGHT: 0 kgs MOVE: 1.0, 10.0 (fly) ST (CO): 10 AG (Gen Move): 10	RE: 20 (Very Fast) DODGE: 15 AC: 0 HIPs: 50 INJURIES: None (magic)	OUTLOOK: Aggressive IN (Gen Static): 3 (Low) SPELLS: Elemental Earth & Fire – lvl 4 fire bolt only (25)	PSYCHOSIS: Minor NUMBER: 1 HABITAT: Any except under water (Any) TREASURE: 0
PRIMARY ATTACK: Envelopes a target (any target wholly or partially within its volume takes a medium Fire Ball attack every second) Speed: 3 Attack Bonus: 10 Injury Range: 20 ADB: 4 Damage Type: Heat			

A 2 metre high swirling column of flame, 1 metre in diameter. This elemental is unable to manipulate objects (except by burning them). The Fire Elemental may pass unhindered through air and flames. It is also able to move through cracks (e.g. under doors) and porous surfaces, reassuming its column shape once there is room.

Cold-based attacks deliver double damage to a Fire Elemental and are slaying.

1,2,11,3) ELEMENTAL, MEDIUM ICE

SIZE: Medium WEIGHT: 500 kgs MOVE: 1.0, 7.0 (walk) ST (CO): 10 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 6 AC: 4 HIPs: 50 INJURIES: No Soft (magic)	OUTLOOK: Aggressive IN (Gen Static): 3 (Low) SPELLS: Elemental Wind & Wave – lvl 6 ice bolt only (25)	PSYCHOSIS: Minor NUMBER: 1 HABITAT: Any except under water (Any) TREASURE: 0
PRIMARY ATTACK: One or two fist bashes (both fists can be used to deliver two simultaneous bashes, without penalty, which must be directed at the same target) Speed: 3 Attack Bonus: 10 Injury Range: 20 ADB: 4 Damage Type: Crush			

A humanoid made of ice, roughly 2 metres in height. It is able to manipulate and carry objects (up to 100 kgs) with its icy hands, and may use weapons. The Ice Elemental may pass unhindered through ice and snow.

Heat-based attacks deliver double damage to an Ice Elemental and are slaying.

1,2,11,4) ELEMENTAL, MEDIUM STORM

SIZE: Medium WEIGHT: 0 kgs MOVE: 1.0, 10.0 (fly) ST (CO): 10 AG (Gen Move): 10	RE: 20 (Very Fast) DODGE: 15 AC: 0 HIPs: 50 INJURIES: None (magic)	OUTLOOK: Aggressive IN (Gen Static): 3 (Low) SPELLS: Elemental Wind & Wave – lvl 6 lightning bolt only (25)	PSYCHOSIS: Minor NUMBER: 1 HABITAT: Any except under water (Any) TREASURE: 0
PRIMARY ATTACK: Envelopes a target (any target wholly or partially within its volume takes a medium Lightning Bolt attack every second) Speed: 3 Attack Bonus: 10 Injury Range: 20 ADB: 4 Damage Type: Electricity			

A 2 metre high swirling column of air, 1 metre in diameter, much like a tiny tornado. This elemental is unable to manipulate objects (except by shocking them with electricity). The Storm Elemental may pass unhindered through the air. It is also able to move through cracks (e.g. under doors) and porous surfaces, reassuming its tornado shape once there is room.

Water-based attacks deliver double damage to a Storm Elemental and are slaying.

1,2,11,5) ELEMENTAL, MEDIUM WATER

SIZE: Medium WEIGHT: 500 kgs MOVE: 1.0, 7.0 (walk) ST (CO): 10 AG (Gen Move): 10	RE: 15 (Fast) DODGE: 12 AC: 0 HIPs: 50 INJURIES: None (magic)	OUTLOOK: Aggressive IN (Gen Static): 3 (Low) SPELLS: Elemental Wind & Wave – lvl 6 water bolt only (25)	PSYCHOSIS: Minor NUMBER: 1 HABITAT: Any except under water (Any) TREASURE: 0

PRIMARY ATTACK: Envelopes a target (any target wholly or partially within its volume takes a medium Water Bolt attack every second) Speed: 3 Attack Bonus: 10 Injury Range: 20 ADB: 4 Damage Type: Crush

A 2 metre high swirling column of frothy water, 1 metre in diameter, much like a tiny water spout. This elemental is unable to manipulate objects (except by bashing them). The Water Elemental may pass unhindered through water. It is also able to seep through cracks (e.g. under doors) and porous surfaces, reassuming its water spout shape once there is room.

Cold-based attacks deliver double damage to a Water Elemental and are slaying.

1,2,11,6) ELEMENTAL, LARGE EARTH

SIZE: Large WEIGHT: 5,000 kgs MOVE: 1.0, 8.0 (walk) ST (CO): 30 AG (Gen Move): 11	RE: 10 (Medium) DODGE: 6 AC: 11 HIPs: 150 INJURIES: No Soft (magic)	OUTLOOK: Aggressive IN (Gen Static): 3 (Low) SPELLS: Elemental Earth & Fire – lvl 4 earth bolt only (25)	PSYCHOSIS: Minor NUMBER: 1 HABITAT: Any land or subterranean (Any) TREASURE: 0
PRIMARY ATTACK: One or two fist bashes (both fists can be used to deliver two simultaneous bashes, without penalty, which must be directed at the same target) Speed: 3 Attack Bonus: 14 Injury Range: 19 ADB: 10 Damage Type: Crush			

As the Medium Earth Elemental, but 3 metres in height and able to carry up to 300 kgs.

1,2,11,7) ELEMENTAL, LARGE FIRE

SIZE: Large WEIGHT: 0 kgs MOVE: 1.0, 12.0 (fly) ST (CO): 30 AG (Gen Move): 11	RE: 20 (Very Fast) DODGE: 15 AC: 0 HIPs: 150 INJURIES: None (magic)	OUTLOOK: Aggressive IN (Gen Static): 3 (Low) SPELLS: Elemental Earth & Fire – lvl 4 fire bolt only (25)	PSYCHOSIS: Minor NUMBER: 1 HABITAT: Any except under water (Any) TREASURE: 0
PRIMARY ATTACK: Envelopes a target (any target wholly or partially within its volume takes a large Fire Ball attack every second) Speed: 3 Attack Bonus: 14 Injury Range: 19 ADB: 10 Damage Type: Heat			

As the Medium Fire Elemental, but 3 metres in height and 2 in diameter.

1,2,11,8) ELEMENTAL, LARGE ICE

SIZE: Large WEIGHT: 2,000 kgs MOVE: 1.0, 8.0 (walk) ST (CO): 30 AG (Gen Move): 11	RE: 10 (Medium) DODGE: 6 AC: 4 HIPs: 150 INJURIES: No Soft (magic)	OUTLOOK: Aggressive IN (Gen Static): 3 (Low) SPELLS: Elemental Wind & Wave – lvl 6 ice bolt only (25)	PSYCHOSIS: Minor NUMBER: 1 HABITAT: Any except under water (Any) TREASURE: 0
PRIMARY ATTACK: One or two fist bashes (both fists can be used to deliver two simultaneous bashes, without penalty, which must be directed at the same target) Speed: 3 Attack Bonus: 14 Injury Range: 19 ADB: 10 Damage Type: Crush			

As the Medium Ice Elemental, but 3 metres in height and able to carry up to 300 kgs.

1,2,11,9) ELEMENTAL, LARGE STORM

SIZE: Large WEIGHT: 0 kgs MOVE: 1.0, 12.0 (fly) ST (CO): 30 AG (Gen Move): 11	RE: 20 (Very Fast) DODGE: 15 AC: 0 HIPs: 150 INJURIES: None (magic)	OUTLOOK: Aggressive IN (Gen Static): 3 (Low) SPELLS: Elemental Wind & Wave – lvl 6 lightning bolt only (25)	PSYCHOSIS: Minor NUMBER: 1 HABITAT: Any except under water (Any) TREASURE: 0
PRIMARY ATTACK: Envelopes a target (any target wholly or partially within its volume takes a large Lightning Bolt attack every second) Speed: 3 Attack Bonus: 14 Injury Range: 19 ADB: 10 Damage Type: Electricity			

As the Medium Storm Elemental, but 3 metres in height and 2 in diameter.

1,2,11,10) ELEMENTAL, LARGE WATER

SIZE: Large WEIGHT: 2,000 kgs MOVE: 1.0, 8.0 (walk) ST (CO): 30 AG (Gen Move): 11	RE: 15 (Fast) DODGE: 12 AC: 0 HIPs: 150 INJURIES: None (magic)	OUTLOOK: Aggressive IN (Gen Static): 3 (Low) SPELLS: Elemental Wind & Wave – lvl 6 water bolt only (25)	PSYCHOSIS: Minor NUMBER: 1 HABITAT: Any except under water (Any) TREASURE: 0
PRIMARY ATTACK: Envelopes a target (any target wholly or partially within its volume takes a large Water Bolt attack every second) Speed: 3 Attack Bonus: 14 Injury Range: 19 ADB: 10 Damage Type: Crush			

As the Medium Water Elemental, but 3 metres in height and 2 in diameter.

1,2,11,11) ELEMENTAL, HUGE EARTH

SIZE: Huge WEIGHT: 10,000 kgs MOVE: 1.0, 10.0 (walk) ST (CO): 100 AG (Gen Move): 12	RE: 10 (Medium) DODGE: 6 AC: 11 HIPs: 500 INJURIES: No Soft (magic)	OUTLOOK: Aggressive IN (Gen Static): 3 (Low) SPELLS: Elemental Earth & Fire – lvl 4 earth bolt only (25)	PSYCHOSIS: Major NUMBER: 1 HABITAT: Any land or subterranean (Any) TREASURE: 0
PRIMARY ATTACK: One or two fist bashes (both fists can be used to deliver two simultaneous bashes, without penalty, which must be directed at the same target) Speed: 3 Attack Bonus: 18 Injury Range: 16 ADB: 20 Damage Type: Crush			

As the Medium Earth Elemental, but 5 metres in height and able to carry up to 1000 kgs.

1,2,11,12) ELEMENTAL, HUGE FIRE

SIZE: Huge WEIGHT: 0 kgs MOVE: 1.0, 15.0 (fly) ST (CO): 100 AG (Gen Move): 12	RE: 20 (Very Fast) DODGE: 15 AC: 0 HIPs: 500 INJURIES: None (magic)	OUTLOOK: Aggressive IN (Gen Static): 3 (Low) SPELLS: Elemental Earth & Fire – lvl 4 fire bolt only (25)	PSYCHOSIS: Major NUMBER: 1 HABITAT: Any except under water (Any) TREASURE: 0
PRIMARY ATTACK: Envelopes a target (any target wholly or partially within its volume takes a huge Fire Ball attack every second) Speed: 3 Attack Bonus: 18 Injury Range: 16 ADB: 20 Damage Type: Heat			

As the Medium Fire Elemental, but 5 metres in height and 3 in diameter.

1,2,11,13) ELEMENTAL, HUGE ICE

SIZE: Huge WEIGHT: 6,000 kgs MOVE: 1.0, 10.0 (walk) ST (CO): 100 AG (Gen Move): 12	RE: 10 (Medium) DODGE: 6 AC: 4 HIPs: 500 INJURIES: No Soft (magic)	OUTLOOK: Aggressive IN (Gen Static): 3 (Low) SPELLS: Elemental Wind & Wave – lvl 6 ice bolt only (25)	PSYCHOSIS: Major NUMBER: 1 HABITAT: Any except under water (Any) TREASURE: 0
PRIMARY ATTACK: One or two fist bashes (both fists can be used to deliver two simultaneous bashes, without penalty, which must be directed at the same target) Speed: 3 Attack Bonus: 18 Injury Range: 16 ADB: 20 Damage Type: Crush			

As the Medium Ice Elemental, but 5 metres in height and able to carry up to 1000 kgs.

1,2,11,14) ELEMENTAL, HUGE STORM

SIZE: Huge WEIGHT: 0 kgs MOVE: 1.0, 15.0 (fly) ST (CO): 100 AG (Gen Move): 12	RE: 20 (Very Fast) DODGE: 15 AC: 0 HIPs: 500 INJURIES: None (magic)	OUTLOOK: Aggressive IN (Gen Static): 3 (Low) SPELLS: Elemental Wind & Wave – lvl 6 lightning bolt only (25)	PSYCHOSIS: Major NUMBER: 1 HABITAT: Any except under water (Any) TREASURE: 0
PRIMARY ATTACK: Envelopes a target (any target wholly or partially within its volume takes a huge Lightning Bolt attack every second) Speed: 3 Attack Bonus: 18 Injury Range: 16 ADB: 20 Damage Type: Electricity			

As the Medium Storm Elemental, but 5 metres in height and 3 in diameter.

1,2,11,15) ELEMENTAL, HUGE WATER

SIZE: Huge WEIGHT: 6,000 kgs MOVE: 1.0, 10.0 (walk) ST (CO): 100 AG (Gen Move): 12	RE: 15 (Fast) DODGE: 12 AC: 0 HIPs: 500 INJURIES: None (magic)	OUTLOOK: Aggressive IN (Gen Static): 3 (Low) SPELLS: Elemental Wind & Wave – lvl 6 water bolt only (25)	PSYCHOSIS: Major NUMBER: 1 HABITAT: Any except under water (Any) TREASURE: 0
PRIMARY ATTACK: Envelopes a target (any target wholly or partially within its volume takes a huge Water Bolt attack every second) Speed: 3 Attack Bonus: 18 Injury Range: 16 ADB: 20 Damage Type: Crush			

As the Medium Water Elemental, but 5 metres in height and 3 in diameter.

1,2,12) FELINES, LARGE

1,2,12,1) CAT, BIG

SIZE: Medium WEIGHT: 100 kgs MOVE: 2.0, 12.0 (walk) ST (CO): 10 AG (Gen Move): 15	RE: 20 (Very Fast) DODGE: 15 AC: 0 HIPs: 40 INJURIES: All	OUTLOOK: Reclusive or Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 (1) HABITAT: Any (Any non-polar) TREASURE: 0 (1)
PRIMARY ATTACK: Claw Speed: 3 Attack Bonus: 12 Injury Range: 20 ADB: 4 Damage Type: Slash		2ND ATTACK: Bite Speed: 3 Attack Bonus: 12 Injury Range: 20 ADB: 4 Damage Type: Slash	

Use the same statistics for any normal large feline (e.g. lion, tiger, leopard). Note that, while most adult big cats are solitary, lions may be encountered in groups of up to 10. All types ambush prey and have a Stealth skill of 15 when making such attacks.

1,2,13) FISHES AND WATER CREATURES

1,2,13,1) EEL, GIANT ELECTRIC

SIZE: Medium WEIGHT: 100 kgs MOVE: 1.0, 5.0 (swim) ST (CO): 6 AG (Gen Move): 15	RE: 15 (Fast) DODGE: 12 AC: 0 HIPs: 30 INJURIES: All	OUTLOOK: Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 to 4 HABITAT: Any water (Any non-polar) TREASURE: 0 (1)
PRIMARY ATTACK: Electric shock within 5 metres Speed: 3 Attack Bonus: Varies Injury Range: N/A ADB: N/A Damage Type: Mental		2ND ATTACK: Bite Speed: 3 Attack Bonus: 16 Injury Range: 19 ADB: 10 Damage Type: Slash	

The Giant Electric Eel hunts by generating pulses of electricity (one pulse every 5 seconds). Any sentient living creature within 5 metres of the eel's body when it emits a pulse instantly loses 1d10 Hit Points and must make an Injury Roll. Any Injuries delivered are Mental Injuries. Once its prey is stunned, the eel moves in to devour it.

1,2,13,2) KRAKEN, BOG

SIZE: Huge WEIGHT: 20,000 kgs MOVE: 1.0, 5.0 (swim or crawl) ST (CO): 50 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 6 AC: 5 HIPs: Special INJURIES: All	OUTLOOK: Cunning IN (Gen Static): 5 (Low) SPELLS: None	PSYCHOSIS: Major NUMBER: 1 HABITAT: Any swamp, bog, marsh (Any) TREASURE: 0(6)
PRIMARY ATTACK: Bash with tentacle Speed: 4 Attack Bonus: 15 Injury Range: 18 ADB: 10 Damage Type: Crush	2ND ATTACK: Grapple with tentacle Speed: 4 Attack Bonus: 15 Injury Range: Target's Contortions skill bonus ADB: 5 Damage Type: Grapple	3RD ATTACK: Bite Speed: 3 Attack Bonus: 12 Injury Range: 17 ADB: 15 Damage Type: Slash This attack form is used once a victim has been grappled successfully.	

The Bog Kraken lurks in deep swamps and marshes. A truly giant octopus, it lies submerged in dark pools and mud, and will attempt to grab any passing creature large enough to whet its appetite with its 30-metre long suckered tentacles, each as thick as a man's trunk. Once grappled, prey is lifted into its beaked maw to be sliced and swallowed.

A Bog Kraken has eight tentacles with which it may attack, each of which acts completely independently of the others. Causing a tentacle to be Injured or to lose 75 HIPs will cause it to be withdrawn or severed, depending on the GM's discretion and the nature of the attack. The Kraken's head/body has a separate pool of 500 HIPs; causing it to lose all of these will kill the creature outright. If the Kraken begins to suffer attacks to its head, it will drop grappled prey to free tentacles with which to protect itself. Cunning, they are always intelligent enough to know when to withdraw, hauling their bulbous bodies away through the mire far quicker than most can move across such difficult terrain.

1,2,13,3) KRAKEN, SEA

SIZE: Huge WEIGHT: 100,000 kgs MOVE: 2.0, 10.0 (swim) ST (CO): 100 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 6 AC: 5 HIPs: 200 INJURIES: All	OUTLOOK: Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: Ultimate NUMBER: 1 HABITAT: Any ocean (Any) TREASURE: 0
PRIMARY ATTACK: Bash with tentacle Speed: 4 Attack Bonus: 10 Injury Range: 16 ADB: 15 Damage Type: Crush			

The Sea Kraken is the mariner's nightmare. It is a beast with numerous huge tentacles, large enough to embrace the largest galleon and crush her to matchwood. No-one is known to have seen the body of this beast and survived. Those who have fallen in the brine during an attack and lived to tell the tale have found the churning water too opaque with wreckage, froth, blood and black ink to see more than a few metres.

A Sea Kraken has 1d10+10 tentacles with which it may attack, each of which acts completely independently of the others (i.e. the GM should treat each tentacle as a separate being). Generally, they strive to do structural damage to the ship (and anyone getting in their way) but, if one tentacle feels pain, then others often try to grope out and crush the attacker. Causing a tentacle to be Injured or to lose 200 HIPs will cause it to be withdrawn into the water or severed, depending on the GM's discretion and the nature of the attack. Once severed, a tentacle may twitch and writhe on deck for several minutes, but rarely with enough force to injure anyone further.

Those attacking a Sea Kraken do not benefit from Orientation Bonuses; the creature (what is seen of it at any rate) does not have a front, rear or flanks.

1,2,13,4) LEECH, GIANT

SIZE: Tiny WEIGHT: 1 kg MOVE: 1.0 (swim or slither) ST (CO): 1 AG (Gen Move): 3	RE: 3 (Very Slow) DODGE: 2 AC: 0 HIPs: 3 INJURIES: All	OUTLOOK: Hungry IN (Gen Static): 1 (Instinctive Low) SPELLS: None	PSYCHOSIS: None NUMBER: 1 to 5 HABITAT: Any water or woodland (Temperate to Hot) TREASURE: 0 (0)

PRIMARY ATTACK: Bite Speed: 5 Attack Bonus: 10 Injury Range: None ADB: None Damage Type: None (HIP loss only)

Like their normal relatives, Giant Leeches are blood-sucking parasites that lurk in thick vegetation or murky water and bite animals or people that pass too near. However, unlike the normal and almost harmless common leech, the Giant Leech may drink a litre of blood in one sitting, growing up to 50 cm long in the process. A Giant Leech that succeeds in biting into exposed flesh will drain 1 HIP from its victim every 10 seconds, and will drink a maximum of 10 HIPs before it is sated. (Assuming the leech can attack unnoticed, no attack roll is necessary.

Powerful anaesthetic chemicals excreted by the Giant Leech's skin ensure that its carried weight or bite cause no sensation. Consequently, most Giant Leeches are only noticed if their victim accidentally happens to see them. When not in water, they instinctively try to wriggle to a position on their victim where they can lie supported, e.g. in the crook between neck and backpack, and so the weight of the swollen leech is often not noticeable. Once full, the Giant Leech will drop off and ease its bloated form into the undergrowth or down stream.

Assuming the Giant Leech attacks unnoticed, the GM should simply use the attack roll for its bite attack to indicate whether the leech successfully bites a bare area of skin (allowing it to drink). Rather than using the target's Dodge, a difficulty factor should be applied which represents the amount of bare skin available (e.g. the difficulty factor of biting a barbarian in a loin cloth may be very low). If the roll is unsuccessful, the leech may bite again in 5 seconds elsewhere.

There is percentage chance equal to the number of HIPs lost that a victim bitten by a Giant Leech will be exposed to White Fever (see the *Diseases* section in the *Prices for Goods and Services* chapter). If exposed, the victim should make a CO stat roll to resist the disease as normal.

1,2,13,5) OCTOPUS, GIANT

SIZE: Large WEIGHT: 500 kgs MOVE: 1.0, 5.0 (swim) ST (CO): 30 AG (Gen Move): 18	RE: 15 (Fast) DODGE: 12 AC: 0 HIPs: 100 INJURIES: All	OUTLOOK: Aggressive IN (Gen Static): 8 (Low to Average) SPELLS: None	PSYCHOSIS: None NUMBER: 1 (1) HABITAT: Any water (Any) TREASURE: 0 (3)
PRIMARY ATTACK: Grapple with tentacle Speed: 3 Attack Bonus: 15 Injury Range: Target's Contortions skill bonus ADB: 5 Damage Type: Grapple		2ND ATTACK: Bite Speed: 4 Attack Bonus: 13 Injury Range: 19 ADB: 10 Damage Type: Slash (poison) This attack form is used once a victim has been grappled successfully.	

The Giant Octopus has a body approximately 1 metre in radius, and 8 tentacles which are 3 metres in length. Its beak delivers a poison if its attack causes HIP loss – the target makes a CO stat roll versus the poison's Potency Factor of 15 and, if the target fails, it loses an additional 1d20 HIPs. The octopus can eject a cloud of ink before itself (volume 5 metre radius), which it uses to confuse threats while it escapes. It is unproven but it is believed that some Giant Octopi may be highly intelligent.

1,2,13,6) PIRANHA

<table>
<tr><td>SIZE: Tiny
WEIGHT: <1 kg
MOVE: 1.0, 5.0 (swim)
ST (CO): 1
AG (Gen Move): 10</td><td>RE: 15 (Fast)
DODGE: 12
AC: 0
HIPs: 5
INJURIES: All (individual); None (school)</td><td>OUTLOOK: Aggressive
IN (Gen Static): 2 (Instinctive High)
SPELLS: None</td><td>PSYCHOSIS: None
NUMBER: Varies
HABITAT: Any
TREASURE: 0 (0)</td></tr>
<tr><td colspan="2">PRIMARY ATTACK (individual): Bite
Speed: 3
Attack Bonus: 5
Injury Range: 20
ADB: 1
Damage Type: Slash</td><td colspan="2">PRIMARY ATTACK (school): Bite
Speed: 3-(#/100) (min of 1)
Attack Bonus: #/10 (min of 1, max of 20)
Injury Rng: 20-(#/100) (min of 10)
ADB: #/10 (min of 1, max of 20)
Damage Type: Slash</td></tr>
</table>

Piranha are only likely to pose a direct threat to a large target like a PC race if they are amassed in a school, and then only if blood has been spilt in the water.

Should a lone piranha's attack characteristics ever be necessary, use those in the left-hand "individual" cell above.

If a school of piranha attacks a target, the GM should first determine the numbers of piranha in the school by rolling (1d20)x10. Although the school consists of many individual piranha making individual attacks, the mechanics used to handle combat become easier if the school is treated as a single entity. In this case, use the attack characteristics in the right-hand "school" cell above, where # is the total number of piranha in the school. E.g. a school of:

- 10 piranha would attack every 3-(10/100)=3 seconds with an Attack Bonus and Attack Damage Bonus of 10/10=1, and an Injury Range of 20-(10/100)=20;
- 200 piranha would attack every 3-(200/100)=1 second with an Attack Bonus and Attack Damage Bonus of 200/10=20, and an Injury Range of 20-(200/100)=10.

Targets should be allowed to defend the school's attacks as normal, using Dodge or Block. Note, however, that such motions will be impeded by the water and, consequently, the GM should require a complimentary Swimming skill roll to determine the actual value of a non-aquatic target's Dodge or Block skill.

The best defence is offence, of course, and a school can be attacked. If a school loses a number of Hit Points equal to # (the school size), then the school is effectively dissipated – the remaining fish will flee from their attacker. Schools are immune to Injuries and just lose HIPs. Those attacking a school do not benefit from Orientation Bonuses; the shoal does not have a front, rear or flanks.

1,2,13,7) SHARK

SIZE: Large WEIGHT: 2,000 kgs MOVE: 1.0, 5.0 (swim) ST (CO): 30 AG (Gen Move): 15	RE: 15 (Fast) DODGE: 12 AC: 2 HIPs: 100 INJURIES: All	OUTLOOK: Hungry IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 to 5 HABITAT: Any water (Any non-polar) TREASURE: 0 (0)
PRIMARY ATTACK: Bite Speed: 3 Attack Bonus: 16 Injury Range: 18 ADB: 10 Damage Type: Slash			

Use the same statistics for any large-sized fish (e.g. shark, killer-whale).

1,2,13,8) SQUID, GIANT

SIZE: Huge WEIGHT: 10,000 kgs MOVE: 2.0, 10.0 (swim) ST (CO): 100 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 6 AC: 5 HIPs: 500 INJURIES: All	OUTLOOK: Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: Minor NUMBER: 1 HABITAT: Any ocean (Any) TREASURE: 0
PRIMARY ATTACK: Grapple with tentacle Speed: 3 Attack Bonus: 16 Injury Range: Target's Contortions skill bonus ADB: 10 Damage Type: Grapple		2ND ATTACK: Bite Speed: 4 Attack Bonus: 18 Injury Range: 17 ADB: 20 Damage Type: Slash This attack form is used once a victim has been grappled successfully.	

The Giant Squid has a cone-shaped body about 5 metres in length, with a huge lidless eye on each flank. Protruding from the front are 10 metre long tentacles, covered in suckers. The tentacles encircle a huge beaked mouth. The squid can eject a cloud of ink before itself (volume 10 metre radius), which it uses to confuse threats while it escapes.

1,2,13,9) TURTLE, GIANT

SIZE: Huge WEIGHT: 75,000 kgs MOVE: 2.0, 10.0 (swim) ST (CO): 100 AG (Gen Move): 5	RE: 10 (Medium) DODGE: 6 AC: 5 HIPs: 700 INJURIES: All	OUTLOOK: Reclusive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: Major NUMBER: 1 HABITAT: Any ocean (Any) TREASURE: 0
PRIMARY ATTACK: Bite Speed: 3 Attack Bonus: 19 Injury Range: 16 ADB: 20 Damage Type: Crush		2ND ATTACK: Bash with flipper Speed: 4 Attack Bonus: 16 Injury Range: 17 ADB: 20 Damage Type: Crush	

The Giant Turtle looks like its common-or-garden relatives, but is enormously larger – Giant Turtles sometimes reach 50 metres in length. Tales are told of how, whilst sleeping on the surface, their rounded bony back can appear like a small island to desperate sailors. Giant Turtles generally prey on giant squid and whales, but a few have learnt to associate ships as containers of many tasty morsels.

1,2,13,10) WHALE

SIZE: Huge WEIGHT: 50,000 kgs MOVE: 2.0, 10.0 (swim) ST (CO): 100 AG (Gen Move): 5	RE: 10 (Medium) DODGE: 6 AC: 5 HIPs: 500 INJURIES: All	OUTLOOK: Reclusive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: Minor NUMBER: 1 to 4 HABITAT: Any water (Any) TREASURE: 0
PRIMARY ATTACK: Tail bash Speed: 3 Attack Bonus: 17 Injury Range: 16 ADB: 20 Damage Type: Crush		2ND ATTACK: Bite Speed: 4 Attack Bonus: 17 Injury Range: 17 ADB: 20 Damage Type: Crush	

Use the same statistics for any huge-sized fish (e.g. sperm whale).

1,2,14) GOLEMS AND GARGOYLES

Golems and Gargoyles are creatures which have been forged from bronze, carved from marble, or moulded from clay. They are made sentient and are animated with magic, and will generally (though not always) be in the service of the spell caster that made them, often as guards. Clay golems are the cheapest to make and, generally being tools and labourers, are often only crudely carved into simple humanoid forms. Bronze and marble golems, however, are usually elaborately carved into the shapes of Humans, Elves, etc. so that they appear as harmless statues until they suddenly move.

There is a simple difference between a Golem and a Gargoyle – Gargoyles have been bestowed with the power of magical flight. They are often carved with wings, although they do not technically need them to fly. Gargoyles are often mounted on the edges of rooftops, from which they can swoop down upon intruders.

The descriptions given below are for the commonest forms. However, occasionally, golems and gargoyles are encountered with special abilities. Some will have spells embedded within them, which they are able to cast. Others – always the Bronze type – will contain intricate mechanisms within their bodies that allow them to make additional attacks. A Bronze Golem might be specially constructed, for example, so as to contain a concealed heavy crossbow that fires bolts through its navel, and which is reloaded at speed via machinery within its torso. Alternatively, a Bronze Gargoyle might be constructed such that is able to vent a fine mist of acid or a gout of flame from its mouth.

Golems and Gargoyles detect the world around them with mysterious magical senses, and can see as normal in non-magical darkness. They do not become fatigued. If one loses all of its HIPs, it is destroyed, collapsing in a pile of dirt, rubble or scrap (a golem's Soul Stone will generally survive intact, however).

1,2,14,1) GOLEM, MEDIUM CLAY

SIZE: Medium WEIGHT: 1,000 kgs MOVE: 1.0, 7.0 (walk) ST (CO): 10 AG (Gen Move): 5	RE: 10 (Medium) DODGE: 6 AC: 5 HIPs: 50 INJURIES: No Soft	OUTLOOK: Varies IN (Gen Static): Varies SPELLS: Varies	PSYCHOSIS: Minor NUMBER: Varies HABITAT: Any (Any) TREASURE: 1 (1)
PRIMARY ATTACK: Bash with fist Speed: 3 Attack Bonus: 10 Injury Range: 20 ADB: 4 Damage Type: Crush		2ND ATTACK: Weapon Speed: As weapon Attack Bonus: 10 Injury Range: 20 ADB: As weapon Damage Type: As weapon	

Clay Golems (and Gargoyles) are made of clay and, hence, are the cheapest and easiest type of Golem to make. They are generally crudely shaped into humanoid forms, attacking with their blunt fists.

1,2,14,2) GOLEM, MEDIUM BRONZE

SIZE: Medium WEIGHT: 2,500 kgs MOVE: 1.0, 7.0 (walk) ST (CO): 10 AG (Gen Move): 5	RE: 10 (Medium) DODGE: 6 AC: 8 HIPs: 50 INJURIES: No Soft	OUTLOOK: Varies IN (Gen Static): Varies SPELLS: Varies	PSYCHOSIS: Minor NUMBER: Varies HABITAT: Any (Any) TREASURE: weapon (1)
PRIMARY ATTACK: Weapon Speed: As weapon Attack Bonus: 10 Injury Range: 20 ADB: As weapon Damage Type: As weapon		2ND ATTACK: Bash with fist Speed: 3 Attack Bonus: 10 Injury Range: 20 ADB: 4 Damage Type: Crush	

Bronze Golems (and Gargoyles) are made of bronze (or, occasionally, iron or other metals). They are generally skilfully shaped like Humans, Elves, etc. carrying real melee weapons and sometimes shields. If unarmed, they attack with their fists.

1,2,14,3) GOLEM, MEDIUM MARBLE

SIZE: Medium WEIGHT: 15,00 kgs MOVE: 1.0, 7.0 (walk) ST (CO): 10 AG (Gen Move): 5	RE: 10 (Medium) DODGE: 6 AC: 11 HIPs: 50 INJURIES: No Soft	OUTLOOK: Varies IN (Gen Static): Varies SPELLS: Varies	PSYCHOSIS: Minor NUMBER: Varies HABITAT: Any (Any) TREASURE: 1 (1)
PRIMARY ATTACK: Bash with fist Speed: 3 Attack Bonus: 10 Injury Range: 20 ADB: 4 Damage Type: Crush		2ND ATTACK: Weapon Speed: As weapon Attack Bonus: 10 Injury Range: 20 ADB: As weapon Damage Type: As weapon	

As Medium Bronze Golem, but carved from stone.

1,2,14,4) GOLEM, LARGE CLAY

SIZE: Large WEIGHT: 3,500 kgs MOVE: 1.0, 8.0 (walk) ST (CO): 30 AG (Gen Move): 5	RE: 10 (Medium) DODGE: 6 AC: 5 HIPs: 150 INJURIES: No Soft	OUTLOOK: Varies IN (Gen Static): Varies SPELLS: Varies	PSYCHOSIS: Minor NUMBER: Varies HABITAT: Any (Any) TREASURE: 1(2)
PRIMARY ATTACK: Bash with fist Speed: 3 Attack Bonus: 14 Injury Range: 19 ADB: 10 Damage Type: Crush		2ND ATTACK: Two-Handed Weapon Speed: As weapon Attack Bonus: 14 Injury Range: 19 ADB: 10 + weapon's ADB Damage Type: As weapon	

As Medium Clay Golem but larger (up to 3 metres in height).

1,2,14,5) GOLEM, LARGE BRONZE

SIZE: Large WEIGHT: 7,500 kgs MOVE: 1.0, 8.0 (walk) ST (CO): 30 AG (Gen Move): 5	RE: 10 (Medium) DODGE: 6 AC: 8 HIPs: 150 INJURIES: No Soft	OUTLOOK: Varies IN (Gen Static): Varies SPELLS: Varies	PSYCHOSIS: Minor NUMBER: Varies HABITAT: Any (Any) TREASURE: 1(2)
PRIMARY ATTACK: Two-Handed Weapon Speed: As weapon Attack Bonus: 14 Injury Range: 19 ADB: 10 + weapon's ADB Damage Type: As weapon		2ND ATTACK: Bash with fist Speed: 3 Attack Bonus: 14 Injury Range: 20 ADB: 10 Damage Type: Crush	

As Medium Bronze Golem but larger (up to 3 metres in height).

1,2,14,6) GOLEM, LARGE MARBLE

SIZE: Large WEIGHT: 5,000 kgs MOVE: 1.0, 8.0 (walk) ST (CO): 30 AG (Gen Move): 5	RE: 10 (Medium) DODGE: 6 AC: 11 HIPs: 150 INJURIES: No Soft	OUTLOOK: Varies IN (Gen Static): Varies SPELLS: Varies	PSYCHOSIS: Minor NUMBER: Varies HABITAT: Any (Any) TREASURE: 1(2)
PRIMARY ATTACK: Bash with fist Speed: 3 Attack Bonus: 14 Injury Range: 19 ADB: 10 Damage Type: Crush		2ND ATTACK: Two-Handed Weapon Speed: As weapon Attack Bonus: 14 Injury Range: 19 ADB: 10 + weapon's ADB Damage Type: As weapon	

As Medium Marble Golem but larger (up to 3 metres in height).

1,2,14,7) GOLEM, HUGE CLAY

SIZE: Huge WEIGHT: 10,000 kgs MOVE: 1.0, 10.0 (walk) ST (CO): 100 AG (Gen Move): 5	RE: 10 (Medium) DODGE: 6 AC: 5 HIPs: 500 INJURIES: No Soft	OUTLOOK: Varies IN (Gen Static): Varies SPELLS: Varies	PSYCHOSIS: Major NUMBER: Varies HABITAT: Any (Any) TREASURE: 1(3)

PRIMARY ATTACK: Bash with fist Speed: 3 Attack Bonus: 18 Injury Range: 17 ADB: 20 Damage Type: Crush	2ND ATTACK: Two-Handed Weapon Speed: As weapon Attack Bonus: 18 Injury Range: 16 ADB: 15 + weapon's ADB Damage Type: As weapon

As Medium Clay Golem but larger (up to 5 metres in height).

1,2,14,8) GOLEM, HUGE BRONZE

SIZE: Huge WEIGHT: 20,000 kgs MOVE: 1.0, 10.0 (walk) ST (CO): 100 AG (Gen Move): 5	RE: 10 (Medium) DODGE: 6 AC: 8 HIPs: 500 INJURIES: No Soft	OUTLOOK: Varies IN (Gen Static): Varies SPELLS: Varies	PSYCHOSIS: Major NUMBER: Varies HABITAT: Any (Any) TREASURE: 1(3)
PRIMARY ATTACK: Two-Handed Weapon Speed: As weapon Attack Bonus: 18 Injury Range: 16 ADB: 15 + weapon's ADB Damage Type: As weapon		2ND ATTACK: Bash with fist Speed: 3 Attack Bonus: 18 Injury Range: 17 ADB: 20 Damage Type: Crush	

As Medium Bronze Golem but larger (up to 5 metres in height).

1,2,14,9) GOLEM, HUGE MARBLE

SIZE: Huge WEIGHT: 15,000 kgs MOVE: 1.0, 10.0 (walk) ST (CO): 100 AG (Gen Move): 5	RE: 10 (Medium) DODGE: 6 AC: 11 HIPs: 500 INJURIES: No Soft	OUTLOOK: Varies IN (Gen Static): Varies SPELLS: Varies	PSYCHOSIS: Major NUMBER: Varies HABITAT: Any (Any) TREASURE: 1(3)
PRIMARY ATTACK: Bash with fist Speed: 3 Attack Bonus: 18 Injury Range: 17 ADB: 20 Damage Type: Crush		2ND ATTACK: Two-Handed Weapon Speed: As weapon Attack Bonus: 18 Injury Range: 16 ADB: 15 + weapon's ADB Damage Type: As weapon	

As Medium Marble Golem but larger (up to 5 metres in height).

1,2,15) HERD ANIMALS

1,2,15,1) BULL

SIZE: Large WEIGHT: 1,000 kgs MOVE: 1.0, 8.0 (walk) ST (CO): 25 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 6 AC: 1 HIPs: 200 INJURIES: All	OUTLOOK: Timid or Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 to 20 HABITAT: Any land (Any non-polar) TREASURE: 0

PRIMARY ATTACK: Gore with horns Speed: 3 Attack Bonus: 13 Injury Range: 19 ADB: 10 Damage Type: Puncture	2ND ATTACK: Trample with hooves Speed: 4 Attack Bonus: 12 Injury Range: 20 ADB: 10 Damage Type: Crush

Use the same statistics for any normal cow-type creature (e.g. cow, bison, buffalo).

1,2,15,2) CAMEL

SIZE: Large WEIGHT: 700 kgs MOVE: 1.0, 12.0 (walk) ST (CO): 22 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 6 AC: 1 HIPs: 100 INJURIES: All	OUTLOOK: Mean IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 to 10 HABITAT: Any land (Hot) TREASURE: 0
PRIMARY ATTACK: Kick with hoof Speed: 3 Attack Bonus: 13 Injury Range: 19 ADB: 10 Damage Type: Crush		2ND ATTACK: Spit Speed: 5 Attack Bonus: 20 Injury Range: N/A ADB: Does no damage – just annoying! Damage Type: None	

Camels are amazingly adapted for desert environments and are able to travel for long distances without water across sand. A camel can bear 150 kgs. Like Riding Horses, they will attempt to flee if faced with combat or any creature of the Minor, Major or Ultimate Psychosis Classes, unless their master makes a Riding skill roll versus a difficulty factor of 20. If the rider does control the beast, he must pass Riding skill rolls versus 20 every 5 seconds or the beast will try to flee again.

1,2,15,3) DEER

SIZE: Medium WEIGHT: 80 kgs MOVE: 1.0, 12.0 (walk) ST (CO): 8 AG (Gen Move): 15	RE: 20 (Very Fast) DODGE: 15 AC: 1 HIPs: 40 INJURIES: All	OUTLOOK: Timid IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 to 20 HABITAT: Any land (Any non-polar) TREASURE: 0
PRIMARY ATTACK: Gore with horns Speed: 3 Attack Bonus: 9 Injury Range: 20 ADB: 4 Damage Type: Puncture			

Use the same statistics for any normal deer (e.g. deer, elk, gazelle).

1,2,15,4) DONKEY

SIZE: Medium WEIGHT: 400 kgs MOVE: 1.0, 10.0 (walk) ST (CO): 22 AG (Gen Move): 12	RE: 15 (Fast) DODGE: 12 AC: 1 HIPs: 40 INJURIES: All	OUTLOOK: Stubborn IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 HABITAT: Any land (Any non-polar) TREASURE: 0

PRIMARY ATTACK: Kick with hoof Speed: 3 Attack Bonus: 10 Injury Range: 20 ADB: 4 Damage Type: Crush

A donkey or ass can bear 100 kgs. These beasts have great stamina so can carry loads for long distances, even over quite rough terrain, assuming that they can be motivated into moving at all. Although they will only fight in self-defence, they rarely scare into fleeing and are unaffected even by magically induced fear effects.

1,2,15,5) ELEPHANT

SIZE: Huge WEIGHT: 8,000 kgs MOVE: 1.0, 10.0 (walk) ST (CO): 30 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 6 AC: 2 HIPs: 300 INJURIES: All	OUTLOOK: Unpredictable IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 to 10 HABITAT: Any land (Any non-polar) TREASURE: 0
PRIMARY ATTACK: Gore with tusks Speed: 3 Attack Bonus: 16 Injury Range: 18 ADB: 10 Damage Type: Crush		2ND ATTACK: Trample with hooves Speed: 4 Attack Bonus: 16 Injury Range: 19 ADB: 10 Damage Type: Crush	

Use the same statistics for any elephant-sized grazing mammal (e.g. elephant, mastodon, mammoth).

1,2,15,6) ELK, GIANT

SIZE: Large WEIGHT: 4,000 kgs MOVE: 1.0, 10.0 (walk) ST (CO): 30 AG (Gen Move): 12	RE: 20 (Very Fast) DODGE: 15 AC: 1 HIPs: 150 INJURIES: All	OUTLOOK: Reclusive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 HABITAT: Mountainous or hilly (Any non-polar) TREASURE: 0
PRIMARY ATTACK: Gore with antlers Speed: 3 Attack Bonus: 15 Injury Range: 18 ADB: 10 Damage Type: Puncture		2ND ATTACK: Trample with hooves Speed: 4 Attack Bonus: 10 Injury Range: 20 ADB: 10 Damage Type: Crush	

The Giant Elk looks like its smaller, more common cousin, but is 3m high at its shoulders, and its antlers may span 4m in width.

1,2,15,7) HORSE, RIDING

SIZE: Large WEIGHT: 600 kgs MOVE: 1.0, 14.0 (walk) ST (CO): 20 AG (Gen Move): 12	RE: 15 (Fast) DODGE: 12 AC: 1 HIPs: 100 INJURIES: All	OUTLOOK: Timid IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 to 10 HABITAT: Any land (Any non-polar) TREASURE: 0

PRIMARY ATTACK: Kick with hoof Speed: 3 Attack Bonus: 13 Injury Range: 19 ADB: 10 Damage Type: Crush

Use the same statistics for any normal riding animal (e.g. horse, pony). A riding horse can bear 100 kgs. These beasts will become uncontrollable and will attempt to flee if ridden into battle, or if faced with any creature of the Minor, Major or Ultimate Psychosis Classes, unless their rider makes a Riding skill roll versus a difficulty factor of 20. If the rider does control his mount, he must pass Riding skill rolls versus 20 every 5 seconds or the beast will try to flee again.

1,2,15,8) HORSE, LIGHT WAR

SIZE: Large WEIGHT: 650 kgs MOVE: 1.0, 12.0 (walk) ST (CO): 22 AG (Gen Move): 12	RE: 15 (Fast) DODGE: 12 AC: 1 HIPs: 150 INJURIES: All	OUTLOOK: Calm IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 HABITAT: Any land (Any non-polar) TREASURE: 0
PRIMARY ATTACK: Kick with hoof Speed: 3 Attack Bonus: 14 Injury Range: 19 ADB: 10 Damage Type: Crush		2ND ATTACK: Trample Speed: 4 Attack Bonus: 13 Injury Range: 20 ADB: 10 Damage Type: Crush	

Light War Horses are stronger (but slower) than normal Riding Horses, but have been trained not to fear the fray of battle (no need for Riding skill rolls to prevent them from fleeing). However, they will still try to flee when initially faced with any creature of the Minor, Major or Ultimate Psychosis Classes, unless their rider makes a Riding skill roll versus a difficulty factor of 15. A light war horse can bear 150 kgs.

1,2,15,9) HORSE, HEAVY WAR

SIZE: Large WEIGHT: 700 kgs MOVE: 1.0, 12.0 (walk) ST (CO): 25 AG (Gen Move): 12	RE: 15 (Fast) DODGE: 12 AC: 1 HIPs: 200 INJURIES: All	OUTLOOK: Calm IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 HABITAT: Any land (Any non-polar) TREASURE: 0
PRIMARY ATTACK: Kick with hoof Speed: 3 Attack Bonus: 15 Injury Range: 18 ADB: 10 Damage Type: Crush		2ND ATTACK: Trample Speed: 4 Attack Bonus: 14 Injury Range: 20 ADB: 10 Damage Type: Crush	

Heavy War Horses are stronger (but slower) than Light War Horses, and will not flee even when faced with a creature of the Minor, Major or Ultimate Psychosis Classes (obviously, they are vulnerable to magically induced fear effects like everyone else). A heavy war horse can bear 200 kgs.

1,2,16) INVERTEBRATES, LAND

All insects and spiders are able to see in non-magical darkness as if it were bright daylight.

1,2,16,1) ANT, GIANT

SIZE: Medium WEIGHT: 100 kgs MOVE: 1.0, 8.0 (walk) ST (CO): 10 AG (Gen Move): 15	RE: 10 (Medium) DODGE: 6 AC: 4 HIPs: 50 INJURIES: All	OUTLOOK: Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: Minor NUMBER: 10 to 20 HABITAT: Any land (Any non-polar) TREASURE: 0 (4)
PRIMARY ATTACK: Acid jet from abdomen Speed: 2 Attack Bonus: 12 Injury Range: 20 ADB: 4 Damage Type: Acid		2ND ATTACK: Bite Speed: 3 Attack Bonus: 10 Injury Range: 20 ADB: 4 Damage Type: Puncture	

Giant Ants are approximately 2 metres in length and are usually encountered in large numbers, either on foraging missions (10 to 20 ants) or protecting their nest (1000 or more ants). They initially attack by squirting acid from their upturned abdomen (the jet hits a single target within 10 metres; it can be used 1d10 times per day, once every 10 seconds) and then follow up with bites. They can be encountered at any time, hunting effectively in the dark by scent.

1,2,16,2) BEETLE, GIANT

SIZE: Large WEIGHT: 1,500 kgs MOVE: 1.0, 8.0 (walk); 5.0, 10.0 (fly) ST (CO): 30 AG (Gen Move): 5	RE: 10 (Medium) DODGE: 6 AC: 4 HIPs: 200 INJURIES: All	OUTLOOK: Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: Minor NUMBER: 1 (1) HABITAT: Any land (Any non-polar) TREASURE: 0 (3)
PRIMARY ATTACK: Bash Speed: 3 Attack Bonus: 14 Injury Range: 19 ADB: 10 Damage Type: Crush		2ND ATTACK: Bite Speed: 3 Attack Bonus: 13 Injury Range: 20 ADB: 10 Damage Type: Puncture	

Giant Beetles are huge in comparison to their normal brethren, their dome-shaped bodies being approximately 3 metres in height and 4 in length. They hunt at night, either swooping down on prey and bashing with their forelimbs, or waiting in ambush, using their mandibles to bite anything walking too close to "that large round boulder in the dark".

1,2,16,3) TARANTULA

SIZE: Tiny WEIGHT: <0.1 kgs MOVE: 0.5, 2.0 (walk) ST (CO): 1 AG (Gen Move): 6	RE: 10 (Medium) DODGE: 6 AC: 0 HIPs: 1 INJURIES: All	OUTLOOK: Aggressive IN (Gen Static): 1 (Instinctive Low) SPELLS: None	PSYCHOSIS: None NUMBER: Varies HABITAT: Any (Temperate to Hot) TREASURE: 0 (0)
PRIMARY ATTACK: Bite Speed: 2 Attack Bonus: 5 Injury Range: 20 ADB: 1 Damage Type: Puncture (poison)			

Use the same statistics for any tiny-sized poisonous insect, e.g. tarantula, scorpion, bullet ant, etc. In all cases, an attack that causes HIP loss may also poison the victim. The victim must make a CO stat roll versus the poison's Potency Factor; if the target fails, the poison takes effect.

The potency and effects of the poison should be varied depending on the species and the GM's mood – a typical tarantula venom is described in the *Poisons* section of the *Prices for Goods and Services* chapter. Other common effects might be:

- Extra HIPs – the victim loses 1d20 more HIPs.
- Stun – the victim makes a 1d20 roll on the Injury Roll table, which is cross-referenced with the poison's Potency Factor rather than Hit Points lost. Any Injuries delivered are Mental Injuries.
- Acid – as Stun but with Acid Injuries rather than Mental (and severities A to F only).
- Death – the victim dies in 1d20 hours from organ failure.
- And so on…

1,2,16,4) LEECH, GIANT

See the *Fishes and Water Creatures* section.

1,2,16,5) SAND WORM, GIANT

SIZE: Huge WEIGHT: 100,000 kgs MOVE: 3.0, 15.0 (slither or burrow) ST (CO): 100 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 6 AC: 7 HIPs: 700 INJURIES: All	OUTLOOK: Hungry IN (Gen Static): 1 (Instinctive Low) SPELLS: None	PSYCHOSIS: Major NUMBER: 1 (1) HABITAT: Sands (Hot) TREASURE: 0 (4)
PRIMARY ATTACK: Swallow Speed: 4 Attack Bonus: 20 Injury Range: 15 ADB: 20 Damage Type: Crush		2ND ATTACK: Crush with body Speed: 5 Attack Bonus: 15 Injury Range: 18 ADB: 20 Damage Type: Crush	

The Giant Sand Worm is an enormous worm found only in deserts with very deep sands. Often reaching 30 metres in length and 5 in diameter, they are covered in thick ring-like chitinous plates which protect them from the abrasion of the sands in which they burrow. They are able to tunnel through and move across sand at great speeds; it is thought that they power their locomotion by generating an undulating motion in the thousands of short, stiff horns that protrude from their hide.

Sand Worms always make a surprise attack, erupting from the sands mouth agape and engulfing their prey whole. They have a Stealth skill of 10 when making such ambushes. Note that, while the worm's mouth cannot snap shut quickly, it is so wide and bristling with spear-like teeth that most prey will be impaled or engulfed before it can escape. Should the ambush fail, the worm will rely on its surprising agility and speed to capture the fleeing prey in its maw, or may seek to crush it first with its vast bulk. It is believed that Sand Worms locate their prey by feeling regular vibrations, such as those produced by the footfalls of people and animals walking on the desert's surface, which are transmitted through the sands into their horns and bodies.

Sand Worms are capable of carrying treasures within their stomachs. These are invariably extremely clean magical items – everything else swallowed being sand-blasted into obliteration.

1,2,16,6) SCORPION, GIANT

SIZE: Large WEIGHT: 750 kgs MOVE: 1.0, 8.0 (walk) ST (CO): 30 AG (Gen Move): 10	RE: 15 (Fast) DODGE: 12 AC: 4 HIPs: 180 INJURIES: All	OUTLOOK: Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: Minor NUMBER: 1 (1) HABITAT: Any land (Any non-polar) TREASURE: 0 (3)
PRIMARY ATTACK: Sting with tail Speed: 2 Attack Bonus: 15 Injury Range: 18 ADB: 10 Damage Type: Puncture (poison)		2ND ATTACK: Two Claw attacks simultaneously (ignore Simultaneous Attack and Off Hand Penalties) Speed: 3 Attack Bonus: 14 Injury Range: 20 ADB: 10 Damage Type: Slash	

Giant Scorpions are daytime hunters, approximately 3 metres in body length with a 5 metre tail and 2 metre pincer-ended forearms. They generally use their sting for preference. If the stinger attack causes HIP loss, a poison is delivered also (the target makes a CO stat roll versus the poison's Potency Factor of 13; if the target fails, it is paralysed for 1 minute per point of failure).

1,2,16,7) SPIDER, LESSER GIANT

SIZE: Medium WEIGHT: 100 kgs MOVE: 1.0, 12.0 (walk) ST (CO): 10 AG (Gen Move): 15	RE: 10 (Medium) DODGE: 6 AC: 4 HIPs: 50 INJURIES: All	OUTLOOK: Evil IN (Gen Static): 10 (Average) SPELLS: Illusion – lvls 1 to 8 (32)	PSYCHOSIS: Minor NUMBER: 1 to 5 HABITAT: Any dense vegetation or cave (Any non-polar) TREASURE: 0 (4)
PRIMARY ATTACK: Bite Speed: 3 Attack Bonus: 12 Injury Range: 20 ADB: 4 Damage Type: Slash (poison)		2ND ATTACK: Grapple with sticky web Speed: N/A Attack Bonus: 15 Injury Range: Target's Contortions skill bonus ADB: 4 (target loses no actual HIPs) Damage Type: Grapple	

Lesser Giant Spiders have bodies approximately the size of a barrel of beer attached to a water butt, and their eight legs span 4 metres. Their eight beady eyes can see effectively in the dark or even total darkness (to a range of 10 metres), allowing them to hunt at night in dark woods or in the caves in which they prefer to dwell. Their preferred technique is to herd victims towards their sticky webs. Every second that a target touches a web, it suffers a Grapple attack with an attack bonus of 15 and an Injury Range equal to the target's Contortions skill bonus or ST stat. (Note that these attacks do not cause the target to actually lose Hit Points, but it is necessary to determine the "virtual" HIP loss if an Injury is delivered.) Once tangled, the spiders close in and bite. If a bite attack causes HIP loss, a poison is also delivered (the target makes a CO stat roll versus the poison's Potency Factor of 10; if the target fails, it is paralysed for 1 hour per point of failure).

Lesser Giant Spider webs are extremely resistant to stretching or tearing, being able to support many kilograms of force. This, combined with their sticky nature, makes Contortions skill or brute strength relatively ineffective for escaping their tangling grasp. However, they can be sliced through with any sharp blade and they burn extremely easily, dissolving instantly to dust in the flame (the heat is channelled efficiently along the web's strands so anything tangled within the web will rarely suffer burns).

Lesser Giant Spiders are relatively intelligent, and communicate with each other via unintelligible hissing noises.

1,2,16,8) SPIDER, GREATER GIANT

SIZE: Huge WEIGHT: 10,000 kgs MOVE: 2.0, 15.0 (walk) ST (CO): 90 AG (Gen Move): 18	RE: 15 (Fast) DODGE: 6 AC: 5 HIPs: 600 INJURIES: All (magic)	OUTLOOK: Evil IN (Gen Static): 22 (Genius) SPELLS: Illusion – lvls 1 to 20 (100), *magically induced fear effect*	PSYCHOSIS: Ultimate NUMBER: 1 HABITAT: Any subterranean (Any) TREASURE: 0 (7)

PRIMARY ATTACK: Web cone from abdomen Speed: 2 Attack Bonus: 20 Injury Range: 15 ADB: 20 Damage Type: Crush and Grapple	2ND ATTACK: Spear with leg Speed: 3 Attack Bonus: 18 Injury Range: 17 ADB: 20 Damage Type: Puncture	3RD ATTACK: Bite Speed: 4 Attack Bonus: 17 Injury Range: 18 ADB: 20 Damage Type: Crush (poison)

Greater Giant Spiders are close relatives of their Lesser cousins but their size, magical nature and intelligence make them a completely different magnitude of threat.

A Greater Giant Spider may have a body some 5 metres in length and 3 in diameter, and legs 15 metres long or more. They are extremely cunning and evaluate their prey fully before revealing themselves. They invariably make full use of their spell-casting abilities and Lesser Giant Spider minions first, and only directly engage their opponents in combat as a last resort. If they do need to fight a target themselves, they generally shoot a cone of sticky web strands first. Anyone partially or wholly within the cone's volume (20 metre length, 2 metre diameter at base) is struck as if by a Medium Earth Bolt with an attack bonus of 20. If the attack roll versus a target indicates that an Injury has been delivered, the target takes both Crush and Grapple Injuries, reflecting the way that the web cone entangles them. If the target is still mobile, the spider may fire more web; a cone can be fired every 10 seconds. (Webs of Greater Giant Spiders are essentially the same as those of Lesser Giant Spiders but they cannot be cut by non-magical blades.)

Once the targets are tangled and immobile, the spider will usually descend from its ceiling perch and try to impale them with its huge spear-like legs. A Greater Giant Spider can stab with two legs simultaneously and these can be directed at different targets without penalty. Finally, the spider will bite its prey. As usual, if a bite attack causes HIP loss, a poison is delivered also (the target makes a CO stat roll versus the poison's Potency Factor of 20; if the target fails, it is paralysed for 1 day per point of failure).

Greater Giant Spiders lay an egg every month. Babies are believed to hatch after 6 months or so and require food very soon after they emerge from their eggs or they die. Consequently, the Greater Giant Spider will devote much of its time to surrounding its eggs with suitable food, stored in bonds of web. The hatchlings seem to prefer live food.

Greater Giant Spiders do not tolerate the presence of their direct kin, and hatchlings are escorted from lairs after their first meal, but they are frequently surrounded by small numbers (5 to 20) of Lesser Giant Spiders. Lesser Giant Spiders are always totally obedient to their Greater master's hissing orders.

Greater Giant Spiders are immune to non-magic weapons and do not become fatigued. In addition, they may choose to emit an instantaneous magically induced fear effect (as frequently as once every 60 seconds). Anyone within sight of the spider at this moment must make a SD stat roll versus 10. If this roll is:

- passed, the target overcomes his fears and may act normally;
- failed by ≤10, the target is terrified and will flee until out of sight;
- failed by >10, the target is paralysed by fear for 10 seconds and will then flee until out of sight;
- fumbled, the target has an adrenalin-induced heart attack and dies on the spot (Fumble Range is 10).

1,2,16,9) WASP, GIANT

SIZE: Medium WEIGHT: 40 kgs MOVE: 5.0, 10.0 (fly) ST (CO): 10 AG (Gen Move): 15	RE: 10 (Medium) DODGE: 6 AC: 4 HIPs: 40 INJURIES: All	OUTLOOK: Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 HABITAT: Any land (Any non-polar) TREASURE: 0 (1)
PRIMARY ATTACK: Sting with tail Speed: 2 Attack Bonus: 12 Injury Range: 20 ADB: 4 Damage Type: Puncture (poison)		2ND ATTACK: Bite Speed: 3 Attack Bonus: 10 Injury Range: 20 ADB: 4 Damage Type: Puncture	

Giant Wasps are daytime hunters, approximately 1 metre in length, which swoop down on their prey, stinging it repeatedly until it is still. The prey is then either eaten on the spot or carried off to some safe vantage point (where it is eaten, or a grub is laid within it). If the sting attack causes HIP loss, a poison is delivered also (the target makes a CO stat roll versus the poison's Potency Factor of 10; if the target fails, it is paralysed for 10 seconds per point of failure).

1,2,17) LYCANTHROPES

A Lycanthrope is a humanoid creature of standard mammalian physiology (e.g. Human, Elf, Dwarf, Halfling, Half-Elf, Half-Orc, Orc or Goblin) which has been bitten by a creature infected with lycanthropy. This is a magical disease which allows them to transform either fully or partially into beasts, often that of the wolf to produce a Were-Wolf (Were is pronounced like "where"). Note that lycanthropy is only carried and suffered by carnivorous or omnivorous mammals.

All Lycanthropes can only be damaged by magical attacks or attacks made with pure silver weapons. Non-magical or non-silver weapons bounce off them harmlessly. Attacks made with pure silver weapons are slaying to Lycanthropes. However, pure silver weapons become blunt or misshapen easily (even if magical). After delivering a number of successful attacks equal to their weight in kilograms (rounding fractions up), they lose their slaying ability and deliver only half normal damage until repaired.

All Lycanthropes can normally choose when to shift between:

- normal form (e.g. as a normal Human);
- beast form (e.g. as a normal Wolf);
- Were form, where they assume a partial halfway-house transformation, e.g. as a bipedal Human with fur, fangs, claws and other bestial features. In this form, the Lycanthrope's personality becomes psychotically violent.

However, when exposed to moonlight at night, the Lycanthrope may be forced to assume its Were form. If there is a:

- full moon, the beast or normal form must pass a SD roll (default SD is 10) versus 20 or it transforms immediately into its Were form;
- gibbous moon, the SD roll is made versus 15;
- half moon, the SD roll is made versus 10;
- crescent moon, the SD roll is made versus 5.

The Lycanthrope must pass a new SD roll every time it re-enters the moonlight to avoid being forced to assume Were form. If it passes 60/SD consecutive SD rolls, no further rolls need be made that night.

Each transformation requires 60/SC seconds (default SC is 10). Note that the transformation does not extend to the Lycanthrope's clothing or belongings – these must be discarded or they may be torn and ruined by the violent spasms which reshape the Lycanthrope's body.

Lycanthropes can be healed with normal Healing spells. However, while in Were form, a Lycanthrope is a regenerating creature (like Trolls and Hydras). Lycanthropes in Were form regenerate a number of lost HIPs equal to their CO every 20 seconds. These regained HIPs can be used to either:

- restore the Lycanthrope's HIP total;
- regenerate non-fatal Injuries. A Lycanthrope may use 10 regenerated HIPs to fully regenerate an A severity Injury, 20 to fully regenerate a B severity Injury, and so on.

A bite from a Lycanthrope which causes Hit Point loss exposes the victim to the Lycanthropy disease. If the victim is of the mammalian races, and if he fails a CO stat roll versus a difficulty factor of:

- 18 if bitten by a Were-Wolf;
- 16 if bitten by a Were-Rat;
- 14 if bitten by a Were-Cat;
- 12 if bitten by a Were-Bear;
- 10 if bitten by a Were-Bat.

…then the victim becomes a Lycanthrope (of the same type as his attacker). If the victim is not a humanoid creature of standard mammalian physiology, or the CO stat roll is passed, the infection is not contracted. A Resist Disease spell may help the victim to prevent infection. If a Renew Blood spell is cast on a Lycanthrope (except those created through the Become Lycanthrope spell), then it is immediately cured of Lycanthropy.

Note that Lycanthropes in Were or beast form gain the sensory abilities of that beast, e.g. good night-vision, sensitive senses of smell and hearing, echo-location if a Were-Bat, etc.

Following are descriptions of the different Were forms encountered. Descriptions of the normal and beast forms are given elsewhere.

1,2,17,1) WERE-BAT

SIZE: Medium WEIGHT: 50 kgs MOVE: 2.0, 10.0 (walk or fly) ST (CO): 10 AG (Gen Move): 15	RE: 15 (Fast) DODGE: 12 AC: 0 HIPs: 60 INJURIES: All (magical and/or pure silver)	OUTLOOK: Berserk IN (Gen Static): 10 (Average) SPELLS: Varies, *regeneration*	PSYCHOSIS: Minor (Were-form only) NUMBER: 1 (1) HABITAT: Any (Any non-polar) TREASURE: 1 (5)

PRIMARY ATTACK: Claw Speed: 3 Attack Bonus: 15 Injury Range: 19 ADB: 4 Damage Type: Slash (Disease)	2ND ATTACK: Bite Speed: 3 Attack Bonus: 15 Injury Range: 19 ADB: 4 Damage Type: Slash (Disease)

The Were-Bat is able to transform between Were, normal (mammalian PC race) and beast (Giant Vampire Bat) forms at will, although exposure to moonlight may force the Were form to be taken. The Were form looks like a hideous winged bipedal cross between a Giant Vampire Bat and a mammalian PC race (and is generally 75% of the height of the normal form).

Some Were-Bats may be powerful Hedge Mages, in which case they will not necessarily be aggressive and will be able to cast spells from the Nature discipline of at least 18th level.

1,2,17,2) WERE-BEAR

SIZE: Large WEIGHT: 500 kgs MOVE: 1.0, 8.0 (walk) ST (CO): 30 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 6 AC: 1 HIPs: 100 INJURIES: All (magical and/or pure silver)	OUTLOOK: Berserk IN (Gen Static): 10 (Average) SPELLS: Varies, *regeneration*	PSYCHOSIS: Minor (Were-form only) NUMBER: 1 (1) HABITAT: Any (Any) TREASURE: 1 (5)

PRIMARY ATTACK: Claw Speed: 4 Attack Bonus: 15 Injury Range: 18 ADB: 10 Damage Type: Slash (Disease)	2ND ATTACK: Grapple with arm(s) Speed: 4 Attack Bonus: 13 Injury Range: Target's Contortions skill bonus ADB: 5 Damage Type: Grapple	3RD ATTACK: Bite Speed: 4 Attack Bonus: 13 Injury Range: 17 ADB: 10 Damage Type: Slash (Disease) This attack form is used once a victim has been grappled successfully.

The Were-Bear is able to transform between Were, normal (mammalian PC race) and beast (Medium Bear) forms at will, although exposure to moonlight may force the Were form to be taken. The Were form looks like a hideous bipedal cross between a bear and a mammalian PC race (and is generally 200% of the height of the normal form).

Some Were-Bears may be powerful Hedge Mages, in which case they will not necessarily be aggressive and will be able to cast spells from the Nature discipline of at least 18th level.

1,2,17,3) WERE-CAT

SIZE: Large WEIGHT: 350 kgs MOVE: 2.0, 12.0 (walk) ST (CO): 25 AG (Gen Move): 15	RE: 20 (Very Fast) DODGE: 15 AC: 0 HIPs: 80 INJURIES: All (magical and/or pure silver)	OUTLOOK: Berserk IN (Gen Static): 10 (Average) SPELLS: Varies, *regeneration*	PSYCHOSIS: Minor (Were-form only) NUMBER: 1 (1) HABITAT: Any (Any non-polar) TREASURE: 1 (5)

PRIMARY ATTACK: Claw Speed: 3 Attack Bonus: 15 Injury Range: 18 ADB: 10 Damage Type: Slash (Disease)	2ND ATTACK: Bite Speed: 3 Attack Bonus: 15 Injury Range: 19 ADB: 10 Damage Type: Slash (Disease)

The Were-Cat is able to transform between Were, normal (mammalian PC race) and beast (Big Cat) forms at will, although exposure to moonlight may force the Were form to be taken. The Were form looks like a hideous bipedal cross between a tiger, lion or other large cat and a mammalian PC race (and is generally 150% of the height of the normal form).

Some Were-Cats may be powerful Hedge Mages, in which case they will not necessarily be aggressive and will be able to cast spells from the Nature discipline of at least 18th level.

1,2,17,4) WERE-RAT

SIZE: Medium WEIGHT: 50 kgs MOVE: 2.0, 10.0 (walk) ST (CO): 10 AG (Gen Move): 15	RE: 25 (Blindingly Fast) DODGE: 18 AC: 0 HIPs: 60 INJURIES: All (magical and/or pure silver)	OUTLOOK: Berserk IN (Gen Static): 10 (Average) SPELLS: Varies, *regeneration*	PSYCHOSIS: Minor (Were-form only) NUMBER: 1 (1) HABITAT: Any (Any non-polar) TREASURE: 1 (5)
PRIMARY ATTACK: Bite Speed: 2 Attack Bonus: 15 Injury Range: 19 ADB: 4 Damage Type: Slash (Disease)		2ND ATTACK: Claw Speed: 2 Attack Bonus: 15 Injury Range: 19 ADB: 3 Damage Type: Slash (Disease)	

The Were-Rat is able to transform between Were, normal (mammalian PC race) and beast (Giant Rat) forms at will, although exposure to moonlight may force the Were form to be taken. The Were form looks like a hideous bipedal cross between a Giant Rat and a mammalian PC race (and is generally 75% of the height of the normal form).

Some Were-Rats may be powerful Hedge Mages, in which case they will not necessarily be aggressive and will be able to cast spells from the Nature discipline of at least 18th level.

1,2,17,5) WERE-WOLF

SIZE: Large WEIGHT: 400 kgs MOVE: 2.0, 11.0 (walk) ST (CO): 25 AG (Gen Move): 12	RE: 15 (Fast) DODGE: 12 AC: 0 HIPs: 90 INJURIES: All (magical and/or pure silver)	OUTLOOK: Berserk IN (Gen Static): 10 (Average) SPELLS: Varies, *regeneration*	PSYCHOSIS: Minor (Were-form only) NUMBER: 1 (1) HABITAT: Any (Any non-polar) TREASURE: 1 (5)

PRIMARY ATTACK: Bite Speed: 3 Attack Bonus: 15 Injury Range: 18 ADB: 10 Damage Type: Slash (Disease)	2ND ATTACK: Claw Speed: 3 Attack Bonus: 15 Injury Range: 19 ADB: 10 Damage Type: Slash (Disease)

The Were-Wolf is able to transform between Were, normal (mammalian PC race) and beast (Wolf) forms at will, although exposure to moonlight may force the Were form to be taken. The Were form looks like a hideous bipedal cross between a wolf and a mammalian PC race (and is generally 150% of the height of the normal form).

Some Were-Wolves may be powerful Hedge Mages, in which case they will not necessarily be aggressive and will be able to cast spells from the Nature discipline of at least 18th level.

1,2,18) REPTILES AND AMPHIBIANS

1,2,18,1) CROCODILE, GIANT

SIZE: Large WEIGHT: 3,000 kgs MOVE: 1.0, 9.0 (walk) ST (CO): 30 AG (Gen Move): 10	RE: 15 (Fast) DODGE: 12 AC: 2 HIPs: 200 INJURIES: All	OUTLOOK: Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 HABITAT: Shore (Temperate to Hot) TREASURE: 0 (1)
PRIMARY ATTACK: Bite Speed: 3 Attack Bonus: 16 Injury Range: 18 ADB: 12 Damage Type: Slash			

The Giant Crocodile looks like its smaller common cousin but, when fully grown, will be 1 metre high at the shoulder and 10 metres in length. Their first attack is always an ambush. They lie hidden in turbid water and then lunge forward, by flexing their powerful tails, and snap shut their enormous jaws around prey on the river bank. When ambushing prey from the water in this way, they have a Stealth skill of 10. If their initial strike is not fatal to the prey, the crocodile will move onto land if it needs to give chase – it can move surprisingly quickly despite its ungainly lizard-like locomotion.

1,2,18,2) CROCODILE

SIZE: Medium WEIGHT: 750 kgs MOVE: 1.0, 8.0 (walk) ST (CO): 10 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 6 AC: 1 HIPs: 60 INJURIES: All	OUTLOOK: Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 HABITAT: Any (Temperate to Hot) TREASURE: 0 (1)
PRIMARY ATTACK: Bite Speed: 3 Attack Bonus: 12 Injury Range: 20 ADB: 6 Damage Type: Slash			

Use the same statistics for any normal medium-sized lizard or reptile (e.g. crocodile, alligator, komodo dragon). If a crocodile is ambushing prey from the water, give it a Stealth skill of 10.

1,2,18,3) PYTHON, HORSE-EATING

SIZE: Large WEIGHT: 1,000 kgs MOVE: 0.5, 5.0 (walk); 0.5, 5.0 (swim) ST (CO): 30 AG (Gen Move): 12	RE: 10 (Medium) DODGE: 12 AC: 1 HIPs: 150 INJURIES: All	OUTLOOK: Reclusive or Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 (1) HABITAT: Any (Temperate to Hot) TREASURE: 0 (1)
PRIMARY ATTACK: Grapple Speed: 3 Attack Bonus: 15 Injury Range: Target's Contortions skill bonus ADB: 10 Damage Type: Grapple		2ND ATTACK: Bite Speed: 3 Attack Bonus: 13 Injury Range: 19 ADB: 10 Damage Type: Slash This attack form is used once a victim is unconscious.	

The Horse-Eating Python is a 20 metre long constricting snake that may be 50 cm in breadth. As its name belies, it is large enough to eat a horse (or a Human). They generally ambush prey from long grass, and have a Stealth skill of 12 when making such attacks.

1,2,18,4) SALAMANDER, LARVA

SIZE: Large WEIGHT: 650 kgs MOVE: 1.0, 8.0 (walk) ST (CO): 30 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 6 AC: 2 HIPs: 200 INJURIES: All (magic)	OUTLOOK: Reclusive or Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: *Heat Injuries*	PSYCHOSIS: Minor NUMBER: 1 to 5 (1 to 5) HABITAT: Volcanic (Any) TREASURE: 0 (3)
PRIMARY ATTACK: Bite Speed: 3 Attack Bonus: 14 Injury Range: 19 ADB: 10 Damage Type: Slash, Heat		2ND ATTACK: Tail bash Speed: 4 Attack Bonus: 13 Injury Range: 20 ADB: 10 Damage Type: Crush, Heat	

The Larva Salamander is a giant (4 metre long) magical salamander that lives within the larva flows and super-heated sulphurous lakes associated with volcanoes. It is immune to all types of heat and fire damage, and any Injury Roll from a Larva Salamander's melee attacks is accompanied by a Heat Injury Roll.

1,2,18,5) PYTHON

SIZE: Medium WEIGHT: 20 kgs MOVE: 0.5, 3.0 (walk); 0.5, 3.0 (swim) ST (CO): 8 AG (Gen Move): 12	RE: 10 (Medium) DODGE: 12 AC: 1 HIPs: 25 INJURIES: All	OUTLOOK: Reclusive or Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 (1) HABITAT: Any (Temperate to Hot) TREASURE: 0 (0)

PRIMARY ATTACK: Grapple Speed: 3 Attack Bonus: 10 Injury Range: Target's Contortions skill bonus ADB: 4 Damage Type: Grapple	2ND ATTACK: Bite Speed: 3 Attack Bonus: 8 Injury Range: 19 ADB: 3 Damage Type: Slash This attack form is used once a victim is unconscious.

Use the same statistics for any medium-sized constricting snake (e.g. anaconda, python). They generally ambush prey, and have a Stealth skill of 12 when making such attacks.

1,2,18,6) COBRA

SIZE: Tiny WEIGHT: 2 kgs MOVE: 0.5, 3.0 (walk); 0.5, 3.0 (swim) ST (CO): 2 AG (Gen Move): 12	RE: 15 (Fast) DODGE: 12 AC: 1 HIPs: 5 INJURIES: All	OUTLOOK: Reclusive or Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 HABITAT: Any (Temperate to Hot) TREASURE: 0 (0)
PRIMARY ATTACK: Bite Speed: 2 Attack Bonus: 8 Injury Range: 20 ADB: 2 Damage Type: Puncture (poison)		2ND ATTACK: Grapple Speed: 4 Attack Bonus: 6 Injury Range: Target's Contortions skill bonus ADB: 2 Damage Type: Grapple This attack form is used once a victim is poisoned. Once grappled, more bites follow if necessary.	

Use the same statistics for any tiny-sized poisonous snake (e.g. cobra, viper, rattlesnake, sea snake). In all cases, a bite attack that causes HIP loss may also poison the victim. The victim must make a CO stat roll versus the poison's Potency Factor of 10; if the target fails, the poison takes effect.

The potency and effects of the poison should be varied depending on the species and the GM's mood – various snake venoms are described in the *Poisons* section of the *Prices for Goods and Services* chapter. Other typical effects might be:

- Extra HIPs – the victim loses 1d20 more HIPs.
- Stun – the victim makes a 1d20 roll on the Injury Roll table, which is cross-referenced with the poison's Potency Factor rather than Hit Point loss. Any Injuries delivered are Mental Injuries.
- Acid – as Stun but with Acid Injuries rather than Mental (and severities A to F only).
- Death – the victim dies in 1d20 hours from organ failure.

The GM may wish to use a Spitting Cobra. These creatures have the same statistics as the normal cobra, but their Primary Attack involves spitting acid into the eyes of their prey. The attack has a range of 5 metres and can be used once every 5 seconds. The attack takes 1 second – make an attack roll with a bonus of 8 versus the target's Dodge, Block, etc. (remember this is a missile attack). A hit indicates that the poison has entered the target's system via the eyes. The victim should then be allowed a stat roll – CO versus Potency Factor – to try to avoid suffering the poison's effects.

1,2,18,7) TOAD, GIANT

SIZE: Large WEIGHT: 600 kgs MOVE: 0.5, 15.0 (walk); 1.0, 5.0 (swim) ST (CO): 30 AG (Gen Move): 10	RE: 15 (Fast) DODGE: 12 AC: 2 HIPs: 150 INJURIES: All	OUTLOOK: Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 or 2 (1 or 2) HABITAT: Any (Temperate to Hot) TREASURE: 0 (3)
PRIMARY ATTACK: Breath weapon (spits acid) Speed: 1 Attack Bonus: 15 Injury Range: 19 ADB: 10 Damage Type: Acid	2ND ATTACK: Bite Speed: 3 Attack Bonus: 12 Injury Range: 20 ADB: 10 Damage Type: Crush	3RD ATTACK: Crushing leap Speed: 3 Attack Bonus: 10 Injury Range: 18 ADB: 10 Damage Type: Crush	

The Giant Toad is a fearsome opponent. As long and broad as a horse, it is able to move at great speed by bounding along the ground in huge jumps of up to 15 metres. The Giant Toad usually spits acid at an opponent. Treat the attack as a large Acid Bolt with a range of 10 metres that can be used once every 10 seconds. Each attack takes 1 second – make an attack roll with a bonus of 15 versus the target's Dodge or Block. Giant Toads may also try to injure prey by leaping upon them and crushing them under their bulbous, weighty bodies.

1,2,18,8) WYVERN

SIZE: Large WEIGHT: 2,000 kgs MOVE: 10.0, 20.0 (fly); 0.5, 1.0 (walk) ST (CO): 30 AG (Gen Move): 12	RE: 15 (Fast) DODGE: 12 AC: 1 HIPs: 150 INJURIES: All	OUTLOOK: Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 (1) HABITAT: Any cliffs, e.g. mountains or coastal (Any non-polar) TREASURE: 0 (3)
PRIMARY ATTACK: Claw with talons Speed: 3 Attack Bonus: 14 Injury Range: 19 ADB: 10 Damage Type: Puncture		2ND ATTACK: Bite Speed: 3 Attack Bonus: 14 Injury Range: 19 ADB: 10 Damage Type: Slash	

Wyverns are large pterosaur-like flying reptiles. They appear very similar to dragons, for their grey-scaled bodies have long serpent-like necks and tails, bat wings and taloned feet, but they lack fore-legs and have beaks rather than crocodilian snouts. Adult Wyverns may be up to 10 metres in length from tip of snout to tail, with a similar wingspan – large enough to fly whilst carrying up to 200 kgs. For this reason, they are occasionally tamed and used as steeds.

1,2,19) RODENTS

1,2,19,1) RAT

SIZE: Tiny WEIGHT: <1 kg MOVE: 0.5, 5.0 (walk or swim) ST (CO): 1 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 8 AC: 0 HIPs: 5 (individual); Varies (pack) INJURIES: All (individual); None (pack)	OUTLOOK: Timid IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: Varies HABITAT: Any (Any non-polar) TREASURE: 0 (0)
PRIMARY ATTACK (individual): Bite Speed: 3 Attack Bonus: 5 Injury Range: 20 ADB: 1 Damage Type: Slash		PRIMARY ATTACK (pack): Bite Speed: 3-(#/100) (min of 1) Attack Bonus: #/10 (min of 1, max of 20) Injury Rng: 20-(#/100) (min of 10) ADB: #/10 (min of 1, max of 20) Damage Type: Slash; Disease	

The rat is the only rodent likely to pose a direct threat and then only if encountered in large numbers. Even packs of rats are likely to flee rather than attack a much larger aggressor but, if enraged by disease or fear of fire, for example, they may attack.

Should a lone rat's attack characteristics ever be necessary, use those in the left-hand "individual" cell above. If a pack of rats is provoked into attacking a target, the GM should first determine the numbers of rats in the pack by rolling (1d20)x10. Although the pack consists of many individual rats making individual attacks, the mechanics used to handle combat become easier if the pack is treated as a single entity. In this case, use the attack characteristics in the right-hand "pack" cell above, where # is the total number of rats in the pack. E.g. a pack of:

- 10 rats would attack every 3-(10/100)=3 seconds with an Attack Bonus and Attack Damage Bonus of 2/10=1, and an Injury Range of 20-(2/100)=20;
- 190 rats would attack every 3-(190/100)=1 second with an Attack Bonus and Attack Damage Bonus of 190/10=19, and an Injury Range of 20-(190/100)=10.

Targets should be allowed to defend the pack's attacks as normal, using Dodge or Block.

The best defence is offence, of course, and a pack can be attacked. If a pack loses a number of Hit Points equal to # (the pack size), then the pack is effectively dissipated – the remaining rats will flee from their attacker. Packs are immune to Injuries and just lose HIPs. Those attacking a pack do not benefit from Orientation Bonuses; the pack does not have a front, rear or flanks.

There is a chance equal to (#/10)% that any pack attack which causes HIPs to be lost will expose the target to the Plague (the victim should make a CO stat roll to resist the disease as normal; see the *Diseases* section in the *Prices for Goods and Services* chapter). Bites from a single rat are unlikely to infect.

1,2,19,2) RAT, GIANT

SIZE: Small WEIGHT: 20 kg MOVE: 1.0, 10.0 (walk) ST (CO): 6 AG (Gen Move): 12	RE: 15 (Fast) DODGE: 12 AC: 0 HIPs: 30 INJURIES: All	OUTLOOK: Aggressive IN (Gen Static): 2 (Instinctive High) SPELLS: None	PSYCHOSIS: None NUMBER: 1 to 20 HABITAT: Any (Any non-polar) TREASURE: 0 (3)

PRIMARY ATTACK: Bite Speed: 3 Attack Bonus: 6 Injury Range: 20 ADB: 2 Damage Type: Slash; disease

The Giant Rat is a larger version of its normal, more numerous cousin. About the size of a small dog, Giant Rats are encountered in much smaller pack sizes than normal rats, generally living in family units of up to twenty individuals. There is a percentage chance equal to the number of HIPs lost that any Giant Rat attack will expose the target to the Plague. The victim should make a CO stat roll to resist the disease as normal (see the *Diseases* section in the *Prices for Goods and Services* chapter).

1,2,20) TREES, PLANTS AND FUNGI

There are obviously countless types of plants that characters may encounter. However, very few pose any kind of threat (unless they are poisonous and are eaten). Those rare species that pose a more overt danger are listed here.

Note that fire-based attacks deliver slaying damage to all trees, plants and fungi (see the Slaying Weapon spell in the *Magic* chapter).

1,2,20,1) DEVIL'S HORN

SIZE: Tiny WEIGHT: 1 kg MOVE: 0 ST (CO): N/A AG (Gen Move): N/A	RE: N/A DODGE: 0 AC: 0 HIPs: 1 INJURIES: None	OUTLOOK: None IN (Gen Static): 0 (None) SPELLS: None	PSYCHOSIS: None NUMBER: 1 HABITAT: Any land-based (Any) TREASURE: 3
PRIMARY ATTACK: Poison gas cloud Speed: N/A Attack Bonus: 10 Injury Range: N/A ADB: N/A Damage Type: Madness and death			

The Devil's Horn is a kind of fungus which appears like a 30 centimetre long blood-red phallus, always found protruding from the gaping mouth of a corpse.

If the fungus or corpse is disturbed in any way, the fungus will puff out a cloud of spores which fills a 10 metre radius immediately and which dissipates after 10 seconds. (The fungus can puff out spores as frequently as once every minute.) The spores are too small to be visible but those breathing them in will smell a strong odour like vanilla. Anyone within the cloud must make a CO stat roll versus an attack bonus of 10 every second. Failure indicates that the spores have entered the lungs and bloodstream.

1d10 hours later, the victim will suddenly gain the Amnesia and Manic Depression psychoses with severities of 20 (see the *Psychoses* chapter; the latter causing only mania and not depression). The psychoses last for 1d10 days. During this period, no other symptoms are apparent and the victim can be fully cured with a Resist Disease or Renew Blood spell, or by herbs with similar effects.

When this period ends, the victim suffers an abrupt and violent coughing fit as he chokes on a sudden burst of spores from his mouth and nostrils (this cloud of spores will potentially affect all within a 10 metre radius, as before). He then has a heart attack and dies a few seconds later. A new Devil's Horn fungus now begins to grow out of the corpse's mouth. After 1d10 hours, it will have grown to its full size and will be ready to emit spores – thus the reproductive cycle is complete.

The fungus sustains itself by slowly digesting the putrefying corpse via a lattice of miniscule thread-like roots. Once the corpse has rotted away to bones, the fungus will itself die and rot.

1,2,20,2) DROWSEMOSS

<table>
<tr><td>SIZE: Varies
WEIGHT: 1 kg per square metre
MOVE: 0
ST (CO): N/A
AG (Gen Move): N/A</td><td>RE: N/A
DODGE: 0
AC: 0
HIPs: 10 per square metre
INJURIES: None</td><td>OUTLOOK: None
IN (Gen Static): 0 (None)
SPELLS: None</td><td>PSYCHOSIS: None
NUMBER: 1
HABITAT: Any land-based (Any)
TREASURE: 4</td></tr>
<tr><td colspan="2">PRIMARY ATTACK: Poison gas cloud
Speed: N/A
Attack Bonus: 10
Injury Range: N/A
ADB: N/A
Damage Type: Euphoria and sleep</td><td colspan="2">2ND ATTACK: Acidic touch (medium Acid Bolt)
Speed: 1
Attack Bonus: 10
Injury Range: 20
ADB: 4
Damage Type: Acid</td></tr>
</table>

Different varieties of Drowsemoss grow in many different climates, from cold tundra to sun-baked rocks to deep caverns underground. They all attack in the same way, by exuding a cloud of poisonous vapour which hangs in the air up to 2 metres above the moss. Any creature (unless it breaths the air higher than 2 metres up) entering this volume must make a CO stat roll versus an attack bonus of 10.

- Success indicates that the creature is unaffected (it must roll again if it leaves the cloud and re-enters it).
- Failure by ≤5 points indicates that the creature becomes euphoric – it feels totally calm, totally relaxed and very drowsy. All it wants to do is to lie down on the comfortable carpet of moss beneath it and sleep. (The GM may allow a companion, who makes a successful CH stat roll or Leadership skill roll versus a difficulty factor of 10, to convince the victim to step off the moss. The victim can also be ordered to do so by magical spells.)
- Failure by >5 points indicates that the creature falls immediately asleep. It cannot be woken by any sensation until physically moved away from the moss.

Once a victim is asleep on the moss, the moss begins to excrete acids which quickly dissolve any organic material (flesh, bone, leather, etc.). The victim is attacked every second by the acid (treat as a medium Acid Bolt which cannot be dodged, parried, etc.) while it remains in contact with the moss. Sleeping victims do not feel pain whilst in contact with the moss, so the acid attacks do not wake them.

Those attacking Drowsemoss do not benefit from Orientation Bonuses; the plant does not have a front, rear or flanks.

1,2,20,3) ENT

SIZE: Huge WEIGHT: 20,000 kgs MOVE: 1.0, 5.0 (walk) ST (CO): 100 AG (Gen Move): 10	RE: 15 (Fast) DODGE: 12 AC: 5 HIPs: 600 INJURIES: None (magic)	OUTLOOK: Neutral IN (Gen Static): 20 (Very High) SPELLS: Nature – lvls 1 to 20, except Become Lycanthrope (90)	PSYCHOSIS: Major NUMBER: 1 HABITAT: Any wooded (Any) TREASURE: 5
PRIMARY ATTACK: Bash with branches Speed: 3 Attack Bonus: 20 Injury Range: 16 ADB: 20 Damage Type: Crush		2ND ATTACK: Grapple with branches Speed: 4 Attack Bonus: 15 Injury Range: Target's Contortions skill bonus ADB: 15 Damage Type: Grapple	

Ents are sentient and mobile trees, generally approximately ten metres high and with a one metre girth across the trunk. Their trunks are stiff but their branches and roots can flex and bend so as to enable walking, the manipulation of objects, and even combat. An Ent can make up to five different bash or grapple attacks simultaneously, and these can be directed at the same or different targets without penalty.

An Ent is able to sense and speak through a cluster of knots and cracks in its bark which make its face. It is able to see in non-magical darkness as if it were bright daylight, is immune to non-magic weapons and does not become fatigued.

All Ents speak Entish and Common, and may speak Elvish if Elves have dwelled in their woods. They prefer to live reclusive lives deep within the forests, but they are not afraid to interact with other races, especially when they threaten the Ents' woodland kingdoms with axes and fire.

1,2,20,4) ENTLING

SIZE: Large WEIGHT: 500 kgs MOVE: 1.0, 4.0 (walk) ST (CO): 20 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 10 AC: 5 HIPs: 150 INJURIES: None (magic)	OUTLOOK: Neutral IN (Gen Static): 15 (High) SPELLS: Nature – lvls 1 to 10 (30)	PSYCHOSIS: None NUMBER: 1 to 3 HABITAT: Any wooded (Any) TREASURE: 2
PRIMARY ATTACK: Bash with branches Speed: 3 Attack Bonus: 12 Injury Range: 18 ADB: 10 Damage Type: Crush		2ND ATTACK: Grapple with branches Speed: 4 Attack Bonus: 13 Injury Range: Target's Contortions skill bonus ADB: 6 Damage Type: Grapple	

The characteristics of juvenile creatures are not normally given in this bestiary. However, Entlings – young Ents – are worthy of separate description. They appear like smaller (three metres high), smoother barked and less mossy Ents. Entlings are limited to making up to two different bash or grapple attacks simultaneously, which can be directed at the same or different targets without penalty. Like Ents, Entlings are able to see in non-magical darkness, are immune to non-magic weapons, do not become fatigued and speak Entish and Common.

1,2,20,5) MAD CAP

SIZE: Large WEIGHT: 500 kgs MOVE: 0 ST (CO): N/A AG (Gen Move): N/A	RE: N/A DODGE: 0 AC: 1 HIPs: 100 INJURIES: None	OUTLOOK: None IN (Gen Static): 0 (None) SPELLS: None	PSYCHOSIS: None NUMBER: 1 to 20 HABITAT: Any land-based (Any) TREASURE: 2
PRIMARY ATTACK: Poison gas cloud Speed: N/A Attack Bonus: 10 Injury Range: N/A ADB: N/A Damage Type: Madness			

The Mad Cap is a giant toadstool that grows up to 4 metres high. Its stalk, which may be up to 1 metre in diameter, is a dull grey colour while its wide domed cap, up to 3 metres across, will have a vivid orange upper surface.

The many fleshy gills which radiate out under the cap will emit a cloud of spores should anything (medium-sized or larger) walk within 20 metres of the toadstool – vibrations from footfalls being detected by a network of fine root tendrils through the surrounding soil. The puff cloud will fill a 20 metre radius immediately and dissipate after 1 minute. (The fungus can puff out spores as frequently as once every minute.) The spores are too small to be visible but those breathing them in will smell a strong odour like cinnamon. Anyone within the cloud must make a CO stat roll versus an attack bonus of 10 every second. Failure indicates that the spores have entered the lungs and bloodstream.

A victim of the spores immediately becomes berserk, exactly as if he were using the Frenzy skill. He will attack with violent fury whichever person or creature is nearest – whether friend, foe or innocent bystander – until they fall unconscious or are slain, and will then move onto the next nearest target. Unlike when using Frenzy skill, the spores' victim cannot make a SD stat roll to try to calm himself and regain self-control. Instead, he will remain berserk until he moves out of the 20 metre radius spore cloud or the cloud dissipates. Note though that subsequent movement within 20 metres of the toadstool may cause it to emit another cloud (if ≥1 minute has elapsed since it puffed out the last).

Mad Caps tend to grow in clusters of up to twenty, each spread about 20 metres apart. The ground around them is usually littered with the corpses of those which have fallen victim to the violence that their spores trigger. Indeed, these corpses provide a fertilising feedstock to the toadstools.

1,2,20,6) SLOWROOT

SIZE: Huge WEIGHT: 20,000 kgs MOVE: 1.0, 2.0 (walk) ST (CO): 100 AG (Gen Move): 5	RE: 5 (Slow) DODGE: 3 AC: 5 HIPs: 500 INJURIES: None	OUTLOOK: Aggressive IN (Gen Static): 5 (Low) SPELLS: None	PSYCHOSIS: Major NUMBER: 1 to 5 HABITAT: Any wooded (Any) TREASURE: 2
PRIMARY ATTACK: Bash with branches Speed: 3 Attack Bonus: 17 Injury Range: 17 ADB: 20 Damage Type: Crush		2ND ATTACK: Grapple with branches Speed: 4 Attack Bonus: 15 Injury Range: Target's Contortions skill bonus ADB: 15 Damage Type: Grapple	

A Slowroot is a sentient tree much like an Ent. However, they are much slower, both mentally and physically. It is unknown whether this is because Slowroots are a different species to Ents, or whether they are both the same but Slowroots are less "awake".

Slowroots do not speak, although they will follow orders given in Entish. Generally, they simply try to tear, rend and crush any creature that they perceive as a threat, until it becomes bone-meal fertiliser. Unlike Ents, they are not immune to non-magic weapons, and may only make up to three simultaneous attacks.

1,2,20,7) TANGLEWEED

SIZE: Varies WEIGHT: 10 kgs per square metre MOVE: 0 ST (CO): 10 AG (Gen Move): N/A	RE: 15 (Fast) DODGE: 0 AC: 4 HIPs: 20 per square metre INJURIES: None	OUTLOOK: None IN (Gen Static): 0 (None) SPELLS: None	PSYCHOSIS: None NUMBER: 1 HABITAT: Any (Any) TREASURE: 3
PRIMARY ATTACK: Grapple Speed: 4 Attack Bonus: 9 Injury Range: Target's Contortions skill bonus ADB: 4 Damage Type: Grapple and Slash			

Different varieties of Tangleweed grow in many different climates, and even underwater. They all attack in the same way, by grappling targets with their mobile, prehensile fronds. Once a target is tangled, the fronds tighten their grasp and their razor sharp edges slice into its flesh. The Tangleweed absorbs any spilt blood through pores in its bark.

Any creature that steps within reach of a Tangleweed is grappled by one of its 2 metre long fronds (the weed apparently senses via vibrations transmitted from footfalls through the ground). Any Grapple Injuries delivered to the creature are accompanied by Slash Injuries too. Creatures can make a ST stat roll versus the weed's Strength of 10 to break free at any time. A single Tangleweed can attack up to 1d20 targets simultaneously without penalty.

Those attacking a Tangleweed do not benefit from Orientation Bonuses; the plant does not have a front, rear or flanks.

1,2,21) UNDEAD

Upon death, the souls of sentient creatures are released from their physical bodies. Dead souls generally travel straight to the Spirit World but, occasionally, they become trapped in the physical world (or are summoned back into it), where they manifest as undead. The undead are generally ethereal spirits like ghosts and wights – non-corporeal and so able to walk through walls and other solid objects. However, it is possible, using magic, to bind such dead souls into corpses, so as to create tangible undead like skeletons and zombies.

All undead can perceive by sight, sound and touch as well as they could when they were alive (although they never retain any sense of smell or taste). In addition, all undead see in natural darkness as if it were bright daylight.

As one might expect of a dead creature, undead do not need sleep or rest (they do not become fatigued in combat). Neither do they need food, water, or even air to breathe; nor do they feel the effects of poisons or disease. Finally, with the exception of the Vampire, all undead ignore damage to soft tissues or bleeding as a result of Injuries from attacks (even from magic weapons).

1,2,21,1) BANSHEE

SIZE: Medium WEIGHT: 70 kgs MOVE: 1.0, 8.0 (walk) ST (CO): 10 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 6 AC: 4 (may be armoured) HIPs: 100 INJURIES: No Soft	OUTLOOK: Evil IN (Gen Static): 10 (Average) SPELLS: *draining attack and mournful wail attack*	PSYCHOSIS: Minor NUMBER: 1 (1) HABITAT: Any (Any) TREASURE: 2 (3)
PRIMARY ATTACK: Weapon Speed: As weapon Attack Bonus: 12 Injury Range: 20 ADB: As weapon Damage Type: As weapon		2ND ATTACK: Bash Speed: 3 Attack Bonus: 12 Injury Range: 20 ADB: 4 Damage Type: Crush	

A banshee is a type of powerful Zombie (see below), a tangible undead appearing as a withered female corpse, with long and ragged white hair. In addition to a Zombie's abilities, a Banshee is able to make a special attack once every 10 seconds by uttering a mournful wail. Anyone hearing this magical cry is affected as if by a Stun spell (see the *Magic* chapter; severities of F to I need not be rerolled) and an Urge spell combined – once emerging from the stun, the victims feel utterly despondent. It is thought that Banshees are the revenants of female suicides.

1,2,21,2) DEATH KNIGHT

SIZE: Medium WEIGHT: As armour MOVE: 1.0, 10.0 (walk) ST (CO): 30 AG (Gen Move): 10	RE: 20 (Very Fast) DODGE: 15 AC: 8 HIPs: 150 INJURIES: None (magic)	OUTLOOK: Relentless IN (Gen Static): 10 (Average) SPELLS: None	PSYCHOSIS: Minor NUMBER: 1 (1) HABITAT: Any (Any) TREASURE: special
PRIMARY ATTACK: Two Two-Handed Weapons simultaneously (ignore Simultaneous Attack and Off Hand Penalties) Speed: As weapons Attack Bonus: 16 Injury Range: 19 ADB: 10 + weapon's ADB Damage Type: As weapons; Slaying	2ND ATTACK: One-Handed Weapon Speed: As weapon Attack Bonus: 15 Injury Range: 19 ADB: 10 + weapon's ADB Damage Type: As weapon	3RD ATTACK: Bash with gauntlet Speed: 4 Attack Bonus: 14 Injury Range: 20 ADB: 10 Damage Type: Crush	

A Death Knight is a powerful form of tangible undead created by binding a Wight to a full suit of plate armour (cuirass and visored helm, articulated arms and legs, gauntlets and sabatons) instead of a corpse. Powerful warriors, they are invariably encountered undertaking some sort of task for their master, e.g. guarding a lair or retrieving an item. Imagine the Nazgul in Peter Jackson's superb "Lord of the Rings" films.

Each of the Death Knight's gauntlets invariably grips a two-handed weapon, and both are wielded simultaneously without penalty. A shorter one-handed weapon is carried for use in confined spaces. A Death Knight's weapons are always slaying, regardless of the type of opponent that they are being used against. If a Death Knight is slain, its weapons will retain their slaying ability, fixed against the particular species of target that they were last used against.

A Death Knight is immune to non-magic weapons. However, a Banish Dead Soul spell will cause the Wight which animates it to be banished to the Spirit World, the Death Knight's empty armour collapsing to the ground in a clatter (such spells will normally be resisted, however).

1,2,21,3) DRACOLICHE

SIZE: Huge WEIGHT: 15,000 kgs MOVE: 20.0, 30.0 (fly); 2.0, 10.0 (walk) ST (CO): 100 AG (Gen Move): 15	RE: 20 (Very Fast) DODGE: 15 AC: 4 HIPs: 600 INJURIES: No Soft (magic); immune to Cold Injuries	OUTLOOK: Evil IN (Gen Static): 15 (High) SPELLS: Necromancy – lvls 1 to 15 (75), *breath weapon*	PSYCHOSIS: Ultimate NUMBER: 1 (1) HABITAT: Any (Any) TREASURE: 0 (7)

The Dracoliche is a truly terrifying creature – a skeletal undead (tangible) drake. It is not known by what process a drake becomes undead – possibly some arcane Necromantic spell of great power, known only to a few powerful Liches, is involved. Different types of Dracoliche are encountered – some have skeletal wings whilst others do not, others have enlarged horns. Likewise, the exact attack forms used by the different types of Dracoliche also vary – some claw with their talons first whilst others preferentially gore with their horns. (The GM should decide which variety of Old Drake was her Dracoliche when alive, e.g. Fire or Earth, and use the attack characteristics as described for that drake for all forms of attack except the breath weapon.) Like living drakes, Dracoliches may make three simultaneous attacks at up to three different targets without penalty. Any Injury Roll from a Dracoliche's melee attack is also accompanied by a Cold Injury Roll.

All types of Dracoliche share the same type of breath weapon – they spew a cone-shaped freezing blast of sharp shards of bone from their skeletal maws. This cone can be sustained for up to 10 seconds (a 10 second interval must pass between one cone and the next), and is 20 metres in length and 2 metres in diameter at the base. A Huge Ice Cone attack roll (see the *Elemental Spell Attacks* section in the *Combat* chapter) is made versus anyone touched by the cone every second. The Dracoliche is immune to its own breath weapon.

Unlike living Drakes, Dracoliche's do not emit a Dragon Stench. However, they are immune to non-magic weapons and may choose to emit an instantaneous magically induced fear effect (as frequently as once every 60 seconds). Anyone within sight of the Dracoliche at this moment must make a SD stat roll versus 10. If this roll is:

- passed, the target overcomes his fears and may act normally;
- failed by ≤10, the target is terrified and will flee until out of sight;
- failed by >10, the target is paralysed by fear for 10 seconds and will then flee until out of sight;
- fumbled, the target has an adrenalin-induced heart attack and dies on the spot (Fumble Range is 10).

A Dracoliche drains 1 POP from each living target within SC (default is 15) metres every 5 seconds (even those within the radius for a fraction of this period are drained). Each drained POP restores one of the Dracoliche's lost HIPs. In addition, a Dracoliche is able to regenerate Injuries by draining POPs – an A severity Injury is regenerated by draining 10 POPs, a B severity Injury requires 20 POPs, and so on.

1,2,21,4) GHOST

SIZE: Medium WEIGHT: 0 kgs MOVE: 1.0, 10.0 (walk) ST (CO): 10 AG (Gen Move): 10	RE: 20 (Very Fast) DODGE: 15 AC: 0 HIPs: 50 INJURIES: None (magic)	OUTLOOK: Evil IN (Gen Static): 10 (Average) SPELLS: *draining attack; telekinesis (weak)*	PSYCHOSIS: Minor NUMBER: 1 (1) HABITAT: Any (Any) TREASURE: 0 (0)
PRIMARY ATTACK: Weapon Speed: As weapon Attack Bonus: 10 Injury Range: 20 ADB: As weapon Damage Type: Special		2ND ATTACK: Claw Speed: 3 Attack Bonus: 10 Injury Range: 20 ADB: 4 Damage Type: Special	

Ghosts (also known as phantoms, spectres, poltergeists) are typical of ethereal undead. They generally appear as translucent figures which glide along the ground. They are as intelligent as their live self used to be before death, but the experience of returning from the Spirit World to haunt the living world almost always turns them mad. They generally attack the nearest conscious living creature belligerently and then move on to the next (once all visible targets have been rendered unconscious, the Ghost wounds the nearest until it is dead, before moving on to slay the rest).

Due to their ethereal nature, ghosts can make only limited interactions with the physical world:

- A Ghost can move physical objects as if using a weak version of the Telekinesis spell; the maximum force that can be applied is equivalent in strength to that necessary to lift up to 10 kgs from the ground. Otherwise, a Ghost moves through solid objects (if non-magical and lacking souls) like walls and doors as if they weren't there. Despite this, Ghosts follow the ground (or floor) at all times and do not fly; the reason for this is unclear but may reflect a mind-set retained from when alive.
- They are able to strike living creatures with their ethereal claws, or with ethereal manifestations of the weaponry they preferred when alive. Either way, the damage inflicted is always the same. Attacks from Ghosts can reduce a target's Hit Points as normal, but cannot inflict Injuries of any sort. However, a living victim also loses a Power Point for every Hit Point that he loses as a result of a Ghost's attack. Each POP drained in this way restores one of the Ghost's lost HIPs. Victims regain HIPs and POPs lost in this way as normal.
- Ghosts are immune to non-magic weapons. If a Ghost loses all of its HIPs, it dissipates – its soul being banished to the Spirit World. A Banish Dead Soul spell will also cause the same effect (such spells will normally be resisted, however).

1,2,21,5) GHOUL

SIZE: Medium WEIGHT: 70 kgs MOVE: 1.0, 10.0 (walk) ST (CO): 10 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 6 AC: 4 (may be armoured) HIPs: 60 INJURIES: No Soft	OUTLOOK: Evil IN (Gen Static): 10 (Average) SPELLS: *paralysing attack*	PSYCHOSIS: Minor NUMBER: 1 (1) HABITAT: Any (Any) TREASURE: 2 (4)
PRIMARY ATTACK: Claw Speed: 3 Attack Bonus: 12 Injury Range: 20 ADB: 4 Damage Type: Slash, Paralysis			

A Ghoul is a tangible undead created by using spells to magically bind a Ghost to a corpse. The Ghost is able to control the motion of the corpse, effectively giving it a physical body (and, potentially, real weapons and armour) with which it can attack the living. Consequently, attacks from Ghouls can deliver HIP loss and Injuries as normal.

A Ghoul's attacks do not drain POPs in the manner of those of Ghosts or Zombies. However, every melee attack made by a Ghoul that causes a living target to lose one or more HIPs may also paralyse that target. The target must make a CO stat roll versus a difficulty factor equal to the number of HIPs lost in the attack. If it:

- passes, the target is not paralysed;
- fails, the target is paralysed for 1 second per point of failure;
- fumbles (Fumble Range equal to the Ghoul's SC, default 10), the target is paralysed for 10 seconds per point of failure.

Unlike Ghosts, Ghouls are not immune to non-magic weapons. If a Ghoul loses all of its HIPs, it collapses and the bound Ghost dissipates – its soul being banished to the Spirit World. A Banish Dead Soul spell will also cause this result (such spells will normally be resisted, however).

Ghouls have a ravenous hunger for the flesh of corpses and, consequently, are often encountered in burial grounds or near battlefields. Every kilogram of dead flesh or bone consumed by a Ghoul restores 10 lost HIPs. In addition, a Ghoul is able to regenerate Injuries by eating corpses – an A severity Injury is regenerated by eating 1 kg, a B severity Injury requires 2 kgs, and so on.

If the corpse to which the Ghost is bound has decayed so much that it is skeletal, then the result is known as a Skeletal Ghoul.

1,2,21,6) LICHE

SIZE: Medium WEIGHT: 50 kgs MOVE: 1.0, 10.0 (walk) ST (CO): 30 AG (Gen Move): 10	RE: 20 (Very Fast) DODGE: 15 AC: 4 (may be armoured) HIPs: 250 INJURIES: No Soft (magic); immune to cold-based damage	OUTLOOK: Evil IN (Gen Static): 25 (Genius) SPELLS: Necromancy – lvls 1 to 20 (100); *and special powers*	PSYCHOSIS: Major NUMBER: 1 (1) HABITAT: Any (Any) TREASURE: 6 (7)

PRIMARY ATTACK: Aura of Cold (Huge Cold Ball) Speed: Instantaneous Attack Bonus: 16 Injury Range: 19 ADB: 20 Damage Type: Cold	2ND ATTACK: Weapon Speed: As weapon Attack Bonus: 16 Injury Range: 19 ADB: 10 + weapon's ADB Damage Type: As weapon, Cold	3RD ATTACK: Bash with skeletal fist Speed: 3 Attack Bonus: 16 Injury Range: 19 ADB: 10 Damage Type: Crush, Cold

A Liche is a form of undead created by a series of spells that can only be cast by the most powerful Necromancers. The Liche exists in one of two states:

1. As a soul within a phylactery (see the Phylactery spell). In this form, the Liche can use its senses of sight and hearing as normal. It is automatically aware of any corpses within SC metres. In addition, the Liche may cast spells normally (unlike an awakened soul in a Soul Stone), e.g. it could use a Create Undead spell to transfer itself from its phylactery into a nearby corpse. As soon as the Liche possesses a corpse, any remaining flesh falls off to leave clean blanched bone – see state 2.

2. As a tangible undead skeleton with the Size, Move, ST, etc. as listed above. A bright red light burns in each eye socket. In this skeletal form, the Liche has the following abilities:
    - A Liche may choose to drain Power Points from those nearby. When it uses this power, each living target within SC (default is 25) metres loses 1 POP every 5 seconds (even those within the radius for a fraction of this period are drained). Any drained POPs increase the Liche's HIP total, potentially up to twice the normal maximum listed above. In addition, a Liche is able to regenerate Injuries by draining POPs in this way – an A severity Injury is regenerated by draining 10 POPs, a B severity Injury requires 20 POPs, and so on.
    - Any Injury Roll from a Liche's melee attack is also accompanied by a Cold Injury Roll.
    - A Liche can choose to emit an aura of intense cold. Any targets within SC metres of the Liche are instantly struck as if by a Huge Cold Ball (i.e. an elemental ball attack of SC metres radius centred on the Liche). The aura may be emitted as frequently as once every 60 seconds.
    - A Liche cannot be damaged by cold-based or non-magic weapons.
    - A Liche is automatically able to master (as if via a Master spell) any undead within SC metres (except for other Liches, Vampires and Dracoliches). This power does not require any POP expenditure on the part of the Liche, and this control overrides any magical influence exerted by other parties with a lower SC.
    - A Liche may choose to emit an instantaneous magically induced fear effect (as frequently as once every 60 seconds). Anyone within sight of the Liche at this moment must make a SD stat roll versus 10. If this roll is:
        - passed, the target overcomes his fears and may act normally;
        - failed by ≤10, the target is terrified and will flee until out of sight;
        - failed by >10, the target is paralysed by fear for 10 seconds and will then flee until out of sight;
        - fumbled, the target has an adrenalin-induced heart attack and dies on the spot (Fumble Range is 10).
    - If a Liche has its HIP total reduced to zero or is otherwise destroyed in this form, then its soul instantly returns to one of its phylacteries (i.e. it enters state 1). It must then remain trapped in a phylactery until it can possess another corpse (and enter state 2).
    - Note that healing spells, other than Heal Bone and Regenerate, do not affect Liches. (Regenerate will only regenerate damaged or destroyed bone, and will not restore soft tissues.)

Regardless of whether a Liche is in state 1 or 2, Banish Dead Soul spells will not affect it. The only way to destroy a Liche is to banish its soul to the Spirit World, which can only be done by destroying all of its phylacteries.

A Liche may have up to SC/10 phylacteries in existence at any time, and can move instantly between them at will. If the Liche's soul is within its last phylactery whilst that phylactery is destroyed, then it is banished to the Spirit World. Dispel Magic spells do not affect phylacteries, although they can be distinguished from non-magical precious stones with Detect Magic spells. (Note that an occupied phylactery looks exactly like a Soul Stone.)

If a Liche in state 2 ever touches (or is ever touched by) one of its phylacteries, its soul is immediately sucked into that phylactery – its skeletal body collapsing to the ground. Consequently, it is problematic for a Liche to physically move its phylactery itself and, usually, it will direct minions or retainers to transport its phylacteries for it, should they need moving.

Note that Liches will, as a minimum, be able to cast spells of levels 1 to 20 inclusive on the Necromancy spell list, but are very likely to be able to cast many more spells including those from other spell lists.

1,2,21,7) MUMMY

SIZE: Medium WEIGHT: 70 kgs MOVE: 1.0, 10.0 (walk) ST (CO): 30 AG (Gen Move): 10	RE: 15 (Fast) DODGE: 12 AC: 0 HIPs: 200 INJURIES: No Soft (magical or fire-based)	OUTLOOK: Berserk IN (Gen Static): 10 (Average) SPELLS: Wounding – lvls 1 to 10 (30); and *disease infection*	PSYCHOSIS: Major NUMBER: 1 (1) HABITAT: Any (Any) TREASURE: 1 (5)
PRIMARY ATTACK: Two fist bashes simultaneously (ignore Simultaneous Attack and Off Hand Penalties) Speed: 3 Attack Bonus: 16 Injury Range: 19 ADB: 10 per strike Damage Type: Crush (disease)			

Mummies are a powerful type of tangible undead. Leathery corpses bound everywhere with decaying bandages, they seek to destroy all living creatures.

A Mummy attacks by bashing targets with its fists. It may strike with both simultaneously, and the attacks can be directed at the same or different targets without penalty. Any Mummy's attack which causes Hit Points to be lost will expose the target to Wound Rot (the victim should make a CO stat roll to resist the disease as normal; see the *Diseases* section in the *Prices for Goods and Services* chapter).

Mummies are immune to non-magic weapons. Any fire-based attack is treated as slaying versus a Mummy. They fear fire – the embalming process used to preserve their corpses rendering them particularly flammable – and swinging a lit torch can be enough to make a Mummy back away. (Torches can be aimed with any melee weapon skill with a -5 penalty applied, they have an ADB of +1 and deliver Heat Injuries.) However, Mummies are able to regenerate damage by resting in their sarcophagi. Every full hour spent within its sarcophagus heals and regenerates a cumulative 10% of all damage to Mummy, including HIP loss and Injuries (so, after 10 hours, it will be fully healed and regenerated).

Destroying a Mummy is not easy. A Banish Dead Soul spell will not affect it. Its body will crumble to dust once all of its HIPs are lost, but the Mummy instantly reforms within its sarcophagus. There are likely to be dozens of similar-looking sarcophagi lying around (perhaps some also containing Mummies or other forms of Undead), so finding that which is the Mummy's resting place may be challenging. If the Mummy's sarcophagus is broken, typically by delivering 50 HIPs to it, the Mummy will be unable to reform within the sarcophagus when slain and will be unable to regenerate lost HIPs either. An alternative and possibly quicker method of slaying a Mummy is to destroy the remains of its heart and brain. These organs are always removed during mummification and stored in some kind of ceremonial urn. The Mummy will not attack anyone who is touching this urn, unless they cause damage to the urn or its remains.

1,2,21,8) SKELETON, GREATER

SIZE: Medium WEIGHT: 50 kgs MOVE: 2.0, 12.0 (walk) ST (CO): 10 AG (Gen Move): 10	RE: 15 (Fast) DODGE: 12 AC: 4 (may be armoured) HIPs: 200 INJURIES: No Soft (magic); immune to cold-based damage	OUTLOOK: Evil IN (Gen Static): 10 (Average) SPELLS: Elemental Wind & Wave – lvls 1 to 10, cold or ice related only; (50); *draining attack; cold Injuries*	PSYCHOSIS: Major NUMBER: 1 (1) HABITAT: Any (Any) TREASURE: 4 (4)
PRIMARY ATTACK: Weapon Speed: As weapon Attack Bonus: 15 Injury Range: 19 ADB: As weapon Damage Type: As weapon, Cold		PRIMARY ATTACK: Bash Speed: 3 Attack Bonus: 15 Injury Range: 19 ADB: 4 Damage Type: Crush, Cold	

A Greater Skeleton is a tangible undead created by using spells to magically bind a Wight to a corpse. Regardless of the state of the corpse's decay, transferring the soul of a Wight into it always causes the remaining putrefying flesh to fall off the corpse, leaving clean blanched bone, and a dull yellow light to ignite in each of the eye sockets. As with Ghosts and Zombies, the Wight is able to control the motion of the corpse, effectively giving it a physical body (and, potentially, real weapons and armour) with which it can attack the living. Consequently, attacks from Greater Skeletons can deliver HIP loss and Injuries as normal. In addition, any Injury Roll from a Greater Skeleton's melee attack is also accompanied by a Cold Injury Roll.

Like Wights, Greater Skeletons drain 1 POP from all living targets within 5 metres every 5 seconds (even those within the radius for a fraction of this period are drained). Each drained POP restores one of the Greater Skeleton's lost HIPs. In addition, a Greater Skeleton is able to regenerate Injuries by draining POPs – an A severity Injury is regenerated by draining 10 POPs, a B severity Injury requires 20 POPs, and so on. If a Greater Skeleton loses all of its HIPs, it collapses and the bound Wight dissipates – its soul being banished to the Spirit World. A Banish Dead Soul spell will also cause the same outcome (such spells will normally be resisted, however).

Unlike Zombies, Greater Skeletons cannot be damaged by non-magic weapons. They are also immune to cold-based attacks.

1,2,21,9) VAMPIRE

SIZE: Medium WEIGHT: 70 kgs MOVE: 1.0, 10.0 (walk) ST (CO): 20 AG (Gen Move): 15	RE: 20 (Very Fast) DODGE: 15 AC: 0 (may be armoured) HIPs: 100 INJURIES: All (magic)	OUTLOOK: Evil IN (Gen Static): 15 (High) SPELLS: Necromancy – lvls 1 to 15 (75); *and special powers*	PSYCHOSIS: Minor NUMBER: 1 (1) HABITAT: Any (Any) TREASURE: 5 (6)

PRIMARY ATTACK: Weapon Speed: As weapon Attack Bonus: 15 Injury Range: 19 ADB: As weapon Damage Type: As weapon	2ND ATTACK: Bash with fist Speed: 3 Attack Bonus: 14 Injury Range: 20 ADB: 5 Damage Type: Crush	3RD ATTACK: Bite Speed: 3 Attack Bonus: 15 Injury Range: 19 ADB: N/A Damage Type: Special

A Vampire is a form of tangible undead created by a spell that can only be cast by skilful Necromancers seeking immortality or power. The Vampire can assume four forms:

1. Its default form is that which it had when it cast the spell to become a Vampire, e.g. that of a Human. The Vampire's body is dead – it no longer ages, or needs to breathe, eat or drink, or beat its heart. Drinking the blood of the living prevents its tissues from putrefying; normal healing spells will also heal or regenerate damage to the Vampire. The Vampire is able to extend its canine teeth in this form to allow it to bite better.
2. The form of a black Wolf. The Vampire gains this creature's full abilities (e.g. attack bonuses, movement rate, HIPs, etc.).
3. The form of a Giant Vampire Bat. The Vampire gains this creature's full abilities (e.g. attack bonuses, modes of locomotion, HIPs, etc.).
4. A gaseous form – a cloud of black smoke. In this form, the Vampire can see and hear magically, and fly at a rate of up to SC metres per second (default SC is 15) in any direction through the air. This form enables the vampire to escape when it is severely wounded; it can slide through cracks under the lid of a closed coffin, for example, or deep into porous substances like loose earth to avoid exposure to daylight. The Vampire's gaseous form naturally remains held together in a single "cloud". The Vampire can only be harmed in this form if the surrounding air speeds become greater than 100 miles per hour, in which case the Vampire will lose 1 HIP per second as parts of itself fly away until the air speed drops or it transforms into another form. If the Vampire loses all its HIPs in this way, it is slain (its soul is banished to the Spirit World). The passage of a Wind Elemental or tornado or hurricane force winds through the Vampire (or vice versa) will normally be enough to cause this damage.

Each transformation requires 30/SC seconds (default SC is 15) and extends to the Vampire's clothing and carried or worn equipment. Any non-sentient items born by the Vampire before a transformation into wolf, bat or gas form are absorbed into the new form (sentient things, e.g. living creatures or sentient magical items, are not transformed and will fall from the transforming Vampire's possession). Absorbed items' magical powers do not affect the Vampire's wolf, bat or gas forms.

The Vampire has the following abilities and weaknesses:

- Vampires are immune to non-magic weapons. Magic weapons, however, can cause them to lose HIPs and suffer Injuries. Vampires are affected by Injuries in the same way as normal living creatures.
- All Vampires should keep a sanctuary somewhere in which lies their coffin or sarcophagus. Vampires retain the same need for sleep as they did when alive, and they take this rest in their coffin during the hours of daylight. Every full hour spent within the coffin regenerates a cumulative percentage of all damage to a Vampire (including HIP loss and Injuries) equal to its CO stat. So, a Vampire with CO=20 (the default) regenerates 20% of any damage in an hour, and will be fully healed after 5 hours in its coffin.
- A Vampire gains 1 HIP per second whilst sucking the blood of a living victim that it has bitten; the victim loses HIPs at the same rate. Unless he makes a successful SD stat roll versus the Vampire's SC (default is 15), the victim is paralysed from the moment he is bitten to the moment the Vampire stops drinking (or he falls unconscious or dies because of blood loss). When a Vampire finishes drinking, it invariably licks the bite – chemicals in its saliva then heal the wound and, if the victim fails another SD stat roll versus the Vampire's SC, he forgets that he was bitten at all. (Note that a Vampire only gains HIPs from drinking the blood of mammalian PC races.)
- If a Vampire in default form makes eye-contact with a creature, he may beguile it. If the creature fails a SD stat roll versus the Vampire's SC, it is affected as if by an Urge spell which makes it feel an irrational loyalty towards the Vampire. In the case of those of compatible race but opposite sexual persuasion, the loyalty is always accompanied by sexual lust for the Vampire. The Urge effect can be dispelled with a Dispel Magic spell; otherwise, it lasts indefinitely but only manifests whilst in the presence of the Vampire. Once away from the Vampire, those beguiled will wonder why they behaved so strangely.

- A bite from a Vampire which draws blood, allowing mixture of the Vampire's saliva into the bloodstream, causes a victim to become a Vampire himself if he fails a CO stat roll versus the Vampire's SC. If the roll is failed, the victim will fall into a deep febrile sleep the next dawn; at nightfall, he will wake as a full Vampire. Vampires created in this way must always obey the Vampire that bit them as if they had been affected by an Enslave spell, and this control overrides any magical influence exerted by other parties (except that of a Liche). Note that, if a Renew Blood spell is cast on the victim during the feverish sleep period after being bitten, then the victim immediately wakes and is cured of vampirism. (Note that a Vampire's bite can only cause vampirism if the victim is of the mammalian PC races, i.e. Trolls are not affected.)
- Vampires lose 1 HIP every second that they are exposed to daylight. If exposure to daylight reduces a Vampire's HIPs to zero, its body crumbles into ash and it is slain – its soul is banished to the Spirit World.

Apart from exposure to sunlight, the only other way to slay a Vampire is to destroy its heart. This is generally done by delivering to the Vampire an Injury which is specified in its description as destroying:

- the heart;
- more than one unspecified internal organs in the torso (the GM should generally assume that the heart is destroyed in this case); or
- the whole torso or body.

If a Vampire's HIP total is reduced to zero through damage from attacks other than sunlight, or if it suffers a fatal Injury that does not totally destroy its heart, then the Vampire is forced to assume its gaseous form and flee to its coffin until it is completely healed.

People who have not encountered Vampires widely believe them to be afraid of garlic, unable to cross running water, to need permission to cross a threshold, to need to drink the blood of virgins, etc. Anyone who has actually met a Vampire knows these to be old wives' tales. Note that Vampires which have been created via the Become Vampire spell will, as a minimum, be able to cast spells of levels 1 to 15 inclusive on the Necromancy spell list (with 75 POPs). Vampires that were created by a bite from another Vampire may not necessarily have any spell-casting abilities at all.

1,2,21,10) WIGHT

SIZE: Medium WEIGHT: 0 kgs MOVE: 1.0, 10.0 (fly) ST (CO): 10 AG (Gen Move): 10	RE: 25 (Blindingly Fast) DODGE: 18 AC: 0 HIPs: 150 INJURIES: None (magic)	OUTLOOK: Evil IN (Gen Static): 10 (Average) SPELLS: Elemental Wind & Wave – lvls 6 and 9 with ice only; (30); *draining attack*	PSYCHOSIS: Minor NUMBER: 1 (1) HABITAT: Any (Any) TREASURE: 0 (0)
PRIMARY ATTACK: Weapon Speed: As weapon Attack Bonus: 15 Injury Range: 19 ADB: As weapon Damage Type: Special		2ND ATTACK: Claw Speed: 3 Attack Bonus: 15 Injury Range: 19 ADB: 4 Damage Type: Special	

A Wight is a powerful Ghost. In addition to a Ghost's abilities, a Wight can cast the Elemental Wind and Wave Ice Bolt and Ice Ball spells. Moreover, all living creatures within 5 metres of the Wight lose 1 POP every 5 seconds (even those within the radius for a fraction of this period are drained). Each drained POP restores one of the Wight's lost HIPs. Victims regain POPs lost in this way as normal.

Unlike Ghosts, Wights do not remain bound to the ground and are able to fly – often ambushing the living by bursting up through the floor or down through the ceiling.

1,2,21,11) ZOMBIE (OR SKELETON, LESSER)

SIZE: Medium WEIGHT: 70 kgs MOVE: 1.0, 8.0 (walk) ST (CO): 10 AG (Gen Move): 10	RE: 10 (Medium) DODGE: 6 AC: 4 (may be armoured) HIPs: 50 INJURIES: No Soft	OUTLOOK: Berserk IN (Gen Static): 10 (Average) SPELLS: *draining attack*	PSYCHOSIS: Minor NUMBER: 1 (1) HABITAT: Any (Any) TREASURE: 2 (3)
PRIMARY ATTACK: Weapon Speed: As weapon Attack Bonus: 10 Injury Range: 20 ADB: As weapon Damage Type: As weapon		2ND ATTACK: Bash Speed: 3 Attack Bonus: 10 Injury Range: 20 ADB: 4 Damage Type: Crush	

The Zombie is perhaps the commonest form of tangible undead, created by using spells to magically bind a Ghost to a corpse. The Ghost is able to control the motion of the corpse, effectively giving it a physical body (and, potentially, real weapons and armour) with which it can attack the living. Consequently, attacks from Zombies can deliver HIP loss and Injuries as normal. They also drain POPs in the manner of Ghosts (i.e. if a Zombie's attack causes a living victim to lose HIPs, then the victim also loses an equal number of POPs and these drained POPs restore the Zombie's lost HIPs).

Unlike Ghosts, Zombies are not immune to non-magic weapons. If a Zombie loses all of its HIPs, it collapses and the bound Ghost dissipates – its soul being banished to the Spirit World. A Banish Dead Soul spell will also cause the same result (such spells will normally be resisted, however).

If the flesh on a Zombie's corpse has decayed so much that only the skeleton remains, then the result is known as a Lesser Skeleton.

2) CREATURES BY HABITAT AND THREAT

The following tables group the creatures described previously into different types of habitat. Within each table, creatures are crudely listed in order of ascending power and sometimes divided by climate.

The GM should select the table corresponding to the terrain in which the PCs find themselves, and then choose a creature whose potential threat will challenge the PCs nicely. If the GM is feeling unimaginative, the tables can be used to randomly select a creature. Remember, though, that:

- many types of creature are sociable animals that will rarely be encountered solitarily – typical numbers occurring are listed in the creature descriptions;
- the more powerful the creature, the more rarely it should be encountered;
- Non-Player Characters should be substituted for creatures on a regular basis. Descriptions of typical NPCs are given at the end of this chapter.

2,1) ARID

This list contains those creatures that might be encountered in typical arid environments, i.e. barren areas without running water.

3d10	CLIMATE	
	COLD e.g. polar icy wastes	**HOT** e.g. sandy deserts
3	Crow	Crow
4	Yeti	Camel
5	Large Bear	Tarantula
6	Great Eagle	Cobra
7	Medium Ice Elemental	Crocodile
8	Medium Storm Elemental	Giant Wasp
9	Roc	Great Eagle
10	Were-Bear	Wyvern
11	Large Ice Elemental	Giant Beetle
12	Large Storm Elemental	Medium Earth Elemental
13	Greater Skeleton	Medium Fire Elemental
14	Liche	Giant Scorpion
15	Young Ice Drake	Roc
16	Young Lightning Drake	Lesser Naga
17	Huge Ice Elemental	Large Earth Elemental
18	Huge Storm Elemental	Large Fire Elemental
19	Old Ice Drake	Greater Naga
20	Old Lightning Drake	Young Cave Drake
21	reroll	Young Fire Drake
22		Giant Sand Worm
23		Huge Earth Elemental
24		Huge Fire Elemental
25		Old Cave Drake
26		Old Fire Drake
≥27		reroll

2,2) CITY

This list contains those creatures that have developed some kind of symbiosis with large settlements.

2d20	CLIMATE		
	COLD	**TEMPERATE**	**HOT**
2	Rat	Rat	Rat
3	Crow	Crow	Crow
4	Donkey	Donkey	Donkey
5	Riding Horse	Riding Horse	Riding Horse
6	Light War Horse	Light War Horse	Light War Horse
7	Heavy War Horse	Heavy War Horse	Heavy War Horse
8	Dog	Tarantula	Camel
9	Giant Rat	Dog	Tarantula
10	Giant Vampire Bat	Giant Rat	Cobra
11	Homonoculous	Giant Vampire Bat	Dog
12	Imp	Devil's Horn	Giant Rat
13	Ghost	Homonoculous	Giant Vampire Bat
14	Wight	Imp	Homonoculous
15	Gonchong	Ghost	Imp
16	Incubus	Wight	Ghost
17	Medium Clay Golem	Gonchong	Wight
18	Medium Bronze Golem	Incubus	Gonchong
19	Medium Marble Golem	Medium Clay Golem	Incubus
20	Mirror Demon	Medium Bronze Golem	Medium Clay Golem
21	Were-Bat	Medium Marble Golem	Medium Bronze Golem
22	Were-Bear	Mirror Demon	Medium Marble Golem
23	Were-Rat	Were-Bat	Elephant
24	Were-Wolf	Were-Bear	Mirror Demon
25	Large Clay Golem	Were-Cat	Were-Bat
26	Large Bronze Golem	Were-Rat	Were-Cat
27	Large Marble Golem	Were-Wolf	Were-Rat
28	Barghest	Large Clay Golem	Large Clay Golem
29	Vampire	Large Bronze Golem	Large Bronze Golem
30	Liche	Large Marble Golem	Large Marble Golem
31	Huge Clay Golem	Barghest	Barghest
32	Huge Bronze Golem	Vampire	Vampire
33	Huge Marble Golem	Liche	Liche
34	Plague Demon	Huge Clay Golem	Huge Clay Golem
35	reroll	Huge Bronze Golem	Huge Bronze Golem
36		Huge Marble Golem	Huge Marble Golem
37		Plague Demon	Plague Demon
≥38		reroll	reroll

2,3) FOREST

This list contains those creatures that might be encountered in typical densely wooded environments.

5d10	CLIMATE		
	COLD e.g. snow-covered pine forests	**TEMPERATE** e.g. beech woodlands	**HOT** e.g. steaming jungle
5	Drowsemoss	Drowsemoss	Giant Leech
6	Tangleweed	Tangleweed	Tangleweed
7	Deer	Deer	Deer
8	Giant Rat	Tarantula	Python
9	Giant Vampire Bat	Cobra	Tarantula
10	Wild Boar	Giant Rat	Cobra
11	Medium Bear	Giant Vampire Bat	Chimpanzee
12	Wolf	Devil's Horn	Giant Rat
13	Zombie / Lesser Skeleton	Wild Boar	Crocodile
14	Ghost	Giant Wasp	Giant Vampire Bat
15	Giant Boar	Medium Bear	Gorilla
16	Bull	Wolf	Giant Wasp
17	Large Bear	Big Cat	Big Cat
18	Warg	Zombie / Lesser Skeleton	Zombie / Lesser Skeleton
19	Great Eagle	Ghost	Ghost
20	Ghoul	Giant Boar	Bull
21	Wight	Bull	Horse-Eating Python
22	Banshee	Large Bear	Great Eagle
23	Lesser Giant Spider	Warg	Giant Toad
24	Roc	Great Eagle	Ghoul
25	Entling	Giant Toad	Wight
26	Were-Bat	Ghoul	Banshee
27	Were-Bear	Wight	Giant Ant
28	Were-Rat	Banshee	Lesser Giant Spider
29	Were-Wolf	Giant Ant	Elephant
30	Barghest	Lesser Giant Spider	Giant Scorpion
31	Greater Skeleton	Mad Cap	Roc
32	Slowroot	Roc	Entling
33	Vampire	Entling	Were-Bat
34	Liche	Were-Bat	Were-Cat
35	Young Cave Drake	Were-Bear	Were-Rat
36	Ent	Were-Cat	Barghest
37	Greater Giant Spider	Were-Rat	Greater Skeleton
38	Old Cave Drake	Were-Wolf	Slowroot
39	reroll	Barghest	Vampire
40		Greater Skeleton	Liche
41		Slowroot	Young Cave Drake
42		Vampire	Ent
43		Liche	Greater Giant Spider
44		Young Cave Drake	Old Cave Drake
45		Ent	reroll
46		Greater Giant Spider	
47		Old Cave Drake	
≥48		reroll	

2,4) MOUNTAIN

This list contains those creatures that might be encountered in typical mountainous environments.

5d10	CLIMATE		
	COLD	**TEMPERATE**	**HOT**
5	Deer	Deer	Deer
6	Giant Rat	Giant Rat	Cobra
7	Crow	Crow	Crow
8	Giant Vampire Bat	Giant Vampire Bat	Giant Rat
9	Medium Bear	Giant Wasp	Crocodile
10	Zombie / Lesser Skeleton	Medium Bear	Giant Vampire Bat
11	Ghost	Big Cat	Giant Wasp
12	Giant Elk	Zombie / Lesser Skeleton	Big Cat
13	Large Bear	Ghost	Zombie / Lesser Skeleton
14	Great Eagle	Giant Elk	Ghost
15	Larva Salamander	Large Bear	Great Eagle
16	Giant Beetle	Great Eagle	Larva Salamander
17	Ghoul	Larva Salamander	Wyvern
18	Wight	Wyvern	Giant Beetle
19	Banshee	Giant Beetle	Ghoul
20	Lesser Giant Spider	Ghoul	Wight
21	Medium Earth Elemental	Wight	Banshee
22	Medium Ice Elemental	Banshee	Lesser Giant Spider
23	Medium Storm Elemental	Lesser Giant Spider	Medium Earth Elemental
24	Roc	Medium Earth Elemental	Medium Fire Elemental
25	Entling	Medium Storm Elemental	Medium Storm Elemental
26	Were-Bat	Roc	Giant Scorpion
27	Were-Bear	Entling	Roc
28	Barghest	Were-Bat	Entling
29	Large Earth Elemental	Were-Bear	Were-Bat
30	Large Ice Elemental	Were-Cat	Were-Cat
31	Large Storm Elemental	Barghest	Barghest
32	Great Troll	Large Earth Elemental	Large Earth Elemental
33	Greater Skeleton	Large Storm Elemental	Large Fire Elemental
34	Vampire	Great Troll	Large Storm Elemental
35	Liche	Greater Skeleton	Great Troll
36	Young Cave Drake	Vampire	Greater Skeleton
37	Young Ice Drake	Liche	Vampire
38	Young Lightning Drake	Young Cave Drake	Liche
39	Huge Earth Elemental	Young Lightning Drake	Young Cave Drake
40	Huge Ice Elemental	Huge Earth Elemental	Young Fire Drake
41	Huge Storm Elemental	Huge Storm Elemental	Young Lightning Drake
42	Greater Giant Spider	Greater Giant Spider	Huge Earth Elemental
43	Old Cave Drake	Old Cave Drake	Huge Fire Elemental
44	Old Ice Drake	Old Lightning Drake	Huge Storm Elemental
45	Old Lightning Drake	Hydra	Greater Giant Spider
46	Hydra	reroll	Old Cave Drake
47	reroll		Old Fire Drake
48			Old Lightning Drake
49			Hydra
50			reroll

2,5) PLAIN

This list contains those creatures that might be encountered in typical plain environments, i.e. not arid, densely wooded or mountainous areas.

5d10	CLIMATE		
	COLD e.g. Siberian tundra in summer	**TEMPERATE** e.g. English South Downs	**HOT** e.g. Kenyan Masai Mara
5	Deer	Deer	Deer
6	Crow	Crow	Crow
7	Medium Bear	Riding Horse	Riding Horse
8	Wolf	Tarantula	Camel
9	Zombie / Lesser Skeleton	Dog	Python
10	Ghost	Giant Wasp	Tarantula
11	Bull	Devil's Horn	Cobra
12	Giant Elk	Medium Bear	Dog
13	Large Bear	Wolf	Crocodile
14	Warg	Big Cat	Giant Wasp
15	Great Eagle	Zombie / Lesser Skeleton	Big Cat
16	Giant Beetle	Ghost	Zombie / Lesser Skeleton
17	Ghoul	Bull	Ghost
18	Wight	Giant Elk	Horse-Eating Python
19	Banshee	Large Bear	Great Eagle
20	Giant Ant	Warg	Wyvern
21	Medium Storm Elemental	Great Eagle	Giant Beetle
22	Roc	Wyvern	Ghoul
23	Lesser Basilisk	Giant Beetle	Wight
24	Were-Bat	Ghoul	Banshee
25	Were-Bear	Wight	Giant Ant
26	Were-Rat	Banshee	Medium Storm Elemental
27	Were-Wolf	Giant Ant	Elephant
28	Barghest	Medium Storm Elemental	Giant Scorpion
29	Large Storm Elemental	Giant Scorpion	Roc
30	Greater Skeleton	Mad Cap	Lesser Naga
31	Vampire	Roc	Lesser Basilisk
32	Young Lightning Drake	Lesser Basilisk	Were-Bat
33	Greater Basilisk	Were-Bat	Were-Cat
34	Huge Storm Elemental	Were-Bear	Were-Rat
35	Old Lightning Drake	Were-Cat	Barghest
36	Hydra	Were-Rat	Large Storm Elemental
37	reroll	Were-Wolf	Greater Skeleton
38		Barghest	Greater Naga
39		Large Storm Elemental	Vampire
40		Greater Skeleton	Young Lightning Drake
41		Vampire	Greater Basilisk
42		Young Lightning Drake	Huge Storm Elemental
43		Greater Basilisk	Old Lightning Drake
44		Huge Storm Elemental	Hydra
45		Old Lightning Drake	reroll
46		Hydra	
≥47		reroll	

2,6) RIVERS AND LAKES

This list contains those creatures that can be encountered in fresh water rivers and lakes, or their banks.

1d10	CLIMATE		
	COLD	TEMPERATE	HOT
1	Giant Leech	Giant Leech	Giant Leech
2	Giant Electric Eel	Giant Electric Eel	Python
3	Giant Octopus	Giant Octopus	Piranha
4	Giant Toad	Giant Toad	Giant Electric Eel
5	Medium Water Elemental	Giant Crocodile	Giant Octopus
6	Large Water Elemental	Medium Water Elemental	Giant Toad
7	Young Water Drake	Large Water Elemental	Giant Crocodile
8	reroll	Young Water Drake	Medium Water Elemental
9		reroll	Large Water Elemental
10			Young Water Drake

2,7) SEAS AND OCEANS

This list contains those creatures that might be encountered in salt water seas and oceans.

1d20	CREATURE
1	Giant Octopus
2	Shark
3	Medium Water Elemental
4	Large Water Elemental
5	Giant Squid
6	Whale

1d20	CREATURE
7	Young Water Drake
8	Giant Turtle
9	Sea Kraken
10	Huge Water Elemental
11	Old Water Drake
≥12	reroll

2,8) SUBTERRANEAN

This list contains those creatures that might be encountered in subterranean environments such as deep caves and catacombs (as opposed to shallow caves which are frequently used as lairs by a wider variety of beasts).

2d20	CREATURE
2	Rat
3	Tarantula
4	Giant Rat
5	Giant Vampire Bat
6	Devil's Horn
7	Zombie / Lesser Skeleton
8	Ghost
9	Rust Monster
10	Ghoul
11	Wight
12	Banshee
13	Giant Ant
14	Lesser Giant Spider
15	Pit Fiend
16	Medium Earth Elemental
17	Cave Amoeba
18	Mad Cap

2d20	CREATURE
19	Lesser Basilisk
20	Were-Bat
21	Barghest
22	Mummy
23	Large Earth Elemental
24	Great Troll
25	Greater Skeleton
26	Death Knight
27	Vampire
28	Liche
29	Young Cave Drake
30	Greater Basilisk
31	Huge Earth Elemental
32	Greater Giant Spider
33	Balrog
34	Old Cave Drake
35	Dracoliche
≥36	reroll

2,9) SWAMPS, MARSHES AND BOGS

This list contains those creatures that might be encountered in swamps, marshes or bogs.

2d20	CREATURE
2	Giant Leech
3	Crow
4	Rat
5	Drowsemoss
6	Tarantula
7	Cobra
8	Giant Rat
9	Giant Electric Eel
10	Zombie / Lesser Skeleton
11	Ghost
12	Giant Octopus
13	Horse-Eating Python
14	Giant Toad
15	Ghoul
16	Wight
17	Banshee
18	Medium Earth Elemental
19	Medium Water Elemental
20	Mad Cap
21	Barghest
22	Large Earth Elemental
23	Large Water Elemental
24	Young Water Drake
25	Bog Kraken
26	Plague Demon
≥27	reroll

3) NON-PLAYER CHARACTERS

Common types of Non-Player Characters (NPCs) are described here. They are divided into typical professions:

- Fighter, including soldier, watchman, thug, bodyguard;
- Thief, including assassin;
- Ranger, including hunter, bandit, scout;
- Farmer, including labourer;
- Craftsman, including trader, merchant;
- Sailor, including fisherman;
- Magician, i.e. a specialist user of magic;

…and three different strengths – weak, average and strong.

Note that all of the values given are for typical Human examples of each type of NPC. The GM should feel free to vary these defaults for NPCs of other races. In addition, the GM may wish to make some NPCs priests, with the ability to use magic prayers.

3,1) KEY

Most of the headings used in each NPC listing should be self-explanatory, but further explanation may be found here if necessary.

3,1,1) 1ST ATTACK

The primary attack that the NPC commonly makes.

3,1,1,1) SPEED

The default time taken for the attack in seconds. (Values in parentheses indicate reload times for missile weapons.)

Remember that NPCs are as capable as PCs are at attacking more quickly than this. As normal, for every second quicker, the GM should increase the difficulty factor versus the attack – typically the target's Dodge skill bonus – by 2 points.

3,1,1,2) BONUS

The bonus applied to the attack roll. If this bonus is ≥15, the improved Injury Range for this attack is listed in parentheses afterwards.

3,1,1,3) ADB

The Attack Damage Bonus (ADB) value modifies any HIPs lost by a target because of being struck by the NPC's attack, if it hits.

3,1,1,4) DAMAGE TYPE

The type of Injury dealt by the attack.

3,1,2) MOVE

The maximum Movement Rate of the NPC in metres per second.

3,1,3) ST (OR CO)

The NPC's ST (which equals its CO stat, if needed).

3,1,4) RE

The NPC's Reactions (RE) stat.

3,1,5) DODGE

The NPC's Dodge skill bonus.

3,1,6) ARMOUR

The typical types of armour worn by the NPC.

3,1,7) SHIELD

The NPC's Block skill bonus (and the type of shield commonly used in parentheses).

3,1,8) HIPS

The maximum number of Hit Points (HIPs) that the NPC has.

3,1,8,1) RESISTANCE PENALTIES AND FATIGUE

For simplicity, the GM can assume that NPCs in *The Bestiary* have default Resistance Penalties of zero, i.e. that the effect of any RZ due to equipment weight or armour rigidity has already been worked into the skill and stat bonuses listed. (Strong NPCs are likely to have magic armour which reduces or eliminates any Armour Action Penalty.)

As with PCs, an NPC's maximum number of HIPs determines how long he can fight in seconds before he gains a Fatigue Penalty and, consequently, a (non-zero) RZ. Resting for 100/CO seconds will eliminate any accrued Fatigue Penalty and RZ.

3,1,9) SPELLS

This section lists the spells that the NPC can cast by discipline and level (and the maximum number of Power Points that it has is listed in parentheses; expended POPs are regained each day).

3,1,10) SKILLS

A list of the skills that this NPC is most skilful with, and bonuses for others.

3,2) NPC LISTINGS

3,2,1) FIGHTER

Use these statistics for any type of NPC that is predominantly skilled in combat.

	WEAK	AVERAGE	STRONG
1ST ATTACK	Hand Axe	Long Sword	2 simultaneous Falchion attacks
SPEED	3	4	4
BONUS	8	12	15 (IR 19) & 13 (IR 20)
ADB	4	5	5
DAMAGE TYPE	Slash	Slash	Slash
2ND ATTACK	Thrown Dagger	Short Bow	Heavy Crossbow
SPEED	2	1 (3)	1 (8)
BONUS	6	10	13
ADB	2	3	12
DAMAGE TYPE	Puncture	Puncture	Puncture
3RD ATTACK	Unarmed Combat	Unarmed Combat	Unarmed Combat
SPEED	3	3	3
BONUS	6	9	12
ADB	0	0	0
DAMAGE TYPE	Crush	Crush	Crush

	WEAK	AVERAGE	STRONG
MOVE	7	8	10
ST (OR CO)	12	14	18
RE	5	10	15
DODGE	5	9	13
ARMOUR	None	Soft Lthr Coat, Chain Jerkin, Soft Lthr Hood, Plate Pot Helm	Soft Lthr Hauberk, Chain Hauberk, Plate Cuirass, Soft Lthr Hood, Plate Full Helm
SHIELD	7 (Buckler)	11 (Normal)	None
HIPS	25	38	50
SPELLS	Healing: 1 (15)	Healing: 1-3 (20)	Combat: 1-5 Healing: 1-4 (25)
SKILLS	Riding, Stealth, Distance Running		
	6	10	13
	Frenzy, Appraisal, Observation		
	6	9	12
	Other		
	4	6	8

3,2,2) THIEF

Use these statistics for any type of NPC that is predominantly skilled in subterfuge, with a secondary interest in combat.

	WEAK	AVERAGE	STRONG
1ST ATTACK	Short Sword	Broadsword	2 simultaneous Rapier attacks
SPEED	3	3	3
BONUS	8	12	14 (IR 19) & 12 (IR 20)
ADB	3	4	3
DAMAGE TYPE	Slash	Slash	Slash
2ND ATTACK	Thrown Dagger	Short Bow	Light Crossbow
SPEED	2	1 (3)	1 (6)
BONUS	6	10	13
ADB	2	3	6
DAMAGE TYPE	Puncture	Puncture	Puncture
3RD ATTACK	Unarmed Combat	Unarmed Combat	Unarmed Combat
SPEED	2	2	2
BONUS	6	9	12
ADB	0	0	0
DAMAGE TYPE	Crush	Crush	Crush
MOVE	8	9	10
ST (OR CO)	11	13	16
RE	5	10	15
DODGE	6	10	14
ARMOUR	None	None	None
SHIELD	None	None	None
HIPS	18	26	35

	WEAK	AVERAGE	STRONG
SPELLS	Healing: 1 Shapechanging: 1 (20)	Healing: 1 Movement: 1-2 Shapechanging: 1 (25)	Healing: 1-2 Movement: 1-5 Shapechanging: 1-2 Wounding: 1-3 (30)
SKILLS	Stealth, Climbing, Pick Lock		
	6	10	13
	Observation, Appraisal, Pharmacy		
	6	9	12
	Other		
	4	6	8

3,2,3) RANGER

Use these statistics for any type of NPC that is predominantly skilled in combat, with a secondary interest in outdoor survival skills.

	WEAK	AVERAGE	STRONG
1ST ATTACK	Quarterstaff	Long Bow	Comp Long Bow
SPEED	3	1 (3)	1 (3)
BONUS	8	12	16 (IR 19)
ADB	4	6	9
DAMAGE TYPE	Crush	Puncture	Puncture
2ND ATTACK	Short Bow	Hand Axe	Battle Axe
SPEED	1 (3)	3	4
BONUS	6	10	13
ADB	3	4	8
DAMAGE TYPE	Puncture	Slash	Slash
3RD ATTACK	Unarmed Combat	Unarmed Combat	Unarmed Combat
SPEED	3	3	3
BONUS	6	9	12
ADB	0	0	0
DAMAGE TYPE	Crush	Crush	Crush
MOVE	7	8	10
ST (OR CO)	11	14	17
RE	5	10	15
DODGE	5	9	13
ARMOUR	None	Wood Rnf Lthr Coat	Metal Rnf Lthr Hauberk
SHIELD	7 (Buckler)	11 (Normal)	None
HITS	20	30	40
SPELLS	Nature: 1 Shapechanging: 1 (20)	Healing: 1 Movement: 1 Nature: 1 Shapechanging: 1 (25)	Healing: 1-3 Movement: 1-3 Nature: 1-3 Shapechanging: 1 Wind & Wave: 1 (30)

	WEAK	AVERAGE	STRONG
SKILLS	Riding, Stealth, Fletching		
	6	10	13
	Observation, Fauna Lore, Flora Lore		
	6	9	12
	Other		
	4	6	8

3,2,4) FARMER

Use these statistics for any type of NPC that is predominantly skilled in outdoor skills.

	WEAK	AVERAGE	STRONG
1ST ATTACK	Hand Axe	Hand Axe	Hand Axe
SPEED	3	3	3
BONUS	5	8	10
ADB	4	4	4
DAMAGE TYPE	Slash	Slash	Slash
MOVE	6	7	9
ST (OR CO)	10	12	15
RE	5	10	10
DODGE	3	6	8
ARMOUR	None	None	Wood Rnf Lthr Coat
SHIELD	None	None	None
HIPS	15	23	30
SPELLS	Healing: 1 (10)	Healing: 1 Shapechanging: 1 (15)	Healing: 1-2 Nature: 1 Shapechanging: 1 Wind & Wave: 1 (20)
SKILLS	Riding, Stealth, Fletching		
	6	10	13
	Observation, Fauna Lore, Flora Lore		
	6	10	13
	Other		
	3	4	5

3,2,5) CRAFTSMAN

Use these statistics for any type of NPC that is predominantly skilled in crafts.

	WEAK	AVERAGE	STRONG
1ST ATTACK	Dagger	Short Sword	Broadsword
SPEED	2	3	3
BONUS	4	6	8
ADB	2	3	4
DAMAGE TYPE	Slash	Slash	Slash
MOVE	5	6	8
ST (OR CO)	8	10	12
RE	5	10	10
DODGE	3	5	6
ARMOUR	None	None	None
SHIELD	None	None	None

	WEAK	AVERAGE	STRONG
HIPS	13	19	25
SPELLS	Alchemy: 1-2 (25)	Alchemy: 1-3 Healing: 1 Wizardry: 1 (30)	Alchemy: 1-7 Healing: 1-2 Wizardry: 1 (35)
SKILLS	Various crafts		
	8	12	16
	Appraisal		
	8	12	16
	Other		
	4	6	8

3,2,6) SAILOR

Use these statistics for any type of NPC that is predominantly skilled in outdoor water-related skills.

	WEAK	AVERAGE	STRONG
1ST ATTACK	Spear	Cutlass	Cutlass
SPEED	3	3	3
BONUS	5	8	10
ADB	4	3	3
DAMAGE TYPE	Puncture	Slash	Slash
2ND ATTACK	Thrown Dagger	Thrown Dagger	Thrown Dagger
SPEED	2	2	2
BONUS	4	6	8
ADB	2	2	2
DAMAGE TYPE	Puncture	Puncture	Puncture
MOVE	6	7	9
ST (OR CO)	10	12	15
RE	5	10	10
DODGE	3	6	8
ARMOUR	None	None	Wood Rnf Lthr Coat
SHIELD	None	None	None
HIPS	15	23	30
SPELLS	Healing: 1 (10)	Healing: 1 Shapechanging: 1 Wind & Wave: 1 (15)	Healing: 1-3 Movement: 1 Shapechanging: 1 Wind & Wave: 1-3 (20)
SKILLS	Sailing, Climbing, Swimming		
	8	12	16
	Fauna Lore – Fishing, Appraisal, Observation		
	8	12	16
	Other		
	3	4	5

3,2,7) MAGICIAN

Use these statistics for any type of NPC that is predominantly skilled in one discipline of magic.

3,2,7,1) ALCHEMIST (ALCHEMY)

	WEAK	AVERAGE	STRONG
1ST ATTACK	War Hammer	War Hammer	War Hammer
SPEED	4	4	4
BONUS	7	11	14
ADB	4	4	4
DAMAGE TYPE	Puncture	Puncture	Puncture
2ND ATTACK	Light Crossbow	Light Crossbow	Light Crossbow
SPEED	1 (5)	1 (5)	1 (5)
BONUS	6	8	11
ADB	6	6	6
DAMAGE TYPE	Puncture	Puncture	Puncture
MOVE	6	7	9
ST (OR CO)	8	10	12
RE	5	10	15
DODGE	5	8	11
ARMOUR	None	Soft Lthr Hauberk, Chain Jerkin	Soft Lthr Hauberk, Chain Coat, Soft Lthr Hood, Chain Coif
SHIELD	7 (Normal)	10 (Normal)	13 (Normal)
HIPS	18	26	35
SPELLS	Alchemy: 1-5 Wizardry: 1-3 (60)	Alchemy: 1-10 Wizardry: 1-5 Earth & Fire: 1-3 Healing: 1-3 (75)	Alchemy: 1-15 Wizardry: 1-10 Earth & Fire: 1-5 Healing: 1-5 Illusion: 1 (90)
SKILLS	Metal Smithing, Stone Working, Mechanics		
	6	8	11
	Spell-Casting, Appraisal, Observation		
	12	15	19 (IR 19)
	Other		
	6	9	12

3,2,7,2) CONJUROR (CONJURATION)

	WEAK	AVERAGE	STRONG
1ST ATTACK	Long Sword	Long Sword	Long Sword
SPEED	4	4	4
BONUS	7	11	14
ADB	5	5	5
DAMAGE TYPE	Slash	Slash	Slash
2ND ATTACK	Short Bow	Short Bow	Short Bow
SPEED	1 (3)	1 (3)	1 (3)
BONUS	6	8	11
ADB	3	3	3
DAMAGE TYPE	Puncture	Puncture	Puncture
MOVE	6	7	9
ST (OR CO)	8	10	12

	WEAK	AVERAGE	STRONG
RE	5	10	15
DODGE	5	8	11
ARMOUR	None	Wood Rnf Lthr Coat	Wood Rnf Lthr Hauberk
SHIELD	7 (Normal)	10 (Normal)	13 (Normal)
HIPS	18	26	35
SPELLS	Conjuration: 1-5 Combat: 1-3 (60)	Conjuration: 1-10 Combat: 1-5 Healing: 1-3 Wizardry: 1-2 Illusion: 1 (75)	Conjuration: 1-15 Combat: 1-10 Healing: 1-5 Wizardry: 1-4 Illusion: 1 Alchemy: 1 (90)
SKILLS	Stealth, Knock Out		
	6	8	11
	Spell-Casting, Zoology, Observation		
	12	15	19 (IR 19)
	Other		
	6	9	12

3,2,7,3) DEMONOLOGIST (DEMONOLOGY)

	WEAK	AVERAGE	STRONG
1ST ATTACK	Long Sword	Long Sword	Long Sword
SPEED	4	4	4
BONUS	7	11	14
ADB	5	5	5
DAMAGE TYPE	Slash	Slash	Slash
2ND ATTACK	Short Bow	Short Bow	Short Bow
SPEED	1 (3)	1 (3)	1 (3)
BONUS	6	8	11
ADB	3	3	3
DAMAGE TYPE	Puncture	Puncture	Puncture
MOVE	6	7	9
ST (OR CO)	8	10	12
RE	5	10	15
DODGE	5	8	11
ARMOUR	None	Wood Rnf Lthr Coat	Wood Rnf Lthr Hauberk
SHIELD	7 (Normal)	10 (Normal)	13 (Normal)
HIPS	18	26	35
SPELLS	Demonology: 1-5 Shapechanging: 1-3 (60)	Demonology: 1-10 Shapechanging: 1-5 Wizardry: 1-3 Healing: 1-2 Alchemy: 1 (75)	Demonology: 1-15 Shapechanging: 1-10 Wizardry: 1-5 Healing: 1-4 Alchemy: 1 Illusion: 1 (90)

	WEAK	AVERAGE	STRONG
SKILLS	Stealth, Knock Out		
	6	8	11
	Spell-Casting, Demon Lore, Observation		
	12	15	19 (IR 19)
	Other		
	6	9	12

3,2,7,5) ELEMENTALIST (EARTH & FIRE)

	WEAK	AVERAGE	STRONG
1ST ATTACK	Mace	Mace	Mace
SPEED	4	4	4
BONUS	7	11	14
ADB	4	4	4
DAMAGE TYPE	Crush	Crush	Crush
2ND ATTACK	Staff Sling	Staff Sling	Staff Sling
SPEED	2 (3)	2 (3)	2 (3)
BONUS	6	8	11
ADB	4	4	4
DAMAGE TYPE	Crush	Crush	Crush
MOVE	6	7	9
ST (OR CO)	8	10	12
RE	5	10	15
DODGE	5	8	11
ARMOUR	None	Soft Lthr Hauberk, Chain Jerkin	Soft Lthr Hauberk, Chain Coat, Soft Lthr Hood, Chain Coif
SHIELD	7 (Normal)	10 (Normal)	13 (Normal)
HIPS	18	26	35
SPELLS	Earth & Fire: 1-5 Alchemy: 1-3 (60)	Earth & Fire: 1-10 Alchemy: 1-5 Movement: 1-3 Healing: 1-2 Wizardry: 1 (75)	Earth & Fire: 1-15 Alchemy: 1-10 Movement: 1-5 Healing: 1-3 Shapechanging: 1-2 Wizardry: 1 (90)
SKILLS	Mining, Stone Working, Climbing		
	6	8	11
	Spell-Casting, Elemental Lore, Observation		
	12	15	19 (IR 19)
	Other		
	6	9	12

3,2,7,6) ELEMENTALIST (WIND & WAVE)

	WEAK	AVERAGE	STRONG
1ST ATTACK	Spear	Spear	Spear
SPEED	3	3	3
BONUS	7	11	14
ADB	4	4	4
DAMAGE TYPE	Puncture	Puncture	Puncture

	WEAK	AVERAGE	STRONG
2ND ATTACK	Net	Net	Net
SPEED	3	3	3
BONUS	6	8	11
ADB	0	0	0
DAMAGE TYPE	Grapple	Grapple	Grapple
MOVE	6	7	9
ST (OR CO)	8	10	12
RE	5	10	15
DODGE	5	8	11
ARMOUR	None	None	None
SHIELD	None	None	None
HIPS	18	26	35
SPELLS	Wind & Wave: 1-5 Movement: 1-3 (60)	Wind & Wave: 1-10 Movement: 1-5 Shapechanging: 1-3 Alchemy: 1 Healing: 1 Wizardry: 1 (75)	Wind & Wave: 1-15 Movement: 1-10 Shapechanging: 1-5 Healing: 1-3 Alchemy: 1 Nature: 1 Wizardry: 1 (90)
SKILLS	Climbing, Sailing, Swimming		
	6	8	11
	Spell-Casting, Elemental Lore, Observation		
	12	15	19 (IR 19)
	Other		
	6	9	12

3,2,7,7) HEALER (HEALING)

	WEAK	AVERAGE	STRONG
1ST ATTACK	Scimitar	Scimitar	Scimitar
SPEED	3	3	3
BONUS	7	11	14
ADB	4	4	4
DAMAGE TYPE	Slash	Slash	Slash
2ND ATTACK	Sling	Sling	Sling
SPEED	2 (3)	2 (3)	2 (3)
BONUS	6	8	11
ADB	2	2	2
DAMAGE TYPE	Crush	Crush	Crush
MOVE	6	7	9
ST (OR CO)	8	10	12
RE	5	10	15
DODGE	5	8	11
ARMOUR	None	Metal Rnf Lthr Coat	Metal Rnf Lthr Hauberk
SHIELD	7 (Normal)	10 (Normal)	13 (Normal)
HIPS	18	26	35

	WEAK	AVERAGE	STRONG
SPELLS	Healing: 1-5 Mind: 1-3 (60)	Healing: 1-10 Mind: 1-5 Shapechanging: 1-3 Alchemy: 1 Illusion: 1 Wizardry: 1 (75)	Healing: 1-15 Mind: 1-10 Shapechanging: 1-5 Illusion: 1-3 Alchemy: 1 Wizardry: 1 (90)
SKILLS	Healing, Riding, Knock Out		
	6	8	11
	Spell-Casting, Observation, Pharmacy		
	12	15	19 (IR 19)
	Other		
	6	9	12

3,2,7,4) HEDGE MAGE (NATURE)

	WEAK	AVERAGE	STRONG
1ST ATTACK	Quarterstaff	Quarterstaff	Quarterstaff
SPEED	3	3	3
BONUS	7	11	14
ADB	4	4	4
DAMAGE TYPE	Crush	Crush	Crush
2ND ATTACK	Long Bow	Long Bow	Long Bow
SPEED	1 (3)	1 (3)	1 (3)
BONUS	6	8	11
ADB	6	6	6
DAMAGE TYPE	Puncture	Puncture	Puncture
MOVE	6	7	9
ST (OR CO)	8	10	12
RE	5	10	15
DODGE	5	8	11
ARMOUR	None	Soft Lthr Hauberk, Rigid Lthr Breastplate	Soft Lthr Hauberk, Rigid Lthr Cuirass, Soft Lthr Hood, Rigid Lthr Helmet
SHIELD	None	None	None
HIPS	18	26	35
SPELLS	Nature: 1-5 Healing: 1-3 (60)	Nature: 1-10 Healing: 1-5 Shapechanging: 1-3 Alchemy: 1 Movement: 1 Wizardry: 1 (75)	Nature: 1-15 Healing: 1-10 Shapechanging: 1-5 Movement: 1-3 Alchemy: 1 Wind & Wave: 1 Wizardry: 1 (90)
SKILLS	Stalking, Fletching, Healing		
	6	8	11
	Spell-Casting, Botany, Zoology		
	12	15	19 (IR 19)
	Other		
	6	9	12

3,2,7,8) ILLUSIONIST (ILLUSION)

	WEAK	AVERAGE	STRONG
1ST ATTACK	Short Bow	Short Bow	Short Bow
SPEED	1 (3)	1 (3)	1 (3)
BONUS	7	11	14
ADB	3	3	3
DAMAGE TYPE	Puncture	Puncture	Puncture
2ND ATTACK	Rapier	Rapier	Rapier
SPEED	3	3	3
BONUS	6	8	11
ADB	3	3	3
DAMAGE TYPE	Puncture	Puncture	Puncture
MOVE	6	7	9
ST (OR CO)	8	10	12
RE	5	10	15
DODGE	5	8	11
ARMOUR	None	None	None
SHIELD	None	None	None
HIPS	18	26	35
SPELLS	Illusion: 1-5 Shapechanging: 1-3 (60)	Illusion: 1-10 Shapechanging: 1-5 Wizardry: 1-3 Healing: 1-2 Alchemy: 1 (75)	Illusion: 1-15 Shapechanging: 1-10 Wizardry: 1-5 Healing: 1-3 Mind: 1-2 Alchemy: 1 (90)
SKILLS	Acting, Stealth, Pick Lock		
	6	8	11
	Spell-Casting, Acting, Observation		
	12	15	19 (IR 19)
	Other		
	6	9	12

3,2,7,9) MENTALIST (MIND)

	WEAK	AVERAGE	STRONG
1ST ATTACK	Morning Star	Morning Star	Morning Star
SPEED	4	4	4
BONUS	7	11	14
ADB	5	5	5
DAMAGE TYPE	Crush	Crush	Crush
2ND ATTACK	Sling	Sling	Sling
SPEED	2(3)	2(3)	2(3)
BONUS	6	8	11
ADB	2	2	2
DAMAGE TYPE	Crush	Crush	Crush
MOVE	6	7	9
ST (OR CO)	8	10	12
RE	5	10	15
DODGE	5	8	11
ARMOUR	None	Wood Rnf Lthr Coat	Wood Rnf Lthr Hauberk
SHIELD	None	None	None

	WEAK	AVERAGE	STRONG
HIPS	18	26	35
SPELLS	Mind: 1-5 Healing: 1-3 (60)	Mind: 1-10 Healing: 1-5 Wizardry: 1-3 Shapechanging: 1-2 Alchemy: 1 (75)	Mind: 1-15 Healing: 1-10 Wizardry: 1-5 Shapechanging: 1-3 Illusion: 1-2 Alchemy: 1 (90)
SKILLS	Healing, Riding, Knock Out		
	6	8	11
	Spell-Casting, Undead Lore, Observation		
	12	15	19 (IR 19)
	Other		
	6	9	12

3,2,7,11) NECROMANCER (NECROMANCY)

	WEAK	AVERAGE	STRONG
1ST ATTACK	2 simultaneous Dagger attacks	2 simultaneous Dagger attacks	2 simultaneous Dagger attacks
SPEED	2	2	2
BONUS	5 & 3	9 & 7	12 & 10
ADB	2	2	2
DAMAGE TYPE	Slash	Slash	Slash
2ND ATTACK	Thrown Dagger	Thrown Dagger	Thrown Dagger
SPEED	2	2	2
BONUS	6	8	11
ADB	2	2	2
DAMAGE TYPE	Puncture	Puncture	Puncture
MOVE	6	7	9
ST (OR CO)	8	10	12
RE	5	10	15
DODGE	5	8	11
ARMOUR	None	Wood Rnf Lthr Coat	Wood Rnf Lthr Hauberk
SHIELD	None	None	None
HIPS	18	26	35
SPELLS	Necromancy: 1-5 Shapechanging: 1-3 (60)	Necromancy: 1-10 Shapechanging: 1-5 Wizardry: 1-3 Healing: 1-2 Alchemy: 1 (75)	Necromancy: 1-15 Shapechanging: 1-10 Wizardry: 1-5 Healing: 1-3 Illusion: 1-2 Alchemy: 1 (90)
SKILLS	Stealth, Knock Out		
	6	8	11
	Spell-Casting, Undead Lore, Observation		
	12	15	19 (IR 19)
	Other		
	6	9	12

3,2,7,12) PALADIN (COMBAT)

	WEAK	AVERAGE	STRONG
1ST ATTACK	Battle Axe	Battle Axe	Two-Handed Sword
SPEED	4	4	4
BONUS	7	11	14
ADB	8	8	12
DAMAGE TYPE	Slash	Slash	Slash
2ND ATTACK	Heavy Crossbow	Heavy Crossbow	Heavy Crossbow
SPEED	1 (8)	1 (8)	1 (8)
BONUS	6	8	11
ADB	12	12	12
DAMAGE TYPE	Puncture	Puncture	Puncture
MOVE	6	7	9
ST (OR CO)	8	10	12
RE	5	10	15
DODGE	5	8	11
ARMOUR	None	Soft Lthr Hauberk, Breast Plate	Soft Lthr Hauberk, Plate Cuirass, Soft Lthr Hood, Chain Coif
SHIELD	None	None	None
HIPS	18	26	35
SPELLS	Combat: 1-5 Movement: 1-3 (60)	Combat: 1-10 Movement: 1-5 Healing: 1-3 Alchemy: 1-2 Wizardry: 1 (75)	Combat: 1-15 Movement: 1-10 Healing: 1-5 Alchemy: 1-3 Mind: 1-2 Wizardry: 1 (90)
SKILLS	Riding, Stealth, Distance Running		
	6	8	11
	Spell-Casting, Leadership, Observation		
	12	15	19 (IR 19)
	Other		
	6	9	12

3,2,7,13) PROPHET (TIME)

	WEAK	AVERAGE	STRONG
1ST ATTACK	Cutlass	Cutlass	Cutlass
SPEED	3	3	3
BONUS	7	11	14
ADB	3	3	3
DAMAGE TYPE	Slash	Slash	Slash
2ND ATTACK	Short Bow	Short Bow	Short Bow
SPEED	1 (3)	1 (3)	1 (3)
BONUS	6	8	11
ADB	3	3	3
DAMAGE TYPE	Puncture	Puncture	Puncture
MOVE	6	7	9
ST (OR CO)	8	10	12

	WEAK	AVERAGE	STRONG
RE	5	10	15
DODGE	5	8	11
ARMOUR	None	None	None
SHIELD	None	None	None
HIPS	18	26	35
SPELLS	Time: 1-5 Wizardry: 1-3 (60)	Time: 1-10 Wizardry: 1-5 Alchemy: 1-4 Healing: 1-2 (75)	Time: 1-15 Wizardry: 1-10 Alchemy: 1-5 Healing: 1-5 Earth & Fire: 1 (90)
SKILLS	Stealth, Acting, Pick Lock		
	6	8	11
	Spell-Casting, Observation, Mathematics Lore		
	12	15	19 (IR 19)
	Other		
	6	9	12

3,2,7,14) SHAPECHANGER (SHAPECHANGING)

	WEAK	AVERAGE	STRONG
1ST ATTACK	Broadsword	Broadsword	Broadsword
SPEED	3	3	3
BONUS	7	11	14
ADB	4	4	4
DAMAGE TYPE	Slash	Slash	Slash
2ND ATTACK	Short Bow	Short Bow	Short Bow
SPEED	1 (3)	1 (3)	1 (3)
BONUS	6	8	11
ADB	3	3	3
DAMAGE TYPE	Puncture	Puncture	Puncture
MOVE	6	7	9
ST (OR CO)	8	10	12
RE	5	10	15
DODGE	5	8	11
ARMOUR	None	None	None
SHIELD	None	None	None
HIPS	18	26	35
SPELLS	Shapechanging: 1-5 Illusion: 1-3 (60)	Shapechanging: 1-10 Illusion: 1-5 Wizardry: 1-3 Healing: 1-2 Alchemy: 1 (75)	Shapechanging: 1-15 Illusion: 1-10 Wizardry: 1-5 Healing: 1-3 Mind: 1-2 Alchemy: 1 (90)
SKILLS	Acting, Stealth, Pick Lock		
	6	8	11
	Spell-Casting, Acting, Observation		
	12	15	19 (IR 19)
	Other		
	6	9	12

3,2,7,10) VOLITANT (MOVEMENT)

	WEAK	AVERAGE	STRONG
1ST ATTACK	Quarterstaff	Quarterstaff	Quarterstaff
SPEED	3	3	3
BONUS	7	11	14
ADB	4	4	4
DAMAGE TYPE	Crush	Crush	Crush
2ND ATTACK	Nunchaku	Nunchaku	Nunchaku
SPEED	2	2	2
BONUS	6	8	11
ADB	1	1	1
DAMAGE TYPE	Crush	Crush	Crush
MOVE	6	7	9
ST (OR CO)	8	10	12
RE	5	10	15
DODGE	5	8	11
ARMOUR	None	None	None
SHIELD	None	None	None
HIPS	18	26	35
SPELLS	Movement: 1-5 Healing: 1-3 (60)	Movement: 1-10 Healing: 1-5 Combat: 1-3 Mind: 1 Alchemy: 1 Wizardry: 1 (75)	Movement: 1-15 Healing: 1-10 Combat: 1-5 Mind: 1-3 Illusion: 1 Alchemy: 1 Wizardry: 1 (90)
SKILLS	Balance, Climbing, Gymnastics		
	6	8	11
	Leadership, Spell-Casting, Observation		
	12	15	19 (IR 19)
	Other		
	6	9	12

3,2,7,15) WARLOCK (WOUNDING)

	WEAK	AVERAGE	STRONG
1ST ATTACK	Hand Axe	Hand Axe	Hand Axe
SPEED	3	3	3
BONUS	7	11	14
ADB	4	4	4
DAMAGE TYPE	Slash	Slash	Slash
2ND ATTACK	Thrown Dagger	Thrown Dagger	Thrown Dagger
SPEED	2	2	2
BONUS	6	6	6
ADB	2	2	2
DAMAGE TYPE	Puncture	Puncture	Puncture
MOVE	6	7	9
ST (OR CO)	8	10	12
RE	5	10	15
DODGE	5	8	11

	WEAK	AVERAGE	STRONG
ARMOUR	None	Wood Rnf Lthr Coat	Wood Rnf Lthr Hauberk
SHIELD	7 (Normal)	10 (Normal)	13 (Normal)
HIPS	18	26	35
SPELLS	Wounding: 1-5 Shapechanging: 1-3 (60)	Wounding: 1-10 Shapechanging: 1-5 Healing: 1-3 Wizardry: 1-2 Alchemy: 1 (75)	Wounding: 1-15 Shapechanging: 1-10 Healing: 1-5 Wizardry: 1-3 Mind: 1-2 Alchemy: 1 (90)
SKILLS	Stealth, Riding		
	6	8	11
	Spell-Casting, Pharmacy, Observation		
	12	15	19 (IR 19)
	Other		
	6	9	12

3,2,7,16) WIZARD (WIZARDRY)

	WEAK	AVERAGE	STRONG
1ST ATTACK	Short Bow	Short Bow	Short Bow
SPEED	1 (3)	1 (3)	1 (3)
BONUS	7	11	14
ADB	3	3	3
DAMAGE TYPE	Puncture	Puncture	Puncture
2ND ATTACK	Sabre	Sabre	Sabre
SPEED	3	3	3
BONUS	6	8	11
ADB	3	3	3
DAMAGE TYPE	Slash	Slash	Slash
MOVE	6	7	9
ST (OR CO)	8	10	12
RE	5	10	15
DODGE	5	8	11
ARMOUR	None	None	None
SHIELD	None	None	None
HIPS	18	26	35
SPELLS	Wizardry: 1-5 Time: 1-3 (60)	Wizardry: 1-10 Time: 1-5 Alchemy: 1-4 Healing: 1-2 (75)	Wizardry: 1-15 Time: 1-10 Alchemy: 1-5 Healing: 1-3 Mind: 1-3 (90)
SKILLS	Stealth, Acting, Pick Lock		
	6	8	11
	Spell-Casting, Observation, Mathematics Lore		
	12	15	19 (IR 19)
	Other		
	6	9	12

CHAPTER 10
PSYCHOSES

Adventuring is a scary job. The rewards can be great but sometimes characters have to see and do nasty things, and this can unhinge their minds…

1) PSYCHOSIS POINTS

When the GM decides that a Player Character (PC) has experienced something really unnatural or frightening, the PC risks gaining a Psychosis Point (or PSYP, pronounced "sipe"). The more PSYPs that a PC amasses, the more likely he is to develop some kind of psychosis, i.e. a mental delusion affecting the sufferer's perception of reality.

1,1) UNNATURAL BEHAVIOUR

If a character behaves in an unnatural way – i.e. in a manner that opposes his normal habits and beliefs – he must make a Self-Discipline stat roll versus a difficulty factor from 1 to 20 chosen by the GM. If the roll is:

- passed, the character does not gain a PSYP;
- failed, the character gains 1 PSYP;
- fumbled, the character gains 1d4 PSYPs.

For example, a difficulty factor of:

- 1 might be used if a normally good character steals;
- 20 might be used if a normally good character mercilessly slays an innocent;
- 1 might be used if a normally evil character fails to take an opportunity to safely steal something of value;
- 20 might be used if a normally evil character mercifully spares the life of an enemy.

1,2) ENCOUNTERING A FRIGHTENING CREATURE

If a character encounters a frightening creature, he must also make a SD stat roll. Again, if the roll is:

- passed, the character does not gain a PSYP;
- failed, the character gains 1 PSYP;
- fumbled, the character gains 1d4 PSYPs.

1,2,1) PSYCHOSIS CLASSES

The difficulty factor used in the SD roll made when encountering a frightening creature varies with the creature's Psychosis Class. *The Bestiary* divides every creature into one of the following four Psychosis Classes:

- None – witnesses do not gain PSYPs if they encounter a member of this species. No SD stat roll is required.
- Minor – witnesses must make a SD stat roll versus a difficulty factor of 10 the first time that they encounter an example of this species. Creatures in the minor class are inherently frightening but are not so frightening that they shock anew with every encounter. E.g. seeing a zombie for the first time may give a character a PSYP, but subsequent zombie encounters will not.
- Major – witnesses must make a SD stat roll versus a difficulty factor of 15 every time that they encounter a member of this species. Note, though, that if more than one of these creatures is met in a single encounter, then only one roll need be made. Also note that a roll need not be made if a specific individual is subsequently re-encountered. E.g. a character should make a single SD roll versus 15 if he meets a group of vampires. If he later re-encounters any of these specific vampires, he need not make further rolls. A roll will be required, however, if he goes on to meet a new vampire.
- Ultimate – witnesses must make a SD stat roll versus a difficulty factor of 20 every time that they encounter an example of this species. Rolls are required even if a specific individual has already been met, unless the previous encounter occurred within the last SD hours. If more than one of these creatures happen to be encountered together (probably an unlikely event), then multiple SD rolls will be required. Creatures in the ultimate class are so frightening that they never cease to scare the pants off people.

2) PSYCHOSIS ROLLS

Whenever the character gains a PSYP, his player must make a Psychosis Roll, throwing 1d20. If the score is less than or equal to the character's total number of PSYPs, then the character gains a psychosis (or a current psychosis becomes more severe).

Having a psychosis will affect a character's personality. Thus, the player should attempt to role-play the psychosis, modifying his character's behaviour accordingly (and the GM should reward good role-playing). Each psychosis has a severity score – a number from 1 to 20 – with 1 being the mildest affliction of that particular psychosis and 20 being the most severe.

So, if the character has failed his Psychosis Roll and:

- has no current psychoses, the character gains one randomly chosen psychosis. His player should roll 1d100 on the following table. The severity of the psychosis gained is equal to the character's PSYP total.
- already has one or more psychoses, then the player should roll another 1d20:
    - 1 to 19 – the severity of the character's most severe psychosis increases by an amount equal to the character's PSYP total;
    - 20 – a new, randomly chosen psychosis is acquired by the character. His player should roll 1d100 on the following table. The severity of the psychosis gained is equal to the character's PSYP total.

If an existing psychosis' severity is increased, or a new psychosis is gained, the character's PSYP total is reset to zero (and can start to increase again).

Each player should maintain a record of the severity of each of his character's psychoses as they change with time.

2,1) PSYCHOSIS TABLE

The following table describes the different types of psychoses that characters can develop, and the behaviour they will exhibit depending on the severity (abbreviated to SV) of the psychosis' affliction. Note that:

- many psychoses are triggered by stress – the GM should decide what constitutes a stressful event for each character on a case-by-case basis.
- some psychoses are directed towards a type of thing, which is known as the focus. Potential types of foci are listed in each psychosis' description.
- how the exact symptoms are role-played should reflect the character's race, history, circumstances, etc.

1d100	PSYCHOSIS	DESCRIPTION
1 to 8	Amnesia	Whenever the character experiences stress, he has a percentage chance equal to four times SV of forgetting his past completely. (The character retains the use of his skills and spells, but will not remember how he learnt them.) The GM should allow the character to gradually regain his memory over the next SV days.
9 to 16	Compulsive Lying	Whenever the character experiences stress, he has a percentage chance equal to four times SV of becoming incapable of speaking the truth. The more stressful the trigger, the more outrageous are his lies. The GM should allow the character to gradually regain his ability to tell the truth over the next SV hours.
17 to 24	Fits	Whenever the character experiences stress, he has a percentage chance equal to four times SV of exhibiting some form of fit. The GM should decide which type of behaviour is manifested in the fits when this psychosis is acquired, for the character will exhibit the same type of fit every time. Typical examples might be sneezing, assuming a foetal position and sucking a thumb, tearing out hair, peeling off skin or scabs, writhing on the floor whilst grinding and gnashing teeth, and so on. The fit should totally incapacitate the character for the next SV minutes. At the start of each minute, the character may make a SD stat roll versus a difficulty factor of SV – if the roll is: • passed, he regains control; • failed, he continues the fit; • fumbled, he may not roll again during this fit.
25 to 32	Insomnia	The character becomes annoyingly irritable. There is a percentage chance equal to four times SV of each sleep period being restless and disturbed – resulting in the rates at which the character naturally regains Hit and Power Points being halved. (Note that, if the subsequent sleep period is also restless, these rates are halved yet again, i.e. are quartered, and so on.)
33 to 40	Kleptomania	Whenever the character experiences stress, he has a percentage chance equal to four times SV of attempting to steal the next portable and (apparently) unattended object that he encounters.
41 to 48	Manic Depression	Whenever the character experiences stress, he has a percentage chance equal to four times SV of becoming either: • manic – optimistic, energetic and extroverted. The character enjoys taking risks – the more stressful the trigger, the more dangerous are the risks that he is prepared to take. • depressed – pessimistic, lethargic and introverted. The character dislikes interacting with anyone – the more stressful the trigger, the greater the lengths to which the character will go to avoid interaction.

1d100	PSYCHOSIS	DESCRIPTION
41 to 48	Manic Depression, continued	The GM should allow the character to gradually regain his balance over the next SV days.
49 to 56	Narcolepsy	Whenever the character experiences stress, he has a percentage chance equal to four times SV of falling asleep and collapsing to the ground. The impact with the ground will not normally wake or harm the character, unless he falls onto a dangerous surface. Any objects held by the character are dropped once he falls asleep – if these are fragile and the ground is hard, they may well break (likewise, fragile and poorly-wrapped objects in the character's pack or pockets may be damaged by the fall). If undisturbed, the character will usually awake after SV minutes.
57 to 64	Obsession with Appearance	The character becomes annoyingly vain and obsessed with grooming. Whenever he notices his reflection or image, he has a percentage chance equal to four times SV of becoming transfixed until his line of sight with his reflection or image is broken, or until SV hours have elapsed. (Blinking does not disrupt line of sight!)
65 to 72	Paranoia	The character acquires a general dislike of a focus, which must be a specific individual that the character has met or heard about. Whenever the character experiences stress, he has a percentage chance equal to four times SV of imagining that he is under some immediate threat from a trap, ambush or plot prepared by the focus (or its allies, associates or kin). The dangers are purely imaginary, yet the character's allies will be unable to convince him of this – the character will invent convoluted reasons as to why no evidence for a plot can be found, reinforcing his own paranoia. The GM should allow the character to gradually regain his composure (i.e. overcome his fear of the most recent imagined attempt on his life) over the next SV days; the dislike of the focus, however, is permanent until this psychosis is cured.
73 to 80	Phobia	The character acquires a phobia – a sense of fear and revulsion directed towards a certain focus. The focus is chosen by the GM and should be something of which the character has had a negative experience in the past. It may be a particular type of: • substance, e.g. tobacco smoke; • behaviour, e.g. coughing; • location, e.g. dark places; • creature, e.g. spiders; • object, e.g. swords. Whenever the character encounters the focus of his phobia, he must pass a SD stat roll versus SV or attempt to flee from its sight in terror for SV minutes. If he fumbles this SD roll, he dies on the spot from an adrenalin-induced heart attack.
81 to 88	Philia	The character develops an unusually strong liking directed towards a certain focus. The focus is chosen by the GM and should be something of which the character has had a positive experience in the past. It may be a particular type of:

1d100	PSYCHOSIS	DESCRIPTION
81 to 88	Philia, continued	• substance, e.g. potatoes; • behaviour, e.g. fire-starting; • location, e.g. beds with silk sheets; • creature, e.g. sheep; • object, e.g. gold coins. If the character spends 24/SV hours without some kind of exposure to the focus, he becomes irritable and must make a 1d100 roll. There is a percentage chance equal to four times SV of the next sleep period being restless and disturbed – resulting in the rates at which the character naturally regains Hit and Power Points being halved. (Note that, if the subsequent night is also restless, these rates are halved yet again, i.e. are quartered, and so on.)
89 to 96	Schizophrenia	The character develops a second, distinct personality. Whenever he experiences stress there is a percentage chance equal to four times SV of the second personality becoming dominant (i.e. gaining control) until the character wakes after the next sleep period. If the character's: • SV≤5, the second personality shares the character's normal outlook; • 6≤SV≥10, the second personality is either slightly more good or slightly more evil than the character's normal outlook; • SV≥11, the second personality is diametrically opposed to that of the character. The two personalities should share the same memory, skill bonuses and spells, etc. – only their outlooks should differ.
97 to 99	Tourette's	Whenever the character experiences stress, there is a percentage chance equal to four times SV that he will exhibit nervous tics and involuntarily swear or make socially inappropriate and derogatory remarks.
100	No new psychosis is gained. The character's PSYPs are still reset to zero. In addition, the character's most severe psychosis is suddenly and miraculously healed, his personality returning to normal (other weaker psychoses remain unaffected, however).	

3) AVOIDING PSYCHOSES

A player is, of course, able to use one of his character's Luck Rerolls so as to try to alter a SD stat roll to avoid gaining a new psychosis or having an existing psychosis worsen. LURPs can also be used to change the results of rolls used to select psychoses.

4) HEALING PSYCHOSES

The Heal Psychosis spell (see the Healing spell list in the *Magic* chapter) can be used to reduce a single psychosis' PSYP level. Certain herbs can also provide a cure.

Note that death and resurrection will not heal psychoses.

CHAPTER 11

PRICES FOR GOODS AND SERVICES

Adventuring – the chosen profession of all PCs (Player Characters) – is a high-risk job but the rewards are great. While the average peasant farmer's annual salary might be a few gold pieces, an experienced adventurer may find and spend many thousands in a year. This chapter provides example prices for goods and services that PCs will frequently wish to buy or sell. The GM should vary all prices depending on the local level of supply and demand (e.g. village versus city), and the attitudes of the buyer and vendor towards each other. (The GM may allow the optional Haggling skill to be used.)

At the end of the chapter, common diseases are also described. While diseases are not goods or services that can be paid for, there is some logic to listing them alongside herbs and poisons.

1) THE EXCHANGE RATE FOR COINAGE

For simplicity, a single exchange rate is used universally. The following sums of coinage all have equal value:

- 1 platinum piece (pp);
- 10 gold pieces (gp);
- 100 silver pieces (sp);
- 1,000 bronze pieces (bp);
- 10,000 copper pieces (cp);
- 100,000 tin pieces (tp).

2) WEAPONRY

NAME	WEIGHT (kgs)	COST
Axe, Battle	3	13 sp
Axe, Hand	2.5	5 sp
Blackjack	1.5	10 sp
Blow-pipe	0.5	5 sp
Bolas	1	6 sp
Bow, Composite Long	1.5	17 sp
Bow, Composite Short	1	9 sp
Bow, Long	1.5	10 sp

NAME	WEIGHT (kgs)	COST
Bow, Short	1	6 sp
Chain, Fighting	2.5	4 sp
Club	2.5	1 cp
Cross-bow, Heavy	4.5	22 sp
Cross-bow, Light	2.5	11 sp
Cudgel	1.5	5 cp
Dagger	0.5	3 sp
Dart	0.5	2 sp
Flail, Great	3.5	19 sp
Flail, Morning Star	2.5	16 sp
Garrotte	0.5	5 sp
Halberd	3.5	14 sp
Hammer, Great	4.5	20 sp
Hammer, War	2.5	15 sp
Javelin	2	3 sp
Lance	2.5	12 sp
Mace	2	6 sp
Mace, Great	3.5	10 sp
Mattock, War	2.5	15 sp
Net, Gladiator's	1	3 sp
Nunchaku	1	12 sp
Pick, Military	3	15 sp
Pike	3.5	12 sp
Quarterstaff	2	5 cp
Shuriken	0.5	30 sp
Sling	0.5	15 bp
Sling, Staff	1	2 sp
Spear	2.5	23 bp
Sword, Two-Handed	4	20 sp
Sword, Bastard	2.5	20 sp
Sword, Broad	2	10 sp
Sword, Claymore	2.5	20 sp
Sword, Cutlass / Sabre	2	9 sp
Sword, Falchion	2.5	15 sp
Sword, Foil	1.5	21 sp
Sword, Katana	2.5	23 sp
Sword, Long	2	18 sp
Sword, No-Dachi	3	25 sp
Sword, Rapier	1.5	22 sp
Sword, Scimitar	2	10 sp
Sword, Short	1.5	7 sp
Trident	2.5	4 sp
Whip	2	2 sp

3) AMMUNITION

NAME	WEIGHT (kgs)	COST	NOTES
Arrows x 20	1	4 bp	For bows.
Quarrels x 20	1	8 bp	For crossbows.

4) SHIELDS

COMPOSITION	TYPE	WEIGHT (kgs)	COST
Wood	Buckler	3	35 bp
	Normal	9	7 sp
	Tower	15	9 sp
Metal-Reinforced Wood	Buckler	4	47 bp
	Normal	11	93 bp
	Tower	18	12 sp
Metal Plate	Buckler	5	53 bp
	Normal	13	105 bp
	Tower	21	135 bp

Add 50% to the cost if spikes are required (which make a Shield Bash attack deliver Puncture Injuries rather than Crush).

5) ARMOUR

TYPE	GARMENTS AVAILABLE	WEIGHT (kgs)	COST
Soft Leather	Cap	0.5	5 cp
	Hood	1	1 bp
	Jerkin	4.5	1 sp
	Coat	6.5	4 sp
	Hauberk	8	6 sp
	Gauntlets	1	4 bp
	Boots	2	1 sp
	Shoes	0.5	4 bp
	Trousers	4.5	4 sp
Wood Reinforced Leather	Jerkin	5.5	5 sp
	Coat	7	7 sp
	Hauberk	9	9 sp
	Gauntlets	1.5	4 sp
	Skirt	3	4 sp
Metal Reinforced Leather	Jerkin	7	6 sp
	Coat	9	9 sp
	Hauberk	11.5	11 sp
	Gauntlets	2	5 sp
	Skirt	4.5	5 sp
Rigid Leather	Helmet	1	25 bp
	Breastplate	11.5	45 bp
	Cuirass	16	1 gp
	Bracers	1	1 sp
	Cod Piece	0.5	15 bp

TYPE	GARMENTS AVAILABLE	WEIGHT (kgs)	COST
Chain Mail	Coif	2	1 gp
	Jerkin	9	15 sp
	Coat	13.5	4 gp
	Hauberk	18	55 sp
	Gauntlets	2.5	3 gp
	Chausses	9	4 gp
Scale Mail	Hood	2	2 gp
	Jerkin	11.5	3 gp
	Coat	17.5	8 gp
	Hauberk	22.5	11 gp
	Gauntlets	2.5	6 gp
	Skirt	2	3 gp
Plate	Pot Helm	1	4 sp
	Full Helm	2.5	9 sp
	Closed Helm	2.5	125 sp
	Breastplate	11.5	2 gp
	Cuirass	18	45 sp
	Bracers	2	5 sp
	Vambraces	2	5 sp
	Gauntlets	2.5	5 gp
	Sabatons	2.5	4 gp
	Cuisses	3.5	1 gp
	Greaves	3.5	1 gp
	Cod Piece	1	4 sp
	Suit	35	25 gp

6) CLOTHING

ITEM	WEIGHT (kgs)	COST	NOTES
Belt, leather	0.25	5 bp	
Boots (pair)	1.5	1 sp	
Breeches (pair)	0.5	3 bp	Trousers.
Cloak, Hooded, cloth	1.5	1 sp	
Cloak, Hooded, fur	4.5	5 sp	
Coat, cloth	1	3 bp	Covers arms, body and upper legs.
Coat, Long, cloth	1.5	6 bp	Covers arms, body and upper and lower legs.
Dress, cloth	0.5	4 bp	Sleeved with full length skirt
Glove, cloth (pair)	0.25	5 bp	
Glove, silk (pair)	0.25	5 sp	
Hat, cloth	0.25	1 bp	
Jerkin, cloth	0.5	1 bp	Sleeveless vest.
Robe, cloth	2	1 sp	Covers whole body from neck to ground.
Robe, silk	1.5	1 gp	
Sandals (pair)	0.5	3 bp	
Shoes (pair)	1	5 bp	
Tunic, cloth	0.5	2 bp	Sleeved shirt.

7) PRECIOUS STONES AND JEWELLERY

7,1) PRECIOUS STONES

VARIETY	VALUE (gp)
Agate	10
Topaz	25
Opal	50
Sapphire	125
Emerald	250
Pearl	500
Diamond	1000

7,2) JEWELLERY

VARIETY	WORN ON	VALUE
Stud	Ear or nose	2
Broach	Clothing on breast	4
Amulet	Neck on cord or chain	8
Ring	Finger	16
Bangle	Wrist or ankle	32
Chain	Neck or wrist	64
Circlet	Head	128
Tiara	Head	256
Crown	Head	512

The VALUE column of the previous table indicates the monetary worth of the piece of jewellery depending on the metal from which it is made, e.g. a stud made of gold is worth 2 gp while a tin crown is worth 512 tp. Obviously, pieces of jewellery will often have precious stones embedded upon them, and the GM should calculate the total value cumulatively. E.g. a platinum tiara with three diamonds would be worth 256 pp + (3x1000) gp = 556 pp.

8) GENERAL ADVENTURING EQUIPMENT

ITEM	WEIGHT (kgs)	COST	NOTES
Backpack	1.5	2 bp	20 litre capacity.
Barrel	5	24 bp	50 litre capacity. Wooden with iron hoops.
Blanket, heavy	5	7 bp	
Blanket, light	2.5	2 bp	
Bottle	0.25	2 bp	Glass with cork. 1 litre capacity. Air-tight cap. Suitable for oil, ink or spirits.
Candles	0.25	4 cp	Set of five. Each lights 5 metre radius, lasts 5 hrs.
Chalk	0.25	2 bp	20 sticks.
Chisel	0.5	9 bp	Iron.
Flask, ceramic	0.25	7 bp	Ceramic phial with cork. 0.25 litres capacity. Air-tight cap. Suitable for liquid herbs or poisons.
Flask, metal	0.25	1 sp	0.5 litres capacity. Air-tight cap. Suitable for oil, ink or spirits.
Grappling hook	0.5	1 sp	Can be thrown with any thrown weapon attack skill.
Hammer	0.5	1 sp	One-Handed.
Ladder, wood	7	30 cp	3 metres. Bears 150 kgs.

ITEM	WEIGHT (kgs)	COST	NOTES
Lamp	1	12 bp	Exposed flame. Lights 10 metre radius. Oil reservoir lasts for 6 hours.
Lantern	2	3 sp	Sheltered flame behind glass. Lights 10 metre radius. Oil reservoir lasts for 24 hours.
Lantern, shuttered	2.5	6 sp	Allows the radiated light to be varied. Lights 10 metre radius. Oil reservoir lasts for 48 hours.
Lock picks	0.25	1 sp	Set of five.
Mirror, hand	0.25	4 sp	
Nails	0.25	1 cp	20 iron nails. 10 cm long.
Oil	0.5	3 bp	0.5 litres.
Phial, glass	0.25	1 sp	Glass phial suitable for magic potions. Neck must be snapped off to allow filling. Sealed by heating the broken end of the neck until the glass melts.
Pole, wood	3	1 bp	3 metres, 4 cm diameter.
Pot, cooking	1	7 bp	Iron. 5 litre capacity.
Pouch, leather	0.25	5 cp	Attaches to belt. 1 litre capacity.
Purse, leather	0.25	5 cp	100 coin capacity. Weighs 1 kg when full.
Quiver, leather	0.25	1 bp	For arrows or quarrels.
Rope, hemp	3	4 bp	1d20+10 metres. Supports max load of 100 kgs.
Rope, silk	1.5	2 sp	1d20+10 metres. Supports max load of 1000 kgs.
Sack, hemp	1	8 cp	75 litre capacity.
Sailor's pack	2	6 bp	Waxed and waterproof for 1d20+10 minutes (this time can be extended by double-packing 1 sailor's bag within another). 30 litre capacity.
Scabbard, leather	0.5	15 bp	Attaches to belt. Vary price for length of swords.
Scroll case	0.25	3 bp	Waxed leather tube container for parchments. Waterproof for 1d20+10 minutes.
Shoulder harness, leather	0.5	20 bp	Allows 2 weapons (especially long weapons) to be borne on back. Does not stop use of backpack.
Spade	1.5	15 bp	
Stakes, wood	1	7 tp	10 stakes
Tarpaulin	3	1 bp	3x3 metres. Waxed canvas.
Tent, canvas	5	2 sp	2 person. Double price & weight for 4 person tent.
Tinderbox, flint and steel	0.25	1 bp	For lighting fires.
Torch	0.5	3 tp	Lights 10 metre radius. Lasts for 6 hours.
Trap, cord snare	0.5	5 cp	Traps rabbits, etc.
Trap, small clamp	3	4 sp	Iron teethed foot trap for foxes, badgers, etc.
Trap, large clamp	7	7 sp	Iron teethed foot trap for deer, bears, etc.
Water skin	0.25	1 cp	1 litre capacity. Weighs 1 kg when full.
Weapon loop, leather	0.25	3 cp	Attaches to belt.
Wheelbarrow	25	12 sp	
Writing ink	0.25	12 cp	0.25 litres.
Writing parchment	0.25	3 sp	25 sheets.
Writing quill	0	3 cp	

9) LOCKS AND CHESTS

9,1) LOCKS

All locks are supplied with only one key by default. Copying a key generally costs 1 sp.

LOCK	WEIGHT (kgs)	COST	NOTES
Simple	0.5	1 sp	Difficulty factor for Pick Lock skill roll is 5. If Pick Lock skill roll is just passed, then takes 10 seconds to pick.
Standard	1	1 gp	Difficulty factor for Pick Lock skill roll is 10. If Pick Lock skill roll is just passed, then takes 30 seconds to pick.
Superior	1	20 gp	Difficulty factor for Pick Lock skill roll is 15. If Pick Lock skill roll is just passed, then takes 1 minute to pick.
Master	1	100 gp	Difficulty factor for Pick Lock skill roll is 20. If Pick Lock skill roll is just passed, then takes 5 minutes to pick.

9,2) CHESTS

ITEM	WEIGHT (kgs)	COST	NOTES
Chest, jewellery	1	11 bp	Small wooden chest suitable for jewellery or magic potion storage, etc. • Approximately 10x10x5 cm. • Simple lock. • Forced open by inflicting loss of 10 HIPs.
Chest, small	5	11 sp	Wooden chest. • Approximately 50x30x30 cm. • Standard lock. • Forced open by inflicting loss of 20 HIPs.
Chest, large	10	15 sp	Large wooden chest. Iron carrying handle on each end. • Approximately 100x50x50 cm. • Standard lock. • Forced open by inflicting loss of 20 HIPs.
Treasure chest, small	15	25 gp	Wooden chest with iron reinforcing bands and rivets. Iron carrying handle on each end. • Approximately 50x30x30 cm. • Superior lock. • Forced open by inflicting loss of 50 HIPs.

ITEM	WEIGHT (kgs)	COST	NOTES
Treasure chest, large	30	30 gp	Large wooden chest with iron reinforcing bands and rivets. Iron carrying handle on each end. • Approximately 75x50x50 cm. • Superior lock. • Forced open by inflicting loss of 50 HIPs.
Strongbox, small	30	110 gp	Steel chest with reinforcing bands and protective lock cover. Iron carrying handle on each end. • Approximately 50x30x30 cm. • Master lock. • Forced open by inflicting loss of 100 HIPs.
Strongbox, large	60	150 gp	Large steel chest with reinforcing bands and protective lock cover. Iron carrying handle on each end. • Approximately 75x50x50 cm. • Master lock. • Forced open by inflicting loss of 100 HIPs.

Obviously, each kind of chest can be supplied with a different lock to the default listed above, or no lock at all. In such cases, the GM should recalculate the cost accordingly.

10) BANKING

Here are suggestions for the GM relating to the fees that banks may levy for their services. Owned by merchants' guilds, banks are rare institutions found only in the largest cities.

10,1) CONVERSION OF COIN DENOMINATION

Banks charge 10% of the value of any coinage for converting it into specified denominations. E.g. PCs may wish to exchange 1000 bp for 1 pp in order to facilitate its transport. They would commonly be charged 1 gp for this.

10,2) STORAGE IN VAULTS

Each bank has a secure vault in which coinage and other valuables can be stored. Typically, the bank will give each customer a numbered key for a corresponding strongbox in its vault; whoever produces this key may access the box under the careful watch of a member of bank staff who updates an inventory.

The bank will charge each customer a storage fee of 10% of the value of the item(s) that he stores in the vault. This charge is levied annually such that, if the charge is not paid for 10 years, the bank will take ownership of the banked item(s). Of course, no vault is impregnable and, if items are lost by the bank, then a typical contract will oblige the bank to pay the customer compensation worth 50% of the lost items' value.

10,3) MONEY LENDING

The GM may decide – against the author's advice – that banks in her game will lend money. The rules for this are left to the GM to invent as they will almost certainly be very complex, involving contracts, securities, interest rates and so on. She should also bear in mind that such activities tend to be closely controlled by governing bodies – lending may be taxed, performed only by agencies of the government or even outlawed.

11) TRANSPORTATION

11,1) BEASTS

ITEM	QUALITY			NOTES
	POOR	AVERAGE	HIGH	
Camel	2 gp	10 gp	50 gp	Maximum load of 150 kgs.
Horse, Riding	1 gp	5 gp	25 gp	Maximum load of 100 kgs.
Horse, Light War	4 gp	20 gp	100 gp	Maximum load of 150 kgs.
Horse, Heavy War	10 gp	50 gp	500 gp	Maximum load of 200 kgs.
Donkey	6 sp	3 gp	15 gp	Maximum load of 100 kgs.

See *The Bestiary* for further details of these creatures.

11,2) TACKLE AND ARMOUR

ITEM		WEIGHT (kgs)	COST	NOTES
Saddle & stirrups, reigns & bridle		5	5 sp	
Saddle bags (pair)		3	8 bp	Leather. 10 litre capacity each.
Packs for beast of burden (pair)		4	1 bp	Canvas. 50 litre capacity each.
Rigid leather armour for war horse	Head (chanfron)	6	6 sp	Rigid leather plates linked with soft leather sections.
	Neck (crinet)	9	7 sp	Rigid leather plates linked with soft leather sections. Must attach to head armour.
	Body and upper legs (barding)	46	4 gp	Rigid leather plates linked with soft leather sections. -2 Resistance Penalty to horse and 20% reduction in its maximum movement rate.
	Foreleg shins (pair)	6	4 sp	Rigid leather plates with soft leather straps.
Chain mail armour for war horse	Neck (crinet)	14	3 gp	Chain mail sections with soft leather straps. Must attach to head armour.
	Body and upper legs (barding)	68	15 gp	Chain mail sections with soft leather straps. -2 Resistance Penalty to horse and 20% reduction in its maximum movement rate.
Plate armour for war horse	Head (chanfron)	9	5 gp	Metal plates linked with chain mail sections and soft leather straps.
	Neck (crinet)	18	6 gp	Metal plates linked with chain mail sections and soft leather straps. Must attach to head armour.
	Body and upper legs (barding)	91	30 gp	Metal plates linked with chain mail sections and soft leather straps. -3 Resistance Penalty to horse and 33% reduction in its maximum movement rate.
	Foreleg shins (pair)	10	3 gp	Metal plates with soft leather straps.

11,3) CARTS, WAGONS AND COACHES

ITEM	COST	NOTES
Canoe	1 gp	1 man. Maximum load 100 kgs. Multiply cost and maximum load by X for an X man canoe.
Chariot, 1 person	16 gp	Maximum load 150 kgs. Requires 1 or 2 horses to pull: if pulled by 1 horse, reduce horse's maximum movement rate by 33% when fully laden; if pulled by 2 horses, reduce horses' maximum movement rate by 20% when fully laden. All horse-to-vehicle tackle included.
Chariot, 2 person	30 gp	Maximum load 300 kgs. Requires 2 horses to pull; reduce maximum movement rate by 20% when fully laden. All horse-to-vehicle tackle included.
Cart	4 gp	2 wheels. 2 exterior seats. Maximum load 500 kgs. Requires 1 or 2 horses to pull: if pulled by 1 horse, reduce horse's maximum movement rate by 50% when fully laden; if pulled by 2 horses, reduce horses' maximum movement rate by 33% when fully laden. All horse-to-vehicle tackle included.
Wagon	6 gp	4 wheels. 2 exterior seats. Maximum load 750 kgs. Requires 2 or 4 horses to pull: if pulled by 2 horses, reduce horses' maximum movement rate by 50% when fully laden; if pulled by 4 horses, reduce horses' maximum movement rate by 33% when fully laden. All horse-to-vehicle tackle included.
Cab	10 gp	4 wheels. 1 exterior and 2 interior seats. Maximum load 500 kgs. Requires 2 horses to pull; reduce horses' maximum movement rate by 33% when fully laden. All horse-to-vehicle tackle included.
Coach	30 gp	4 wheels. 2 exterior and 6 interior seats. Maximum load 750 kgs. Requires 4 horses to pull; reduce horses' maximum movement rate by 33% when fully laden. All horse-to-vehicle tackle included.

11,4) TRANSPORTATION FEES

ITEM	COST	NOTES
Cab	1 cp	Per person per mile. External seat costs half.
Coach	2 cp	Per person per mile. External seat costs half.
Boat	3 cp	River or lake passage, per mile, per person or horse or 50 kgs of baggage.
Ship	5 cp	Sea or ocean passage, per 10 miles, per person or horse or 50 kgs of baggage. Basic food and bunk or hammock included.

12) HOSTELRY

12,1) FOOD AND DRINK

SERVICE	QUALITY			NOTES
	POOR	AVERAGE	OPULENT	
Cold Meal	3 tp	7 tp	7 cp	Per person.
Hot Meal	5 tp	1 cp	1 bp	Per person.
Ale or Mead or Cider	2 tp	3 tp	5 tp	One litre.
Wine	3 tp	4 tp	7 tp	Half litre.
Spirit	4 tp	5 tp	1 cp	One-quarter litre.
Tobacco	1 bp	1 sp	1 gp	0.25 kg of Halfling pipe-weed.

12,2) ACCOMMODATION

SERVICE	QUALITY			NOTES
	POOR	AVERAGE	OPULENT	
Dormitory	5 tp	1 cp	5 cp	One night per person.
Shared room	1 cp	2 cp	1 bp	One night per person per bed.
Private room	15 tp	3 cp	15 bp	One night per person.
Hot bath	5 tp	1 cp	1 bp	
Stabling	1 tp	2 tp	5 tp	One night per horse. Includes feed and water.

12,3) TRAIL RATIONS

GOODS	WEIGHT (kgs)	COST	NOTES
Trail rations	5	1 bp	Nutrition for 1 person for 1 week. Keeps for 1 week.
Iron rations	3	1 gp	Dried nutrition for 1 person for 1 week. Keeps for 1 month.
Elven Waybread	1	15 gp	Nutrition for 1 person for 1 week. Keeps for 6 months.
Dwarfen Tunnel Biscuits	2	10 gp	Nutrition for 1 person for 1 week. Keeps for 1 year.

13) HERBS

Herbs are plants with natural healing properties which mend the body or mind. Herbs only heal creatures with similar physiologies to the PC races (except Trolls). Note than none are able to regenerate body parts which have been totally destroyed or lost.

Each herb is described shortly. First, some explanation of how they are used is given.

13,1) ADMINISTERING HERBS

Most herbs can be used without any preparation, i.e. in their raw state. In order to administer an unprepared herb to the body correctly and in the right quantity, a Pharmacy skill roll must be made versus half of the herb's Rarity (a value reflecting the difficulty of finding the herb in the wild). If this roll is:

- successful, the dose of herb is applied correctly and its healing powers take effect;
- failed, the dose is applied incorrectly and the herb is wasted, i.e. it has no healing effects;
- fumbled (Fumble Range equal to Rarity) then, at the GM's discretion, the herb may act as a poison.

13,1,1) TONICS AND OINTMENTS

All herbs can be prepared into either an ointment or tonic (some herbs must be prepared into such a form as they cannot be applied raw). Ointments are applied to the skin while tonics are drunk.

A Pharmacy skill roll must be made in order to prepare tonics and ointments. The Rarity value of the herb is used as the difficulty factor for this skill roll. In addition, the character must have suitable equipment at hand:

- fresh (unspoiled) raw ingredients;
- a pestle and mortar;
- a vessel of boiling water;
- ash, chalk dust, etc. (for ointments);
- an air-tight container with a cork or hot wax;
- and so on…

Actually administering such preparations once they are made is a routine action, i.e. no Pharmacy skill roll is required to successfully drink a tonic or apply an ointment in normal circumstances. Additionally, preparation into a tonic or ointment will delay the natural spoilage of the herb. If kept in well-sealed containers, all ointments and tonics generally retain their potency for a year.

13,1,2) HERBALISTS

Herbalists sell tonics and ointments and, sometimes, raw herbs and pharmaceutical equipment too. They can also be paid to prepare raw herbs into ointments and tonics. Note that the stocks and prices of herbs in herbalists' shops will generally reflect the local climate and habitats, although they will also trade in imported and more exotic (and therefore more expensive) herbage.

13,2) DESCRIPTIONS OF HERBS

The following tables describe the characteristics of the different varieties of herbs (listed alphabetically). The descriptions give the:

- EFFECTS – what the herb does, assuming one dose is correctly applied;
- APPLICATION – how the dose must be applied in order to use it effectively;
- INGREDIENTS – the raw ingredients required to make one dose;
- SPOILAGE – how quickly the raw ingredients lose their healing powers after harvesting (an ointment or tonic will generally retain its potency for approximately one year if stored in an air-tight container);
- HABITAT – the type of habitat (i.e. terrain) in which the herb is commonly found;
- CLIMATE – the type of climate (i.e. temperature) in which the herb thrives;
- RARITY – a value reflecting the herb's scarcity;
- VALUE – the value in gold pieces of one dose of the herb in bottled ointment or tonic form. If the herb can be used raw, then enough fresh raw ingredients to make one dose will be worth 75% of this value. If the raw herb must be prepared into a tonic or ointment before it can be used, then fresh raw ingredients for one dose will be worth 50% of this value.

13,2,1) BLACK LICHEN

EFFECTS: Purifies the blood, removing toxins like poisons and diseases; acts as a Renew Blood spell.		
APPLICATION: Ingest 1 dose of lichen (0.01 kg) or tonic		
INGREDIENTS: 0.01 kg of lichen	HABITAT: Woodland & Mountain	RARITY: 10
SPOILAGE: 1 month	CLIMATE: All	VALUE: 25

13,2,2) BLOODBERRY VINE

EFFECTS: Purifies the blood, removing toxins like poisons and diseases; acts as a Renew Blood spell		
APPLICATION: Ingest 1 berry or dose of tonic		
INGREDIENTS: 1 berry	HABITAT: Plain & Woodland	RARITY: 15
SPOILAGE: 1 week	CLIMATE: Temperate	VALUE: 100

13,2,3) BLOOD HEATHER

EFFECTS: Heals 1 area of bleeding (takes 24 hours, during which time wound must be kept still)		
APPLICATION: Ingest 1 dose of tonic		
INGREDIENTS: Twigs of 1 plant	HABITAT: Mountain & Plain	RARITY: 10
SPOILAGE: 1 month	CLIMATE: All	VALUE: 25

13,2,4) BONE NUT PALM

EFFECTS: Heals 1 area of bone damage (takes 6 hours)		
APPLICATION: Ingest 1 nut or dose of tonic		
INGREDIENTS: 1 nut	HABITAT: Arid & Coastal	RARITY: 15
SPOILAGE: 1 week	CLIMATE: Hot	VALUE: 100

13,2,5) COOL-OIL DOCK

EFFECTS: Heals all burns on 1 first division body location (takes 24 hours)		
APPLICATION: Apply 1 leaf or dose of ointment directly to burn (1 dose required per degree of burn)		
INGREDIENTS: 1 leaf	HABITAT: Coastal & River- & Lake-side	RARITY: 10
SPOILAGE: 1 month	CLIMATE: All	VALUE: 25

13,2,6) EELSKIN KELP

EFFECTS: Heals 1 area of nerve damage (takes 1 hour)		
APPLICATION: Ingest 1 stem or dose of tonic		
INGREDIENTS: 1 stem	HABITAT: Salt Water	RARITY: 20
SPOILAGE: 1 day	CLIMATE: Hot	VALUE: 400

13,2,7) FIRE CACTUS

EFFECTS: Heals all burns on 1 first division body location (takes 6 hours)		
APPLICATION: Apply 0.1 litre of sap or ointment directly to burn		
INGREDIENTS: 0.1 litre of sap	HABITAT: Arid & Mountain	RARITY: 15
SPOILAGE: 1 week	CLIMATE: Hot	VALUE: 100

13,2,8) GOLDEN PONDWEED

EFFECTS: Heals 1 area of muscle damage (takes 1 hour)		
APPLICATION: Ingest 1 dose of tonic		
INGREDIENTS: Roots from 1 plant	HABITAT: Fresh Water	RARITY: 20
SPOILAGE: 1 day	CLIMATE: Temperate	VALUE: 400

13,2,9) GOOD NUT BUSH

EFFECTS: Regenerates 1 lost HIP per minute for 1d20 minutes		
APPLICATION: Ingest 1 nut or dose of tonic		
INGREDIENTS: 1 nut	HABITAT: Plain & River- & Lake-side	RARITY: 10
SPOILAGE: 1 month	CLIMATE: All	VALUE: 25

13,2,10) HAPPY GRASS

EFFECTS: Regenerates 1 lost HIP per minute for 3d20 minutes		
APPLICATION: Ingest 1 dose of stem or tonic		
INGREDIENTS: 1 stem	HABITAT: Plain	RARITY: 20
SPOILAGE: 1 day	CLIMATE: Cold	VALUE: 400

13,2,11) HEART-CONE PINE

EFFECTS: Heals 1 area of organ damage (not brain) in 48 hours		
APPLICATION: Ingest 1 dose of tonic		
INGREDIENTS: 1 cone	HABITAT: Mountain & Woodland	RARITY: 15
SPOILAGE: 1 week	CLIMATE: Cold	VALUE: 100

13,2,12) LARVA HYACINTH

EFFECTS: Heals 1 psychosis fully (takes 24 hours)		
APPLICATION: Ingest 1 flower or dose of tonic		
INGREDIENTS: 1 flower	HABITAT: Mountain & River- & Lake-side	RARITY: 15
SPOILAGE: 1 week	CLIMATE: Hot	VALUE: 100

13,2,13) LUNG BLADDER

EFFECTS: Heals 1 area of organ damage (not brain) in 24 hour		
APPLICATION: Ingest 1 leaf or dose of tonic		
INGREDIENTS: 1 leaf	HABITAT: Fresh Water	RARITY: 20
SPOILAGE: 1 day	CLIMATE: Cold	VALUE: 400

13,2,14) MEMORY MOSS

EFFECTS: Heals 1 area of brain damage in 48 hours		
APPLICATION: Apply 1 dose of ointment directly to scalp		
INGREDIENTS: 0.01 kg of moss	HABITAT: Arid & Mountain	RARITY: 15
SPOILAGE: 1 week	CLIMATE: Cold	VALUE: 100

13,2,15) MERMAID HAIR SEAWEED

EFFECTS: Heals 1 area of brain damage in 24 hours		
APPLICATION: Apply 1 dose of ointment directly to scalp		
INGREDIENTS: 1 leaf	HABITAT: Salt Water	RARITY: 20
SPOILAGE: 1 day	CLIMATE: Cold	VALUE: 400

13,2,16) MIND MOULD

EFFECTS: Heals 1 psychosis fully (takes 1 hour)		
APPLICATION: Apply 1 dose of ointment to scalp		
INGREDIENTS: Scrapings from one 10 cm by 10 cm area of mould	HABITAT: Subterranean	RARITY: 20
SPOILAGE: 1 day	CLIMATE: N/A	VALUE: 400

13,2,17) RED WATER LILLY

EFFECTS: Heals 1 area of bleeding (takes 1 hour, during which time wound must be kept still)		
APPLICATION: Ingest 1 flower or dose of tonic		
INGREDIENTS: 1 flower	HABITAT: Fresh Water	RARITY: 20
SPOILAGE: 1 day	CLIMATE: Hot	VALUE: 400

13,2,18) RUST BUSH

EFFECTS: Heals 1 area of bleeding (takes 6 hours, during which time wound must be kept still)		
APPLICATION: Ingest 1 leaf or dose of tonic		
INGREDIENTS: 1 leaf	HABITAT: Coastal & Plain	RARITY: 15
SPOILAGE: 1 week	CLIMATE: Temperate	VALUE: 100

13,2,19) SQUEAK BUSH

EFFECTS: Heals 1 area of nerve damage (takes 6 hours)		
APPLICATION: Ingest 1 dose of tonic		
INGREDIENTS: Roots of 1 plant	HABITAT: Plain & River- & Lake-side	RARITY: 15
SPOILAGE: 1 week	CLIMATE: Cold	VALUE: 100

13,2,20) STRENGTH WORT

EFFECTS: Heals 1 area of muscle damage in 24 hours		
APPLICATION: Apply 1 leaf or ointment directly to skin above injury		
INGREDIENTS: 1 leaf	HABITAT: Mountain & Woodland	RARITY: 10
SPOILAGE: 1 month	CLIMATE: All	VALUE: 25

13,2,21) TINGLEWEED

EFFECTS: Heals 1 area of nerve damage (takes 24 hours)		
APPLICATION: Ingest 1 leaf or dose of tonic		
INGREDIENTS: 1 leaf	HABITAT: Coastal & River- & Lake-side	RARITY: 10
SPOILAGE: 1 month	CLIMATE: All	VALUE: 25

13,2,22) TONIC WILLOW

EFFECTS: Regenerates 1 lost HIP per minute for 2d20 minutes		
APPLICATION: Ingest 1 leaf or dose of tonic		
INGREDIENTS: 1 leaf	HABITAT: River- & Lake-side & Woodland	RARITY: 15
SPOILAGE: 1 week	CLIMATE: Temperate	VALUE: 100

13,2,23) VINEGAR SEAWEED

EFFECTS: Heals a single area of burns (takes 1 hour)		
APPLICATION: Ingest 1 leaf or dose of tonic		
INGREDIENTS: 1 leaf	HABITAT: Salt Water	RARITY: 20
SPOILAGE: 1 day	CLIMATE: Temperate	VALUE: 400

13,2,24) VITALBERRY BUSH

EFFECTS: Heals 1 area of muscle damage (takes 6 hours)		
APPLICATION: Ingest 1 berry or dose of tonic		
INGREDIENTS: 1 berry	HABITAT: Plain & Woodland	RARITY: 15
SPOILAGE: 1 week	CLIMATE: Temperate	VALUE: 100

13,2,25) WHITELEAF BEECH

EFFECTS: Heals 1 area of bone damage (takes 24 hours)		
APPLICATION: Apply 1 leaf or dose of ointment directly to skin above fracture		
INGREDIENTS: 1 leaf	HABITAT: Plain & Woodland	RARITY: 10
SPOILAGE: 1 week	CLIMATE: All	VALUE: 25

13,2,26) WHITEROOT YEW

EFFECTS: Heals 1 area of bone damage (takes 1 hour)		
APPLICATION: Ingest 1 dose of tonic		
INGREDIENTS: Roots of 1 plant	HABITAT: Coastal	RARITY: 20
SPOILAGE: 1 day	CLIMATE: Temperate	VALUE: 400

13,2,27) ZINDER NUT

EFFECTS: Instantly reduces Fatigue Penalty by 1d5 x 1d20. Hit Point total is also reduced by half of this amount.		
APPLICATION: Ingest 1 root nodule or dose of tonic		
INGREDIENTS: Root nodules	HABITAT: Plain & Woodland	RARITY: 10
SPOILAGE: 1 month	CLIMATE: All	VALUE: 25

13,3) HERBS BY CLIMATE AND HABITAT

The following table orders the herbs by climate and habitat:

		CLIMATE		
		COLD	**TEMPERATE**	**HOT**
HABITAT	**PLAIN**	Blood Heather Good Nut Bush Happy Grass Squeak Bush Whiteleaf Beech Zinder Nut	Bloodberry Vine Blood Heather Good Nut Bush Rust Bush Vitalberry Bush Whiteleaf Beech Zinder Nut	Blood Heather Good Nut Bush Whiteleaf Beech Zinder Nut
	WOODLAND	Black Lichen Heart-Cone Pine Strength Wort Whiteleaf Beech Zinder Nut	Black Lichen Bloodberry Vine Strength Wort Tonic Willow Vitalberry Bush Whiteleaf Beech Zinder Nut	Black Lichen Strength Wort Whiteleaf Beech Zinder Nut

		CLIMATE		
		COLD	**TEMPERATE**	**HOT**
HABITAT	**MOUNTAIN**	Black Lichen Blood Heather Heart-Cone Pine Memory Moss Strength Wort	Black Lichen Blood Heather Strength Wort	Black Lichen Blood Heather Fire Cactus Larva Hyacinth Strength Wort
	RIVER- & LAKE-SIDE	Cool-Oil Dock Good Nut Bush Squeak Bush Tingleweed	Cool-Oil Dock Good Nut Bush Tingleweed Tonic Willow	Cool-Oil Dock Good Nut Bush Larva Hyacinth Tingleweed
	COASTAL	Cool-Oil Dock Tingleweed	Cool-Oil Dock Rust Bush Tingleweed Whiteroot Yew	Bone Nut Palm Cool-Oil Dock Tingleweed
	FRESH WATER	Lung Bladder	Golden Pondweed	Red Water Lilly
	SALT WATER	Mermaid Hair Seaweed	Vinegar Seaweed	Eelskin Kelp
	ARID	Memory Moss	N/A	Bone Nut Palm Fire Cactus
	SUBTERRANEAN	N/A	Mind Mould	N/A

Note that arid habitat implies a dry terrain lacking running water, whether a hot sandy desert or a freezing polar waste.

13,4) HERBS BY EFFECT

The following table divides the herbs by healing effect:

EFFECT HEALS	**HERB**		
Bleeding	Blood Heather	Red Water Lilly	Rust Bush
Bone damage	Bone Nut Palm	Whiteleaf Beech	Whiteroot Yew
Brain damage	Memory Moss	Mermaid Hair Seaweed	
Burn damage	Cool-Oil Dock	Fire Cactus	Vinegar Seaweed
Disease	Black Lichen	Bloodberry Vine	
Fatigue	Zinder Nut		
HIP loss	Good Nut Bush	Happy Grass	Tonic Willow
Muscle damage	Golden Pondweed	Strength Wort	Vitalberry Bush
Nerve damage	Eelskin Kelp	Squeak Bush	Tingleweed
Organ damage	Heart Cone Pine	Lung Bladder	
Poison	Black Lichen	Bloodberry Vine	
Psychosis	Larva Hyacinth	Mind Mould	

13,5) FINDING HERBS IN THE WILD

The chance of finding herbs in the wild depends on the character's Botany skill bonus, which reflects his ability to know where to look. So, after a character has undertaken a search for herbs, his player should make a Botany skill roll to determine if the search was successful. A default difficulty factor of 10 is used in this roll. As usual, the player must throw 1d20, aiming to equal or exceed:

$$10 + \text{difficulty factor} - \text{skill bonus} = 20 - \text{Botany}$$

If this roll is:

- successful, then herbs *may* have been found during the search;
- unsuccessful, then no herbs were found.

If the roll was successful, the GM should then identify those types of herbs which could potentially live in the habitat and climate being searched *and* which have Rarities, R≤(10+X), where X is the amount by which the skill roll was passed.

The search then produces a number of doses of each of the types of herb identified by the GM equal to 1d20+X+Y–R, where Y is the number of whole hours that the character spent searching. If this formula produces zero or a negative result, then no doses of this herb have been found.

Note that:

- no character can spend longer than SD/2 hours in a single day searching for herbs – after this, he becomes unable to maintain the necessary concentration;
- the character's Pharmacy skill bonus can be used instead of his Botany, if it is better.

E.g. a character with Botany and Pharmacy skill bonuses of 6 and 4 spends 8 hours searching for herbs in the scrubland, mud flats and waters of a temperate estuary. After completing the search, his player rolls 1d20 and scores 15. He needed to equal or exceed 20-Botany=20-6=14, so his roll was successful and X=15-14=1.

The GM decides to treat the habitat as a cross between temperate coastal, river- and lake-side, fresh and salt waters, so herbs living in all four areas are potentially available to be found. Consequently, the search could uncover the following herbs (Rarities are shown in parentheses): Cool-Oil Dock (10), Good Nut Bush (10), Rust Bush (15), Tingleweed (10), Tonic Willow (15), Whiteroot Yew (20), Golden Pondweed (20) and Vinegar Seaweed (20). The maximum Rarity that can be found is 10+X=10+1=11. Consequently, the search can only find Cool-Oil Dock, Good Nut Bush and Tingleweed. Rust Bush, Tonic Willow, Whiteroot Yew, Golden Pondweed and Vinegar Seaweed may be present in the estuary but the PC was not skilful or fortunate enough to find them.

The player rolls three 1d20s, for the three types of herbs that his PC may have found. He scores 5, 2 and 18. Since the PC searched for 8 hours, he finishes with 1d20+X+Y-R=5+1+8-10=4 doses (leaves) of Cool-Oil Dock, 2+1+8-10=1 dose (nut) of Good Nut Bush, and 18+1+8-10=17 doses (leaves) of Tingleweed.

14) POISONS

Poisons are substances with natural toxic properties which damage the body or mind. They can be extracted from plants or animals. Like herbs, most poisons only harm creatures with similar physiologies to the PC races (except Trolls).

14,1) EXTRACTING POISONS

Most poisons have to be extracted from part of a plant or animal before they can be used. This process usually requires suitable equipment:

- fresh (unspoiled) raw ingredients;
- gloves;
- a pestle and mortar;
- a vessel of boiling water;
- an air-tight container with a cork or hot wax;
- a well-ventilated room (or, better still, an obedient golem or zombie);
- and so on…

Extracting poisons also requires a Pharmacy skill roll versus a difficulty factor equal to the poison's Rarity value. If this roll is:

- successful, the poison is extracted correctly – it will take the form of an oil, crystallising oil, vaporising oil or gas, as described shortly;
- failed, the extracted poison is ruined and is ineffective;
- fumbled (Fumble Range equal to Rarity), then the poison is ruined but not before the pharmacist is exposed to the poison – he must resist (see below) or suffer its harmful effects.

As with herbs, all extracted poisons generally retain their potency for a year if kept in well-sealed containers.

The different forms that poisons take are now discussed. Later, each variety of poison is described.

14,1,1) OILS

Oils are the commonest form of poison. These liquids can be easily administered to foodstuffs or drinks, or directly into the mouth, nostrils, eyes or ears, or wounds. They can also be smeared onto a weapon such that a successful attack may also poison the victim.

14,1,1,1) CRYSTALLISING OILS

A crystallising oil is a special kind of poisonous oil that slowly crystallises into a solid form when exposed to the air. A crystallising oil can be smeared onto a weapon as a liquid in the same way as a normal poisonous oil. It will then crystallise into a dry granular coating within a few minutes. This coating is much more persistent than a normal oil, allowing the weapon to make many poisoning attacks before the poison is rubbed or washed off.

14,1,1,2) VAPORISING OILS

Vaporising oils are another special type of poisonous oil. They boil into vapour the moment that they are exposed to air, generating a poisonous gas.

14,1,2) POISONOUS GASES

The rarest form of poison, gaseous poisons are generally breathed in but may be absorbed through the skin and mucous membranes. They are capable of affecting multiple targets at once.

14,1,3) HERBALISTS

Some herbalists will sell poisonous oils, often "under the counter". Such practitioners may also be willing to prepare raw ingredients into oils for customers. Note that the stocks and prices of poisons in herbalists' shops will generally reflect the local climate and habitats, although they will also trade in imported and more exotic (and therefore expensive) poisons.

14,2) ADMINISTERING POISONS

In order to administer a poison, the victim's bloodstream must be exposed to it somehow. This might occur via ingestion, through contact with a wound or the eyes, nostrils or other mucous membranes, or through inhalation in the case of a gas. Generally, no Pharmacy skill roll is required in order to achieve exposure; the process should just be role-played.

14,2,1) APPLYING POISONS TO WEAPONS

As mentioned previously, a common method for achieving exposure is to apply a normal or crystallising oil to a weapon. Exposure occurs when the weapon makes an attack which causes Hit Point loss. (If an attack misses, or fails to cause HIP loss perhaps because of armour, then the poison cannot affect the victim.)

A single application of a normal oil to a weapon may result in multiple poisonings. After an hour has passed or the weapon has been used to make 1d4 successful attacks, whichever occurs soonest, the oil will have been washed or rubbed off and will cease to have any further poisonous effect.

If a crystallising oil has been applied to the weapon, the poison is more persistent and can be assumed to have worn off after 24 hours or 1d20 successful attacks have been made, whichever is soonest.

14,3) RESISTING POISONS

Each time that a character is exposed to a poison, he may try to resist its effects by making a CO stat roll versus the poison's Potency Factor. If this roll is:

- successful, the poison has no effect;
- failed, the poison's effects manifest themselves;
- fumbled, the poison may have enhanced effects (the Fumble Range is the poison's Potency Factor).

14,4) DESCRIPTIONS OF PLANT-BASED POISONS

The following tables give the characteristics of poisonous plants, listed alphabetically. The descriptions list the:

- EFFECTS – what the poison does, assuming exposure to one dose;
- FORM – whether the poison takes the form of a normal, crystallising or vaporising oil or a gas;
- INGREDIENTS – the raw ingredients required to make one dose;
- SPOILAGE – how quickly the raw ingredients lose their poisonous powers after harvesting (an extracted poison will generally retain its potency for approximately one year if stored in an air-tight container);
- POTENCY FACTOR – how strong is the poison;
- HABITAT – the type of habitat (i.e. terrain) in which the poisonous plant is commonly found;
- CLIMATE – the type of climate (i.e. temperature) in which the poisonous plant thrives;
- RARITY – a value reflecting the poison's scarcity;
- VALUE – the value in gold pieces of one dose of the bottled poison. The raw ingredients, i.e. the part of the plant or animal from which the poison may be extracted, will be worth 25% of this value whilst fresh.

14,4,1) BITTER WALNUT

EFFECTS: Victim loses 3d20 HIPs instantly		
FORM: Oil		
INGREDIENTS: 1 nut		
SPOILAGE: 1 month	HABITAT: Woodland	RARITY: 14
POTENCY FACTOR: 9	CLIMATE: Temperate	VALUE: 126

14,4,2) BLACK SUNFLOWER

EFFECTS: Victim loses 1d20 HIPs instantly		
FORM: Crystallising oil		
INGREDIENTS: 1 seed		
SPOILAGE: 1 month	HABITAT: Plain and River/Lake-side	RARITY: 14
POTENCY FACTOR: 13	CLIMATE: Hot	VALUE: 182

14,4,3) BLADDERWRETCH SEAWEED

EFFECTS: Victim loses 1d20 HIPs instantly and must make an Injury Roll; Asphyxiation damage type		
FORM: Gas – puncturing a bladder generates a 2 metre radius gas cloud which dissipates after 1d20 minutes		
INGREDIENTS: 1 bladder (a gas bubble in a leaf; a flotation device for the seaweed)		
SPOILAGE: 1 week	HABITAT: Saltwater	RARITY: 16
POTENCY FACTOR: 7	CLIMATE: Any	VALUE: 112

14,4,4) DEATH ORCHID

EFFECTS: Victim loses 5d20 HIPs instantly		
FORM: Vaporising oil – 1 dose generates a 5 metre radius gas cloud which dissipates after 1d20 minutes		
INGREDIENTS: 1 flower		
SPOILAGE: 1 day	HABITAT: River/Lake-side	RARITY: 18
POTENCY FACTOR: 15	CLIMATE: Temperate	VALUE: 270

14,4,5) DWARFSBANE

EFFECTS: Victim dies in 1d20 minutes from the sudden failure of multiple organs (affects Dwarfs only)		
FORM: Oil		
INGREDIENTS: 1 plant's roots		
SPOILAGE: 1 week	HABITAT: Woodland	RARITY: 20
POTENCY FACTOR: 15	CLIMATE: Hot	VALUE: 300

14,4,6) ELFSBANE

EFFECTS: Victim dies in 1d20 minutes from the sudden failure of multiple organs (affects Elves and Half-Elves only)		
FORM: Oil		
INGREDIENTS: 1 plant's roots		
SPOILAGE: 1 week	HABITAT: Mountain	RARITY: 20
POTENCY FACTOR: 15	CLIMATE: Cold	VALUE: 300

14,4,7) FIRE THORN

EFFECTS: Victim loses 2d20 HIPs instantly and must make an Injury Roll; Heat damage type		
FORM: Oil		
INGREDIENTS: 0.01 litre of sap (naturally exuded from tips of thorns)		
SPOILAGE: 1 week	HABITAT: Plain and River/Lake-side	RARITY: 16
POTENCY FACTOR: 5	CLIMATE: Cold	VALUE: 80

14,4,8) GIBBERWORT

EFFECTS: Victim gains 1d4 Psychosis Points and must make a Psychosis Roll		
FORM: Oil		
INGREDIENTS: 1 leaf		
SPOILAGE: 1 week	HABITAT: Freshwater	RARITY: 18
POTENCY FACTOR: 18	CLIMATE: Any	VALUE: 360

14,4,9) HANGOVER CACTUS

EFFECTS: Victim loses 1d20 HIPs instantly and must make an Injury Roll; Mental damage type		
FORM: Crystallising oil		
INGREDIENTS: 0.1 litre of sap		
SPOILAGE: 1 week	HABITAT: Arid	RARITY: 16
POTENCY FACTOR: 11	CLIMATE: Hot	VALUE: 176

14,4,10) HOBBITSBANE

EFFECTS: Victim dies in 1d20 minutes from the sudden failure of multiple organs (affects Halflings only)		
FORM: Oil		
INGREDIENTS: 1 plant's roots		
SPOILAGE: 1 week	HABITAT: Plain, Mountain and Coastal	RARITY: 20
POTENCY FACTOR: 15	CLIMATE: Temperate	VALUE: 300

14,4,11) HOBBLEBERRY

EFFECTS: Victim loses 1d10 HIPs instantly		
FORM: Crystallising oil		
INGREDIENTS: 1 berry		
SPOILAGE: 1 week	HABITAT: Coastal	RARITY: 10
POTENCY FACTOR: 5	CLIMATE: Cold	VALUE: 50

14,4,12) MANSBANE

EFFECTS: Victim dies in 1d20 minutes from the sudden failure of multiple organs (affects Humans, Half-Elves and Half-Orcs only)		
FORM: Oil		
INGREDIENTS: 1 plant's roots		
SPOILAGE: 1 week	HABITAT: Mountain	RARITY: 20
POTENCY FACTOR: 15	CLIMATE: Hot	VALUE: 300

14,4,13) ORCSBANE

EFFECTS: Victim dies in 1d20 minutes from the sudden failure of multiple organs (affects Orcs, Goblins and Half-Orcs only)		
FORM: Oil		
INGREDIENTS: 1 plant's roots		
SPOILAGE: 1 week	HABITAT: Coastal	RARITY: 20
POTENCY FACTOR: 15	CLIMATE: Hot	VALUE: 300

14,4,14) SOUR BIRCH

EFFECTS: Victim loses 1d20 HIPs instantly and must make an Injury Roll; Acid damage type (reroll severities ≥G)		
FORM: Crystallising oil		
INGREDIENTS: 0.1 kg of bark		
SPOILAGE: 1 month	HABITAT: Woodland	RARITY: 12
POTENCY FACTOR: 9	CLIMATE: Cold	VALUE: 108

14,4,15) STING MOSS

EFFECTS: Victim loses 2d20 HIPs instantly		
FORM: Oil		
INGREDIENTS: 0.01 kg of moss		
SPOILAGE: 1 month	HABITAT: Subterranean	RARITY: 12
POTENCY FACTOR: 7	CLIMATE: N/A	VALUE: 84

14,4,16) WOLFSBANE

EFFECTS: Victim dies in 1d20 minutes from the sudden failure of multiple organs (affects Lycanthropes only, and not just of the wolf variety)		
FORM: Oil		
INGREDIENTS: 1 plant's roots		
SPOILAGE: 1 week	HABITAT: Arid	RARITY: 20
POTENCY FACTOR: 15	CLIMATE: Cold	VALUE: 300

14,5) DESCRIPTIONS OF ANIMAL-BASED POISONS

The following tables give the characteristics of animal-based poisons, listed alphabetically. (Descriptions of the animals themselves can be found in *The Bestiary*.)

14,5,1) ARROW-HEAD TREE FROG SWEAT

EFFECTS: Victim loses 5d20 HIPs instantly		
FORM: Oil		
INGREDIENTS: Moisture from 1 frog's skin		
SPOILAGE: 1 day	HABITAT: Woodland	RARITY: 16
POTENCY FACTOR: 8	CLIMATE: Hot	VALUE: 128

14,5,2) COBRA VENOM

EFFECTS: Victim loses 3d20 HIPs instantly		
FORM: Oil		
INGREDIENTS: 1 snake's full venom sacks give 4 doses		
SPOILAGE: 1 week	HABITAT: Any land	RARITY: 16
POTENCY FACTOR: 10	CLIMATE: Hot	VALUE: 160

14,5,3) DRAKE'S BLOOD

EFFECTS: Victim loses 3d20+40 HIPs instantly		
FORM: Oil		
INGREDIENTS: 1 litre of drake's blood		
SPOILAGE: 1 hour	HABITAT: Any	RARITY: 20
POTENCY FACTOR: 20	CLIMATE: Any	VALUE: 400

14,5,4) GIANT OCTOPUS VENOM

EFFECTS: Victim loses 1d20 HIPs instantly		
FORM: Vaporising oil – 1 dose generates a 5 metre radius gas cloud which dissipates after 1d20 minutes		
INGREDIENTS: 1 octopus' full venom sack gives 5 doses		
SPOILAGE: 1 day	HABITAT: Fresh or Salt water	RARITY: 18
POTENCY FACTOR: 15	CLIMATE: Any	VALUE: 270

14,5,5) GIANT SCORPION VENOM

EFFECTS: Victim is totally paralysed (physically) for 1 minute per point of failure of the CO stat roll to resist the poison		
FORM: Crystallising oil		
INGREDIENTS: 1 scorpion's full venom sack gives 5 doses		
SPOILAGE: 1 day	HABITAT: Any land	RARITY: 18
POTENCY FACTOR: 13	CLIMATE: Any non-polar	VALUE: 234

14,5,6) GIANT WASP VENOM

EFFECTS: Victim is totally paralysed (physically) for 10 seconds per point of failure of the CO stat roll to resist the poison		
FORM: Crystallising oil		
INGREDIENTS: 1 wasp's full venom sack gives 2 doses		
SPOILAGE: 1 day	HABITAT: Any land	RARITY: 18
POTENCY FACTOR: 10	CLIMATE: Any non-polar	VALUE: 180

14,5,7) GREATER GIANT SPIDER VENOM

EFFECTS: Victim is totally paralysed (physically) for 1 day per point of failure of the CO stat roll to resist the poison		
FORM: Oil		
INGREDIENTS: 1 spider's full venom sacks give 10 doses		
SPOILAGE: 1 week	HABITAT: Subterranean	RARITY: 20
POTENCY FACTOR: 20	CLIMATE: Any	VALUE: 400

14,5,8) LESSER GIANT SPIDER VENOM

EFFECTS: Victim is totally paralysed (physically) for 1 hour per point of failure of the CO stat roll to resist the poison		
FORM: Oil		
INGREDIENTS: 1 spider's full venom sacks give 2 doses		
SPOILAGE: 1 day	HABITAT: Woodland or subterranean	RARITY: 18
POTENCY FACTOR: 10	CLIMATE: Any	VALUE: 180

14,5,9) RATTLESNAKE VENOM

EFFECTS: Victim loses 2d20 HIPs instantly		
FORM: Crystallising oil		
INGREDIENTS: 1 snake's full venom sacks give 4 doses		
SPOILAGE: 1 day	HABITAT: Any land	RARITY: 16
POTENCY FACTOR: 8	CLIMATE: Temperate or Hot	VALUE: 128

14,5,10) SEA SNAKE VENOM

EFFECTS: Victim loses 4d20 HIPs instantly		
FORM: Vaporising oil – 1 dose generates a 5 metre radius gas cloud which dissipates after 1d20 minutes		
INGREDIENTS: 1 snake's full venom sacks give 4 doses		
SPOILAGE: 1 day	HABITAT: Salt water	RARITY: 16
POTENCY FACTOR: 12	CLIMATE: Hot	VALUE: 192

14,5,11) TARANTULA VENOM

EFFECTS: Victim loses 1d10 HIPs instantly		
FORM: Crystallising oil		
INGREDIENTS: 1 spider's full venom sacks give 1 dose		
SPOILAGE: 1 day	HABITAT: Any land	RARITY: 16
POTENCY FACTOR: 8	CLIMATE: Temperate or Hot	VALUE: 128

14,6) PLANT-BASED POISONS BY CLIMATE AND HABITAT

The following table orders the poisonous plants by climate and habitat:

		CLIMATE		
		COLD	**TEMPERATE**	**HOT**
HABITAT	**PLAIN**	Fire Thorn	Hobbleberry	Black Sunflower
	WOODLAND	Acrid Birch	Bitter Walnut	Dwarfsbane
	MOUNTAIN	Elfsbane	Hobbleberry	Mansbane
	RIVER/LAKE-SIDE	Fire Thorn	Death Orchid	Black Sunflower
	COASTAL	Hobbitsbane	Hobbleberry	Orcsbane
	FRESH WATER	Gibberwort	Gibberwort	Gibberwort
	SALT WATER	Bladderwretch Seaweed	Bladderwretch Seaweed	Bladderwretch Seaweed
	ARID	Wolfsbane	N/A	Hangover Cactus
	SUBTERRANEAN	N/A	Sting Moss	N/A

14,7) POISONS BY EFFECT

The following table divides the poisons by their type of toxic effect:

EFFECT CAUSES		**POISONS (ORDERED BY INCREASING POTENTIAL DAMAGE)**	
Psychosis		Gibberwort	
Paralysis		Giant Wasp Venom Giant Scorpion Venom Lesser Giant Spider Venom Greater Giant Spider Venom	
Injury Roll	Acid	Acrid Birch	
	Asphyxiation	Bladderwretch Seaweed	
	Heat	Fire Thorn	
	Mental	Hangover Cactus	
Death		Banes	
HIP loss		Hobbleberry Tarantula Venom Black Sunflower Giant Octopus Venom Bladderwretch Seaweed Sour Birch Hangover Cactus Sting Moss	Rattlesnake Venom Fire Thorn Bitter Walnut Cobra Venom Sea Snake Venom Arrow-Head Tree Frog Sweat Death Orchid Drake's Blood

14,8) FINDING POISONS IN THE WILD

The process for determining whether a character finds a specific poisonous plant in the wild is exactly the same as that for finding herbs – see the *Finding Herbs in the Wild* section.

The GM may allow the players to hunt for common poison-bearing animals (like tarantulas, frogs and snakes) using similar rules to those for finding herbs, but should substitute Zoology for Botany skill. However, the hunting of larger and rarer poison-bearing beasts (such as Giant Scorpions, Octopi or Spiders) should be role-played, since the hunter may well become the hunted...

15) DISEASES

The rules for contracting and resisting diseases are similar in some respects to those for poisons. Thus, although they are not goods or services that can be paid for, common diseases are described in this chapter.

15,1) CONTRACTING DISEASES

The circumstances required for contracting certain diseases are given in the following descriptions. Note that all of these diseases only affect creatures with physiologies similar to those of the PC races (except Trolls).

15,2) RESISTING DISEASES

The effects of all non-magical diseases can be resisted on initially contracting the disease. The victim makes a CO stat roll versus the disease's Potency Factor, and a:

- success indicates the disease has no effect;
- failure indicates the disease has full effect;
- fumble indicates the disease may have enhanced effects or develops more quickly, e.g. the incubation period is skipped (the Fumble Range is the disease's Potency Factor).

15,3) DISEASES' EFFECTS

The following diseases (none of which are inherently magical) are commonly encountered. The descriptions list the:

- EFFECTS – what the disease does, and when (note that increases to the sufferer's Resistance Penalty during different stages are not cumulative);
- CURE – what must be done to affect a cure (usually a spell is required);
- TRANSMISSION – how the disease is spread;
- POTENCY FACTOR – how virulent is the disease.

15,3,1) BRAIN ROT

EFFECTS	The victim becomes senile. 1. First 1d20 weeks – the victim has a tendency to become confused in any stressful situation. Halve RE stat. 2. Next period – the victim's dithering becomes worse. At the end of each week, he must pass a CO stat roll versus the disease's Potency Factor or lose 1 point from his IN stat. Any skills with IN as their relevant stat also have their skill bonuses reduced by 1 point whenever such a stat reduction occurs, until the skills' bonuses are reduced to +1. When the victim's IN stat reaches zero, he enters a coma.
CURE	• Resist Disease spell – if the new CO stat roll to resist the disease is passed, the infection ends (the disease is removed from the victim's system). Loss to IN is not regained. • Renew Blood spell – as Resist Disease, but no CO roll is required for success. • Regenerate Disease – cures infection and regenerates damaged tissues, restoring lost IN and skill bonuses.
TRANS-MISSION	Genetic – passed to off-spring (chance of transmission equal to 50/CO). Disease lies dormant for 2d20 years before starting with stage 1 of the effects.
POTENCY FACTOR	13

15,3,2) THE COUGH

EFFECTS	Nausea, diarrhoea and vomiting, leading to weakness. 1. Incubation period – 1d20+12 hours. The victim slowly develops a hacking cough. 2. Next 2d20+12 hours. -3 to Resistance Penalty. The victim becomes feverish, with nausea, diarrhoea and vomiting. He is unable to stomach any food. 3. Next 1d20 hours. -6 to Resistance Penalty. The victim loses 1 point of CO every hour (accordingly reducing HIPs, and skill bonuses if they have CO as their relevant stat) because of weakness from lack of food. If CO is reduced to zero, the victim falls unconscious and has a 1 in 20 chance of death. 4. Next 1d20+24 hours. -3 to Resistance Penalty. If the victim survives the previous stage, then recovery is automatic. Assuming bland foodstuffs are available, lost points of CO are regained naturally at a rate of +1 per hour. Regardless of what is eaten, the fever ends at the end of this period. The infection ends (the disease is removed from the victim's system).
CURE	• Resist Disease spell – if the new CO stat roll to resist the disease is passed, the infection ends (the disease is removed from the victim's system). The victim moves straight to stage 4 of the effects. • Renew Blood spell – as Resist Disease, but no CO roll is required for success. • Regenerate Disease – cures infection and regenerates damaged tissues, restoring lost CO and skill bonuses.
TRANS-MISSION	Anyone breathing in an infected person's breath has a 1 in 20 chance of being infected (assuming they then fail to resist). Requires close proximity (e.g. within 5m outside or 10m indoors) for a full hour during the incubation period. The Cough is also transmitted via water. Infection requires the consumption of 0.5 litres of infected water per point of CO.
NOTES	The Cough has the same initial symptoms as the Plague, and is often confused for it.
POTENCY FACTOR	10

15,3,3) MUSCLE ROT

EFFECTS	The victim's muscles waste away. 1. First 1d20 weeks – the victim feels weak and tired, and his muscles ache. 2. Next period – the victim begins to lose weight as his muscles wither. At the end of each week, he must pass a CO stat roll versus the disease's Potency Factor or lose 1 point from his ST and AG (reducing the bonuses of skills which have ST or AG as their relevant stat) and 5% of his body weight. When either of the victim's ST or AG reach zero, he dies.
CURE	• Resist Disease spell – if the new CO stat roll to resist the disease is passed, the infection ends (the disease is removed from the victim's system), but lost ST or AG is not regained. • Renew Blood spell – as Resist Disease, but no CO roll is required for success. • Regenerate Disease – cures infection and regenerates damaged tissues, restoring lost ST and AG and skill bonuses.
TRANS-MISSION	Genetic – passed to off-spring (chance of transmission equal to 50/CO). Disease lies dormant for 2d20 years before starting with stage 1 of the effects.
POTENCY FACTOR	13

15,3,4) PALSY

EFFECTS	The victim develops a trembling which progressively worsens. 1. First 1d10 weeks – the victim starts to tremble in any tense situation. The victim may fumble any moving skill or stat roll on a roll of a 1 or a 2. 2. Next 1d10 weeks – the victim's trembling becomes markedly worse. -2 to Resistance Penalty. The victim may fumble any moving skill or stat roll on a roll of 1 to 3. 3. Next 1d10 weeks – the victim's trembling becomes severe. -4 to Resistance Penalty. The victim may fumble any moving skill or stat roll on a roll of 1 to 4. The victim loses 1 point of AG every week (reducing the bonuses of skills which have AG as their relevant stat). If the victim's AG reaches zero, he becomes totally paralysed. 4. Next period – the victim's trembling worsens further. -6 to Resistance Penalty. The victim may fumble any moving skill or stat roll on a roll of 1 to 5. At the end of every week in this period, however, there is a 1 in 20 chance that the palsy will cause the victim's heart to flutter and stop.
CURE	• Resist Disease spell – if the new CO stat roll to resist the disease is passed, the infection and trembling ends (the disease is removed from the victim's system), but lost AG is not regained. • Renew Blood spell – as Resist Disease, but no CO roll is required for success. • Regenerate Disease – cures infection and regenerates damaged tissues, ending the trembling and restoring lost AG and skill bonuses.
TRANS-MISSION	Genetic – passed to off-spring (chance of transmission equal to 100/CO). Disease lies dormant for 2d20 years before starting with stage 1 of the effects.
POTENCY FACTOR	13

15,3,5) THE PLAGUE

EFFECTS	Nausea, diarrhoea and vomiting, leading to weakness, followed by sores and death. 1. Incubation period – 1d20+12 hours. 2. Next 1d20+12 hours. -3 to Resistance Penalty. The victim becomes feverish, with nausea, diarrhoea and vomiting. He is unable to stomach any food. 3. Next 1d20 hours. -6 to Resistance Penalty. The victim loses 1 point of CO every hour (accordingly reducing HIPs, and skill bonuses if they have CO as their relevant stat) because of weakness from lack of food. If CO is reduced to zero, the victim falls unconscious and has a 10% chance of death. At the end of this period, red sores like rosettes appear across the victim's skin. 4. Next 1d20 hours. -10 to Resistance Penalty. The victim becomes delirious if still conscious and continues to lose 1 point of CO every hour. If CO is reduced to zero, the victim falls unconscious and has a 20% chance of death. If the victim is already unconscious upon entering stage 4, there is a 25% chance of death at the end of stage 4. 5. Next 1d20 days. -3 to Resistance Penalty. If the victim survives the previous stages, then recovery is automatic. Assuming bland foodstuffs are available, lost points of CO are regained naturally at a rate of +1 per day. However, 20% of the lost CO points are not regained. Regardless of what is eaten, the sores heal and the fever ends at the end of this period. The disease is removed from the victim's system.
CURE	• Resist Disease spell – if the new CO stat roll to resist the disease is passed, the infection ends (the disease is removed from the victim's system). The victim moves straight to stage 5 of the effects. • Renew Blood spell – as Resist Disease, but no CO roll is required for success. • Regenerate Disease – cures infection and regenerates all lost CO points and skill bonuses.
TRANS-MISSION	Anyone breathing in an infected person's breath has a 10% chance of being infected (assuming they then fail to resist). Requires close proximity (e.g. within 2m outside or 5m indoors) for a full hour during the incubation period.
NOTES	Rats carry the Plague naturally. 5% of rat bites will potentially infect the victim with the Plague.
POTENCY FACTOR	15

15,3,6) THE POX

EFFECTS	Causes sores which leave disfiguring scars. 1. Incubation period – 1d20 hours. 2. First 1d20+12 hours. -3 to Resistance Penalty. The victim becomes feverish, with nausea, diarrhoea and vomiting. He is unable to stomach any food. At the end of this period, red pustules appear across the victim's skin. 3. Next 1d20 hours. -10 to Resistance Penalty. The victim becomes delirious and loses 1 point of CO every hour (accordingly reducing HIPs, and skill bonuses if they have CO as their relevant stat) because of weakness from lack of food. If CO is reduced to zero, the victim falls unconscious and has a 1 in 20 chance of death.

EFFECTS, continued	4. Next 1d20 hours. -3 to Resistance Penalty. If the victim survives the previous stage, then recovery is automatic. Assuming bland foodstuffs are available, lost points of CO are regained naturally at a rate of +1 per hour. Regardless of what is eaten, the pustules will have healed and the fever ended at the end of this period. The disease is removed from the victim's system. On recovery, the victim is left with disfiguring scars. The victim's BE stat is permanently decreased by 1% per hour spent with the pustules. E.g. a particularly severe case might lead to 40 hours with the pustules, causing a 40% reduction in the victim's BE stat. Skills with BE as their relevant stat (e.g. Seduction) should have their bonuses reduced by the same percentage.
CURE	• Resist Disease spell – if the new CO stat roll to resist the disease is passed, the infection ends (the disease is removed from the victim's system). The victim moves straight to stage 4 of the effects. • Renew Blood spell – as Resist Disease, but no CO roll is required for success. • Regenerate Disease – cures infection and regenerates all lost CO and BE points and skill bonuses.
TRANS-MISSION	The Pox is transmitted via exchange of body fluids at any time during the disease's progress, or by skin contact with unhealed pustules.
POTENCY FACTOR	11

15,3,7) WHITE FEVER

EFFECTS	Induces massive internal bleeding, shock leading to unconsciousness and death. 1. Incubation period – 1d20 hours. 2. Next 1d20 hours. -5 to Resistance Penalty. The victim becomes pallid, feverish and loses 1d5 HIPs an hour due to internal bleeding. If the victim is still alive at the end of this period, he may make a CO stat roll versus the disease's Potency Factor. If the roll is: • passed, go to stage 4; • failed, go to stage 3. 3. Next 1d20 hours. -10 to Resistance Penalty. The victim becomes delirious and loses 1d10 HIPs an hour due to increased haemorrhaging. If the victim is still alive at the end of this period, he may make a CO stat roll versus the disease's Potency Factor. If the roll is: • passed, go to stage 4; • failed, go to stage 3. 4. Next 2d20 hours – the victim falls unconscious (if not already) while the body slowly repairs itself. Lost HIPs are regained at half the normal rate during this period. At the end of this period, the infection ends (the disease is removed from the victim's system) and the victim awakes (assuming his HIP points are positive). As usual, if enough HIP loss occurs, unconsciousness and even death may result.
CURE	• Resist Disease spell – if the new CO stat roll to resist the disease is passed, the victim enters stage 4 of the effects. • Renew Blood spell – as Resist Disease, but no CO roll is required for success. • Regenerate Disease – cures infection and regenerates damaged tissues, preventing further bleeding and restoring lost HIPs.

TRANS-MISSION	Anyone breathing in an infected person's breath has a 5% chance of being infected (assuming they then fail to resist). Requires close proximity (e.g. within 2m outside or 5m indoors) for a full minute during the incubation period. White Fever is also transmitted via water. Infection requires the consumption of 0.5 litres of infected water per point of CO.
POTENCY FACTOR	14

15,3,8) WHORE ROT

EFFECTS	A venereal infection which creates sores on the body, and then attacks muscles and brain. 1. Incubation period – 1d20 hours. 2. First 1d20 hours. -3 to Resistance Penalty. The victim becomes feverish, with nausea, diarrhoea and vomiting. He is unable to stomach any food. At the end of this period, red sores appear around the victim's genitalia. 3. Next 1d10 hours. -10 to Resistance Penalty. The victim becomes delirious and loses 1 point of CO every hour (accordingly reducing HIPs, and skill bonuses if they have CO as their relevant stat) because of weakness from lack of food. If CO is reduced to zero, the victim falls unconscious and has a 5% chance of death. 4. Next 1d20 hours. -3 to Resistance Penalty. If the victim survives the previous stages, then he should make a CO stat roll versus the disease's Potency Factor. If the roll is: • passed, recovery is automatic. Assuming bland foodstuffs are available, lost points of CO are regained naturally at a rate of +1 per hour. Regardless of what is eaten, the sores heal and the fever ends at the end of this period. The infection ends (the disease is removed from the victim's system). Some permanent scarring will be visible around the victim's naughty bits, however. • failed, the infection spreads to the muscles and brain. The victim develops the symptoms of Muscle Rot and Brain Rot, both starting at stage 2.
CURE	• Resist Disease spell – if the new CO stat roll to resist the disease is passed, the infection ends (the disease is removed from the victim's system). The victim moves straight to the recovery part of stage 4 of the effects. Lost stat points are not regained, however. • Renew Blood spell – as Resist Disease, but no CO roll is required for success. • Regenerate Disease – cures infection and regenerates all lost stat and skill bonuses and tissues.
TRANS-MISSION	Whore Rot is transmitted automatically via exchange of body fluids during sexual intercourse. It is thought that 5% of whores carry or are infected with the disease.
POTENCY FACTOR	12

15,3,9) WOUND ROT

EFFECTS	Necrotises (rots) flesh and releases toxins which attack the heart causing death. 1. Incubation period – 1d20 hours. 2. Next 1d20 hours. -2 to Resistance Penalty. The wound and surrounding area becomes sore, swollen and inflamed. If a limb is infected, the victim is unable to use the limb at the end of this period.

EFFECTS, continued	3. Next 1d20 hours. -4 to Resistance Penalty. The wound oozes foul pus and gradually turns green and black through this period. Finally, the victim loses all sensation in the infected area. 4. Next 1d10 hours. -10 to Resistance Penalty. The area loses "structural strength"; if a limb, the bone and soft tissues have decayed so much that the whole limb falls away. The victim becomes delirious and loses 1 point of CO each hour (accordingly reducing HIPs, and skill bonuses if they have CO as their relevant stat) as toxins course through his body. If CO is reduced to zero, the victim dies – the tissues of the heart becoming overwhelmed by the toxins. At the end of this period, the victim makes a CO stat roll versus the disease's Potency Factor. If the roll is: • passed, the infection ends (the disease is removed from the victim's system). Lost points of CO are regained naturally at a rate of +1 per hour. The wound heals over, but destroyed tissue is not regenerated. • failed, the victim dies – the tissues of the heart becoming overwhelmed by the toxins.
CURE	• Resist Disease spell – if the new CO stat roll to resist the disease is passed, the blood and tissues are cleansed of toxins and the infection ends (the disease is removed from the victim's system). Go to the recovery part of stage 4 of the effects. • Renew Blood spell – as Resist Disease, but no CO roll is required for success. • Regenerate Disease – cures infection and regenerates all lost CO points and tissues. Body parts which have completely dropped off must be regenerated via a Regenerate spell, however.
TRANS-MISSION	Exchange of contaminated fluids (e.g. pus from the necrotising area or blood carrying toxins as in stage 4) leads to automatic infection of an extremity if the victim fails to resist.
NOTES	There is a 1% chance that any Acid, Cold, Crush, Electricity, Heat, Puncture or Slash Injury (all of severities A to I) leads to a Wound Rot infection.
POTENCY FACTOR	14

CHAPTER 12
TREASURE

All PCs (Player Characters) are adventurers because nobody would want to role-play a cobbler or weaver for very long, and one of the main rewards of undertaking risky adventures is finding treasure – valuable items that either become part of the PC's armoury or are sold off to raise funds for the next adventure.

This chapter gives guidelines which help the GM to randomly determine the quantities and denominations of coinage and the types of rare, valuable or magical items contained within a find of treasure. Note that, whenever possible, the GM should ignore these guidelines and decide for herself exactly what treasure is found by her PCs. These rules may help her when she is feeling unimaginative, however.

1) TREASURE RATING

Treasure can range from the personal belongings carried by a beggar to the huge glittering pile slept upon by a dragon. The GM should first decide just how valuable is the treasure that the PCs have found. Relative degrees of value are categorised into the following Treasure Ratings:

TREASURE RATING	EQUIVALENT STATUS RANK
None	0
Impoverished	1
Poor	2
Mediocre	3
Normal	4
Wealthy	5
Rich	6
Obscenely Rich	7

The higher the rating, the greater the value of the find of treasure and the more likely it is to contain unusual and powerful items as well as ordinary ones. (In some circumstances, the Treasure Ratings can be thought of as corresponding to Status Ranks – see the *Character Generation* chapter.)

Treasure Ratings are referred to throughout the tables of this chapter. The GM may always choose an appropriate rating for herself or may use the suggested ratings given in *The Bestiary* for creatures' carried belongings and hoards of treasure in lairs.

2) COMPOSITION

Whenever her PCs find treasure, the GM must choose its composition. She must decide what types and quantities of items have been found and – if the players ask – she must also be able to provide details like the condition of the items, their age, style, design, origin, etc.

The GM is left to decide for herself which ordinary items, i.e. common non-magical items, will be found. However, rules are provided shortly to help her determine the types and quantities of coinage and special items (e.g. magic weapons) in a find of treasure.

2,1) ORDINARY ITEMS

Ordinary items include all non-magical objects within treasure with the exception of coinage, herbs, poisons and spell scrolls. These four specific types of non-magical item are described in the *Coinage* and *Special Items* sections next because of their high potential value to the adventurer.

Ordinary items are the non-magical, prosaic, every-day things which the PCs are likely to find whenever they come across treasure. If they defeat a thug and search his belongings, they might expect to find objects like clothing, boots and a cloak, a sack containing a water skin, tinderbox and a purse, a cheap knife and perhaps a few keys, some simple jewellery and a hand axe. In each case, the GM must decide for herself which of these kinds of "background" items are found.

2,2) COINAGE

If the GM decides that the treasure includes coinage, she may use this section to randomly determine the quantity and denomination of the coins.

The first table below determines the number of 1d100 rolls that should be made on the second table, depending on the Treasure Rating and whether the treasure was the carried belongings of someone or a hoard. Obviously, if the treasure was carried belongings, then the number of coins is likely to be small since it must have been possible to physically carry them all; this limits their potential value. If the coinage is in a hoard, e.g. a stash of money found inside a treasure chest, then a huge number of coins may have been found.

TREASURE RATING		NUMBER OF ROLLS		MODIFIER TO ROLLS	HOARD MULTIPLIER
		CARRIED	HOARD		
0	None	0	0	N/A	N/A
1	Impoverished	1	2	-40	N/A
2	Poor	2	3	-20	x2
3	Mediocre	3	4	-10	x5
4	Normal	4	5	0	x10
5	Wealthy	5	6	+40	x20
6	Rich	6	7	+60	x50
7	Obscenely Rich	7	8	+80	x100

The following table is used to resolve the denomination and number of coins found. The GM should roll on this table as many times as were indicated by the previous table, adding the relevant modifier to each 1d100 roll.

1d100 + MODIFIER	NUMBER AND DENOMINATION	
≤0	No coins from this roll	
01 to 39	1d20	tin
40 to 59	1d20	copper
60 to 79	1d20	bronze
80 to 99	1d20	silver
100 to 139	1d20	gold
≥140	1d20	platinum

If the treasure is in a hoard, then the final number of coins of each denomination should be multiplied by the relevant multiplier from the first table, so as to give a much larger quantity of coinage.

E.g. the PCs have slain a Zombie and have found a small pile of treasure in its graveyard lair. *The Bestiary* gives the Treasure Rating of a Zombie's hoard as 3, i.e. Mediocre. Thus, the first of the two previous tables indicates that the GM should make four 1d100 rolls on the second table, modifying each result by -10. She throws:

- 38-10=28, i.e. 1d20 tin pieces;
- 96-10=86, i.e. 1d20 silver pieces;
- 08-10=-2, i.e. no coins;
- 25-10=15, i.e. 1d20 tin pieces.

Next, the GM throws three 1d20s, scoring 8, 16 and 3. This gives 11=8+3 tin pieces and 16 silver pieces. Finally, these numbers of coins are multiplied by five – the Zombie's hoard therefore contains 55 tin and 80 silver pieces.

2,3) SPECIAL ITEMS

The GM can use this section to determine whether the find of treasure contains special items – rare and powerful items which are especially useful and valuable to the adventurer. Special items come in the following types:

- magical – weapons, shields, armour, clothing, jewellery, potions and miscellaneous items;
- non-magical – herbs, poisons, spell scrolls.

Magic items are generally easy to identify. They are normally much harder to break than their non-magical counterparts, and they do not become dulled, rusted or otherwise sullied with age. Consequently, even an unobservant PC will quickly notice that, once wiped free of dust and cobwebs, an ancient sword has remained in immaculate condition – its blade retaining its sharpness – and guess correctly that it is a magic weapon. In addition, most magic items (with the exception of potions) are powered by the energy contained within a Soul Stone. Consequently, such items will have had a precious stone attached to them somewhere using alchemical spells. E.g. a magic axe might have a sapphire welded to the pommel-end of its shaft, a magic cloak might have a small ruby fused to the cloth of its hood, a magic throne might have a diamond sunk into one ebony arm rest.

(Note that magic items can be created with blessings or curses from priests using pious magic, but these normally remain magical for only a short time. Consequently, it is generally assumed that the magic items found in treasure will be those created by alchemists using profane magic.)

The higher the Treasure Rating, the more likely it is that the treasure contains special items:

TREASURE RATING		CARRIED		HOARD	
		PRESENT?	NUMBER	PRESENT?	NUMBER
0	None	0	0	0	0
1	Impoverished	1 %	1	2 %	1
2	Poor	2 %	1	5 %	1
3	Mediocre	5 %	1	10 %	1d2
4	Normal	10 %	1d2	20 %	1d2+1
5	Wealthy	20 %	1d2+1	40 %	1d4+2
6	Rich	40 %	1d2+2	70 %	1d5+3
7	Obscenely Rich	70 %	1d2+3	99 %	1d10+4

Key:

- The PRESENT? column gives the percentage chance that the treasure contains one or more special items.
- The NUMBER column gives the suggested number of special items if one or more are present.

E.g. as we know, the Treasure Rating for hoards in Zombies' lairs is 3, i.e. Mediocre. Thus, there is a 10% chance that the PCs will find one or two special items within the treasure. If the GM rolls 1d100 and scores:

- >10, then none of the items that comprise the Zombie's treasure are special;
- ≤10, then some of the items are special. She should then roll 1d2 to determine exactly how many.

2,3,1) TYPE

Once the GM has determined that the PCs have found a number of special items, she must decide upon their type using the following table. E.g. if three special items were found in carried treasure, then the GM should roll 1d100 three times and consult each of the first three columns on the left side of the table. If special items were found in a hoard, then she should use the right-hand column for each.

CARRIED					SPECIAL ITEM TYPE	HOARD
1st 1d100	2nd 1d100	3rd 1d100	4th 1d100	5th 1d100		ALL 1d100s
01 to 30	01 to 08	01 to 08	01 to 08	01 to 08	Magic Weapon	01 to 10
31 to 38	09 to 16	09 to 16	09 to 16	09 to 38	Magic Shield	11 to 20
39 to 46	17 to 46	17 to 24	17 to 24	39 to 46	Magic Armour	21 to 30
47 to 54	47 to 54	25 to 32	25 to 32	47 to 54	Magic Clothing	31 to 40
55 to 62	55 to 62	33 to 62	33 to 40	55 to 62	Magic Jewellery	41 to 50
63 to 68	63 to 68	63 to 68	41 to 45	63 to 68	Misc. Magic Item	51 to 60
69 to 75	69 to 75	69 to 75	46 to 75	69 to 75	Magic Potion	61 to 70
76 to 80	76 to 80	76 to 80	76 to 80	76 to 80	Spell Scroll	71 to 80
81 to 95	81 to 95	81 to 95	81 to 95	81 to 95	Herb	81 to 90
96 to 100	96 to 100	96 to 100	96 to 100	96 to 100	Poison	91 to 100

The GM will normally choose for herself the specific variety of each type of special item, e.g. whether a weapon is a broadsword or a hand-axe or a long bow, etc. This decision should reflect the circumstances in which the item is found and just how useful the GM wants the item to be to the PCs. However, if she's feeling lazy, the following tables will help her randomly determine the variety of an item.

2,3,1,1) MAGIC WEAPONS

1st 1d20	2nd 1d20	3rd 1d20	VARIETY
1 to 8	1 to 6	1 to 11	Quarterstaff
		12 to 20	Sling, Staff
	7 to 11	1 to 11	Spear
		12 to 20	Dagger
	12 to 15	1 to 11	Trident
		12 to 20	Axe, Hand
	16 to 18	1 to 11	Mace
		12 to 20	Bow, Short
	19 to 20	1 to 11	Sword, Short
		12 to 20	Sword, Cutlass
9 to 14	1 to 6	1 to 11	Sword, Sabre
		12 to 20	Bow, Composite Short
	7 to 11	1 to 11	Sword, Broad
		12 to 20	Sword, Scimitar
	12 to 15	1 to 11	Mace, Great
		12 to 20	Bow, Long
	16 to 18	1 to 11	Crossbow, Light
		12 to 20	Lance
	19 to 20	1 to 11	Pike
		12 to 20	Axe, Battle
15 to 18	1 to 6	1 to 11	Halberd
		12 to 20	Sword, Bastard
	7 to 11	1 to 11	Hammer, War
		12 to 20	Sword, Falchion
	12 to 15	1 to 11	Mattock, War
		12 to 20	Pick, Military
	16 to 18	1 to 11	Hammer, War
		12 to 20	Flail, Morning Star
	19 to 20	1 to 11	Bow, Composite Long
		12 to 20	Sword, Long
		12 to 20	Flail, Great
19 to 20	1 to 8	1 to 11	Hammer, Great
		12 to 20	Sword, Claymore
	9 to 14	1 to 11	Sword, Two-Handed
		12 to 20	Sword, Foil
	15 to 18	1 to 11	Sword, Rapier
		12 to 20	Crossbow, Heavy
	19 to 20	1 to 10	Nunchaku
		11 to 17	Sword, Katana
		18 to 20	Sword, No-Dachi

2,3,1,2) MAGIC SHIELDS

1d20	VARIETY
1 to 5	Buckler
6 to 15	Normal
16 to 20	Tower

1d20	SPIKES?
1 to 15	No
16 to 20	Yes

1d20	COMPOSITION
1 to 10	Wood
11 to 15	Wood with Metal Reinforcing
16 to 18	Rigid Leather
19 to 20	Metal Plate

2,3,1,3) MAGIC ARMOUR

1st 1d20	2nd 1d20	VARIETY
1 to 5	1 to 5	Rigid Leather Bracer
	6 to 10	Rigid Leather Cap
	11 to 14	Rigid Leather Helmet
	15 to 17	Wood Reinforced Leather Gauntlet
	18 to 19	Plate Pot Helm
	20	Rigid Leather Breastplate
6 to 10	1 to 6	Wood Reinforced Leather Jerkin
	7 to 11	Metal Reinforced Leather Gauntlet
	12 to 15	Rigid Leather Gauntlet
	16 to 18	Plate Bracer
	19 to 20	Metal Reinforced Leather Jerkin
11 to 14	1 to 6	Wood Reinforced Leather Coat
	7 to 11	Wood Reinforced Leather Hauberk
	12 to 15	Metal Reinforced Leather Coat
	16 to 18	Plate Full Helm
	19 to 20	Rigid Leather Cuirass
15 to 17	1 to 6	Chain Mail Coif
	7 to 11	Metal Reinforced Leather Hauberk
	12 to 15	Chain Mail Jerkin
	16 to 18	Scale Mail Hood
	19 to 20	Plate Breastplate
18 to 19	1 to 6	Chain Mail Gauntlet
	7 to 11	Scale Mail Jerkin
	12 to 15	Chain Mail Coat
	16 to 18	Plate Cuirass
	19 to 20	Plate Gauntlet
20	1 to 6	Chain Mail Hauberk
	7 to 11	Scale Mail Gauntlet
	12 to 15	Scale Mail Coat
	16 to 18	Scale Mail Hauberk
	19 to 20	Plate Closed Helm

Note that magic gauntlets and bracers are found singularly, i.e. not in pairs. If necessary, roll on this table to determine the size of individual for which the armour was originally designed:

1d20	HEIGHT (cm)
1	120
2	130
3	140
4 to 5	150
6 to 7	160
8 to 10	170
11 to 12	180
13 to 14	190
15 to 16	200
17 to 18	210
19	220
20	230

1d20	WEIGHT = HEIGHT / X
1 to 2	X = 2.6
3 to 4	X = 2.7
5 to 6	X = 2.7
7 to 8	X = 2.9
9 to 10	X = 3.0
11 to 12	X = 3.1
13 to 14	X = 3.2
15 to 16	X = 3.3
17 to 18	X = 3.4
19 to 20	X = 3.5

Note that pieces of armour will usually fit a range of sizes. Most have adjustable straps and ties that can be loosened or tightened so that each piece can fit an individual up to ±10% taller or shorter than its original owner. E.g. a roll of 1d20 for height scores 14, and a roll for weight scores 7. The piece of armour can be worn by a person between 171 and 209 cm tall, and between 59 and 72 kgs.

2,3,1,4) MAGIC CLOTHING

1st 1d20	VARIETY
1 to 6	Cloak
7 to 11	Robe
12 to 13	Glove (right)
14 to 15	Glove (left)
16 to 18	Belt
19 to 20	Hat

Note that there is obviously a limit to the number of magic hats, for example, that a PC can wear!

2,3,1,5) MAGIC JEWELLERY

1st 1d20	2nd 1d20	VARIETY
1 to 19	1 to 10	Ring
	11 to 15	Broach
	16 to 18	Amulet
	19 to 20	Bracelet
20	1 to 19	Circlet
	20	Crown

2,3,1,6) MISCELLANEOUS MAGIC ITEMS

This type of magic item includes tools, musical instruments, ornaments, etc. – basically, any variety of magical object other than those covered in previous sections (i.e. not weapons, shields, armour, clothing, jewellery or potions). Some examples are given in the following table.

1st 1d20	2nd 1d20	VARIETY
1 to 10	1 to 6	Cooking Pot
	7 to 11	Backpack
	12 to 15	Flask, Metal
	16 to 18	Lantern
	19 to 20	Saddle

1st 1d20	2nd 1d20	VARIETY
11 to 15	1 to 6	Drum
	7 to 11	Horn
	12 to 15	Whistle
	16 to 18	Lute
	19 to 20	Harp
16 to 18	1 to 6	Scabbard
	7 to 11	Scroll Case
	12 to 15	Strongbox
	16 to 18	Spy-Glass
	19 to 20	Statuette
19 to 20	1 to 6	Mirror
	7 to 11	Book
	12 to 15	Crystal Ball
	16 to 18	Font
	19 to 20	Throne

2,3,1,7) MAGIC POTIONS

A potion is a magical liquid which contains a single spell that automatically affects the drinker once he has finished imbibing it. A table for determining the effects of potions can be found later in the *Allocation of Powers* section.

All varieties of potions are colourless and odourless, and so are extremely hard to tell apart without drinking them. However, a successful Attune skill roll will identify the spell contained in a potion and, consequently, the effects of drinking it.

All potions are single-use items. A potion can never be shared – the whole dose must be swallowed or nothing will happen. Potions invariably come in single-dose glass phials – a dose has the same volume as a shot of spirit, such that it can be downed in one gulp. The narrow neck of the phial is snapped off to allow the liquid to be poured down the throat. (Potion phials are often carried in small wooden chests packed with straw or wool.)

2,3,1,8) SPELL SCROLLS

A spell scroll is a piece of parchment containing the transcript, in Magicka, of a single spell. A table for determining which spell is on a scroll can be found later in the *Allocation of Powers* section.

Spell scrolls are not inherently magical. If more than one scroll is found together, the GM may decide that there are bound together as a spell-book.

Remember that a spell scroll will be unintelligible if its spell is of level X and its reader has a Magicka Language skill bonus of <X. Being non-magical, a spell scroll cannot be attuned to identify the spell written upon it.

2,3,1,9) HERBS

Herbs are plants with natural, non-magical healing powers. They are described more fully in the *Prices for Goods and Services* chapter.

1st 1d20	2nd 1d20	VARIETY
1 to 6	1 to 6	Good Nut Bush
	7 to 11	Heartcone Pine
	12 to 15	Rust Bush
	16 to 18	Tingleweed
	19 to 20	Whiteroot Yew
7 to 11	1 to 6	Bone Nut Palm
	7 to 11	Golden Pondweed
	12 to 15	Lung Bladder
	16 to 18	Red Water Lilly
	19 to 20	Squeaking Bush
12 to 15	1 to 6	Tonic Willow
	7 to 11	Vitalberry Bush
	12 to 15	Cool-Oil Dock
	16 to 18	Whiteleaf Beech
	19 to 20	Eelskin Kelp
16 to 18	1 to 6	Happy Grass
	7 to 11	Mermaid's Hair Seaweed
	12 to 15	Vinegar Seaweed
	16 to 18	Memory Moss
	19 to 20	Mind Mould
19 to 20	1 to 5	Bloodberry Vine
	6 to 10	Black Lichen
	11 to 14	Blood Heather
	15 to 17	Fire Cactus
	18 to 19	Larva Hyacinth
	20	Strength Wort

Herbs are generally found in their prepared form, i.e. as tonics or ointments in ceramic bottles or jars with corks or wax seals. Note that, if the herb is more than a year old, it will almost certainly be spoiled and ineffective.

As herbs are non-magical, they cannot be attuned to identify their powers. Instead, Pharmacy skill must be used.

2,3,1,10) POISONS

Poisons are natural substances which cause non-magical toxic effects. They are described more fully in the *Prices for Goods and Services* chapter.

1st 1d20	2nd 1d20	VARIETY
1 to 6	1 to 6	Hobbleberry
	7 to 11	Sour Birch
	12 to 15	Sting Moss
	16 to 18	Bitter Walnut
	19 to 20	Black Sunflower
7 to 11	1 to 6	Arrowhead Tree Frog Sweat
	7 to 11	Bladderwretch Seaweed
	12 to 15	Cobra Venom
	16 to 18	Fire Thorn
	19 to 20	Hangover Cactus

1st 1d20	2nd 1d20	VARIETY
12 to 15	1 to 6	Rattlesnake Venom
	7 to 11	Sea Snake Venom
	12 to 15	Tarantula Venom
	16 to 18	Death Orchid
	19 to 20	Giant Octopus Venom
16 to 18	1 to 6	Giant Scorpion Venom
	7 to 11	Giant Wasp Venom
	12 to 15	Gibberwort
	16 to 18	Lesser Giant Spider Venom
	19 to 20	Mansbane
19	1 to 6	Elfsbane
	7 to 11	Dwarfsbane
	12 to 15	Hobbitsbane
	16 to 18	Orcsbane
	19 to 20	Wolfsbane
20	1 to 10	Greater Giant Spider Venom
	11 to 20	Drake's blood

Like herbs, poisons are generally found in their prepared form, e.g. as oils in ceramic bottles or jars with corks or wax seals (Bladderwretch Seaweed may be found as a bladder of gas, though). Note that, if the poison is more than a year old, it will almost certainly be spoiled and ineffective.

As poisons are non-magical, they cannot be attuned to identify their powers. Instead, Pharmacy skill must be used.

2,3,2) ALLOCATION OF POWERS

The rules in this section help the GM to allocate different kinds of powers to each magical item. Descriptions of the different magical powers follow later. Note that not all of the powers will be suitable for every type of item, and the GM should always use her discretion.

The initial rules apply to magic weapons, shields, pieces of armour, clothing or jewellery or miscellaneous items, since their powers are the most variable. Magic potions and spell scrolls, herbs and poisons are dealt with separately as they always have limited kinds of powers.

2,3,2,1) MAGIC WEAPONS, SHIELDS, ARMOUR, CLOTHING, JEWELLERY AND MISCELLANEOUS ITEMS

To allocate powers to a magic weapon, shield, piece of armour, clothing or jewellery or miscellaneous item, the GM should roll 1d100 on the following table a number of times equal to half of the Treasure Rating of the find of treasure (rounding fractions <0.5 down and ≥ 0.5 up). For each result, she should consult the column which is relevant to the type of item to determine its powers.

FREQUENCY	MAGICAL POWER	MELEE WEAPON	THROWN OR MISSILE WEAPON	SHIELD	ARMOUR	CLOTHING	JEWELLERY	MISC
MULTIPLE	Skill Enhancement	01 to 40	01 to 20	01 to 58	01 to 58	01 to 60	01 to 40	01 to 58
	Range Enhancement	N/A	21 to 40	N/A	N/A	N/A	N/A	N/A
	Damage Enhancement	41 to 50	41 to 50	N/A	N/A	N/A	N/A	N/A
	Embedded Spell	51 to 70	51 to 70	59 to 98	59 to 97	61 to 100	41 to 97	59 to 98
ONCE	Injury Enhancement	71 to 90	71 to 90	N/A	N/A	N/A	N/A	N/A
	Vorpal	91 to 94	91 to 94	N/A	N/A	N/A	N/A	N/A
	Slaying	95 to 97	95 to 97	N/A	N/A	N/A	N/A	N/A
	Constant Spell	98 to 99	98 to 99	99 to 100	98 to 99	N/A	98 to 99	99 to 100
	Sentient	100	100	N/A	100 *	N/A	100 *	N/A

If a 1d100 roll produces a "double" result – i.e. 00, 11, 22, 33, etc. – then she should not make any further rolls on this table to allocate powers to the item.

If a roll indicates that the item has the Injury Enhancement power, then subsequent rolls for this item that generate the same power should be rerolled. The same restriction applies to the Slaying, Constant Spell or Sentient powers. I.e. a single item can only be allocated the Injury Enhancement, Slaying, Constant Spell or Sentient powers once. An item may have the other powers multiple times, however.

* Helmets, rings and crowns are traditionally the only kinds of armour or jewellery which may be sentient.

2,3,2,2) MAGIC POTIONS

The GM should roll on this table to determine the variety of each potion found, i.e. which spell effect is bestowed upon he who drinks the potion.

1st 1d20	2nd 1d20	3rd 1d20	SPELL EFFECT
1 to 5	N/A		*Varies* *
6 to 10	1 to 8	1 to 6	Detect Magic
		7 to 11	Blur
		12 to 15	Enhance Attack
		16 to 18	Nightvision
		19 to 20	Heal Bleeding
	9 to 13	1 to 6	Light Step
		7 to 11	Heal Bone
		12 to 15	Ignore Fatigue
		16 to 18	Heal Muscle
		19 to 20	Heal Burns
	14 to 17	1 to 6	Statue Form
		7 to 11	Urge (Fearlessness)
		12 to 15	Gills
		16 to 18	Detect Lie
		19 to 20	Invisibility
	18 to 20	1 to 6	Fly
		7 to 11	Enhance Physique **
		12 to 15	Berserker
		16 to 18	Resist Cold
		19 to 20	Resist Heat
11 to 12	N/A		Heal ***
13	N/A		Harm ***
14 to 20	N/A		Heal ***

The potency of many spells depends upon the spell-casting skill of the caster. Consequently, the potency of many potions will be affected by their creator's skilfulness. E.g. a potion of Fly created by a magician with a Movement Spell-Casting skill of 20 will allow its drinker to fly for 20 minutes at 10 metres per second; the same potion created by a magician with a skill of 16 allows the drinker to fly for only 16 minutes at 8 metres per second. By default, the spell-casting skill of each potion's creator is equal to the embedded spell's level, but the GM can choose a higher value if she wishes.

* If the result of the previous table is "*Varies*", then the GM should use the next pair of tables to randomly determine the potion's variety. This generates a spell of any level and from any discipline. Note, though, that some spells will not lend themselves to affecting the drinker of a potion and so should be rerolled.

1d20	DISCIPLINE
1	Alchemy
2	Combat
3	Conjuration
4	Demonology
5	Elemental Earth and Fire
6	Elemental Wind and Wave
7	Healing
8	Illusion
9	Movement
10	Nature
11	Necromancy
12	Mind
13	Time
14	Shapechanging
15	Wizardry
16	Wounding
17	Reroll
18	
19	
20	

1st 1d20	2nd 1d20	3rd 1d20	SPELL LEVEL
1 to 15	1 to 15	1 to 6	1
		7 to 11	2
		12 to 15	3
		16 to 18	4
		19 to 20	5
	16 to 20	1 to 6	6
		7 to 11	7
		12 to 15	8
		16 to 18	9
		19 to 20	10
16 to 20	1 to 15	1 to 6	11
		7 to 11	12
		12 to 15	13
		16 to 18	14
		19 to 20	15
	16 to 20	1 to 6	16
		7 to 11	17
		12 to 15	18
		16 to 18	19
		19 to 20	20

** For Enhance Physique potions, roll on the following tables to determine the particular variety and potency of the potion:

1d20	ENHANCE PHYSIQUE POTION VARIETY
1 to 5	Potion of Strength
6 to 10	Potion of Constitution
11 to 15	Potion of Beauty
16 to 20	Potion of Agility

1d20	INCREASES STAT BY
1 to 15	+4
16 to 19	+5
20	+6

*** For Heal and Harm potions, roll on the following table to determine the Healing or Wounding Spell-Casting skill of the potion's creator and, thus, the potion's potency:

1d20	POTION CREATOR'S SPELL-CASTING SKILL	*HEAL* POTION – NUMBER OF HIPS *REGAINED* ON DRINKING	*HARM* POTION – NUMBER OF HIPS *LOST* ON DRINKING	VALUE (gp)
1 to 6	2	20	10	10
7 to 11	5	50	25	25
12 to 15	10	100	50	50
16 to 18	15	150	75	75
19 to 20	20	200	100	100

Note that Heal potions cannot raise the drinker's Hit Point total to beyond its maximum, and Harm potions cannot reduce the drinker's HIP total to less than zero.

2,3,2,3) SPELL SCROLLS

To randomly determine which spell is written upon a spell scroll, the GM should use the previous table as if for a potion.

2,3,2,4) HERBS

The powers of different herbs are described in the *Prices for Goods and Services* chapter.

2,3,2,5) POISONS

The powers of different poisons are described in the *Prices for Goods and Services* chapter.

2,3,3) DESCRIPTIONS OF POWERS

The different powers of magical items are now described.

2,3,3,1) SKILL ENHANCEMENT

See the Skill Enhancement spell. Such an item has a magical bonus which is generally applied to the user's skill with the item. The potency of the bonus depends on the power of the alchemist who created the item. To determine the bonus randomly, use this table:

1d20	BONUS	ALCHEMICAL PARLANCE
1 to 15	+1	gifted
16 to 19	+2	very gifted
20	+3	extremely gifted

If an item was allocated this power more than once, use the previous table to determine the initial bonus of the item. Then increase the bonus by one rank (e.g. from +1 to +2) for each additional time that this power was allocated to the item. Once the item achieves the maximum bonus (i.e. +3), any additional allocations of this power are ignored (they are not rerolled).

E.g. a magical silk glove which increases its wearer's Pick Pocket skill by +1. Alchemists would call this a "gifted magical glove of pocket picking".

E.g. a magical cloak which bestows a +2 bonus to its wearer's Stealth skill. Alchemists would call this a "very gifted magic cloak of stealth".

E.g. a magical saddle which gives a +3 bonus to the rider's Riding skill. Alchemists would call this an "extremely gifted saddle of riding".

E.g. a magical hand axe which increases its wielder's One-Handed Axes skill by +1. Alchemists would call this a "gifted hand axe" (there is no need to specify when naming this weapon that the +1 bonus applies to the user's One-Handed Axes skill, as this is obvious).

2,3,3,2) RANGE ENHANCEMENT

See the Range Enhancement spell. The ranges of these weapons are magically multiplied by some factor depending on the power of the alchemist who created the item. To determine the factor randomly, use this table:

1d20	FACTOR	ALCHEMICAL PARLANCE
1 to 15	x1.5	far-reaching
16 to 19	x2.0	very far-reaching
20	x3.0	extremely far-reaching

If a weapon was allocated this power more than once, use the previous table to determine the initial factor of the item. Then increase the factor by one rank (e.g. from x1.5 to x2) for each additional time that this power was allocated to the item. Once the item achieves the maximum factor (i.e. x3), any additional allocations of this power are ignored (they are not rerolled).

E.g. a magical short bow with a +1 bonus and 1.5 times the normal maximum range. Alchemists would call this a "gifted far-reaching magical short bow".

2,3,3,3) DAMAGE ENHANCEMENT

See the Damage Enhancement spell. Any Hit Points lost because of this weapon's attack are magically multiplied by some factor depending on the power of the alchemist who created the item. To determine the factor randomly, use this table:

1d20	FACTOR	ALCHEMICAL PARLANCE
1 to 15	x1.5	damaging
16 to 19	x2.0	very damaging
20	x3.0	extremely damaging

If a weapon was allocated this power more than once, use the previous table to determine the initial factor of the item. Then increase the factor by one rank (e.g. from x1.5 to x2) for each additional time that this power was allocated to the item. Once the item achieves the maximum factor (i.e. x3), any additional allocations of this power are ignored (they are not rerolled).

E.g. a +3 magic spear which can be thrown 1.5 times the normal maximum range and delivers double the normal HIP loss. Alchemists would call this an "extremely gifted far-reaching very damaging magical spear".

2,3,3,4) EMBEDDED SPELL

See the Spell Embedding spell. If the GM wishes to randomly determine which spell is embedded within an item, she can use the second table (with the single asterisk) in the previous *Magic Potions* section. If an item has multiple embedded spells, the GM may wish to select them from the same discipline so as to theme the item's powers.

An embedded spell can be cast with a successful Attune skill roll. The GM should decide for herself how large is the item's pool of Power Points which are used for casting its embedded spell(s). Note, though, that the item should have a number of POPs at least equal to the highest level of embedded spell. All Soul Stones regain expended POPs at a fixed rate of 1 every hour. PCs will frequently find themselves having to wait while their magical items recharge, so that the embedded spells can be attuned again.

E.g. if the item is a +1 magic short sword with Fire Weapon, a level 2 spell, embedded within it, then its Soul Stone should contain at least 2 POPs or the spell cannot be attuned. If it contains a maximum of 10 POPs, say, then the Fire Weapon spell could be attuned up to 5 times from the sword in quick succession before it ran out of power. It would then take 10 hours for the sword to recharge itself fully. Alchemists would call this weapon a "gifted magic short sword which casts Fire Weapon".

E.g. a metal flask which has the Summon Water spell embedded within it, so it can be magically filled. Alchemists would call this a "magic flask which casts Summon Water".

2,3,3,5) INJURY ENHANCEMENT

See the Injury Enhancement spell. Any target having to make an Injury Roll as a result of being struck by a weapon of this type must make an additional Injury Roll versus a type of damage specified by the alchemist who created the item. To determine the type of Injury randomly, use this table:

1d20	INJURY TYPE	ALCHEMICAL PARLANCE
1 to 4	Acid	dissolving
5 to 8	Cold	freezing
9 to 12	Electricity	shocking
13 to 16	Heat	burning
17 to 20	Mental	stunning

Note that an item can only have this power once.

E.g. a magical +2 war hammer which delivers double HIP loss and a Heat Injury in addition to any Puncture Injury delivered, and which can be attuned to cast Fire Bolt and Fire Ball. Alchemists would call this a "very gifted very damaging burning magical war hammer which casts Fire Bolt and Fire Ball".

2,3,3,6) VORPAL

See the Vorpal Weapon spell. Each vorpal weapon is enchanted such that the Armour Combination of any body location struck by the weapon is reduced by the amount in the following table:

1st 1d20	2nd 1d20	AC REDUCTION	ALCHEMICAL PARLANCE
1 to 15	1 to 6	-1	class I vorpal
	7 to 11	-2	class II vorpal
	12 to 15	-3	class III vorpal
	16 to 18	-4	class IV vorpal
	19 to 20	-5	class V vorpal
16 to 19	1 to 10	-6	class VI vorpal
	11 to 15	-7	class VII vorpal
	16 to 18	-8	class VIII vorpal
	19 to 20	-9	class IX vorpal
20	1 to 19	-10	class X vorpal
	20	-11	class XI vorpal

Note that:

- the AC of the target cannot be reduced to less than zero;
- an item can only have this power once.

E.g. a magical +1 dagger which is class IX vorpal. Alchemists would call this a "gifted class nine vorpal magical dagger".

2,3,3,7) SLAYING

See the Slaying Weapon spell. Each slaying weapon is enchanted such that it is more effective versus a particular type of target, as specified by the alchemist who created the weapon. A slaying attack's Injury Range is decreased by 3 points and the victim's Injury Rolls are increased by +3 (see the *Combat* chapter).

Note that an item can only have this power once.

E.g. a magical +3 staff-sling which can be attuned to cast Befriend Beast and which slays lycanthropes. Alchemists would call this an "extremely gifted lycanthrope-slaying magical staff-sling which casts Befriend Beast".

2,3,3,8) CONSTANT SPELL

See the Constant Spell Embedding spell. This item has a spell embedded into it which continuously affects the person wearing it, holding it, carrying it, etc. The alchemist that made the item will specify the exact conditions under which someone is affected by the spell.

Note that an item can only have this power once.

E.g. a ring with a constant Invisibility spell embedded into it, which turns anyone who wears the ring invisible until they take off the ring. Alchemists would call this a "magic ring which constantly casts Invisibility".

E.g. a +1 magic shield with a constant Resist Heat spell embedded into it, such that anyone who uses the shield gains +1 to their Block and Shield Bash skills and is continuously affected by the Resist Heat spell. Alchemists would call this a "gifted magic shield which constantly casts Resist Heat".

E.g. a magic spy-glass with a +1 bonus applying to its user's Observation skill and with the Detect Magic spell embedded within it, so that its user can see magical auras. Alchemists would call this a "gifted magic spy-glass of observation which constantly casts Detect Magic".

2,3,3,9) SENTIENT

See the Soul Awakening spell. Each of these items has an active soul, i.e. a personality with memories, ambitions and fears, etc. The item's soul will be able to magically sense the world using the senses of whoever is touching it, and communicate telepathically with that person (if the GM throws a 20 on a 1d20, the item can speak with an audible voice too).

The GM should role-play the sentient item. Note that sentient items will have a pool of Power Points which they can use to cast spells embedded within them, and they can try to prevent others from casting these spells if they are attuned. Additionally, some sentient items have a specific purpose which they strive to achieve, e.g. to help their owner, to slay undead, etc.

There is a chance that any sentient item is also animated, i.e. able to move independently – see the Animate spell. This may allow a sentient item to make its own attacks. Such items are incredibly powerful artefacts and the GM should think carefully about giving them out to characters.

Note that an item can only have this power once.

2,3,4) VALUE

In order to determine the value of a magical item, use the following table to determine the price for each magical power:

POWER		PRICE (gp)
Skill Enhancement	+1	250
	+2	500
	+3	1000
Range Enhancement	x1.5	125
	x2.0	250
	x3.0	500

POWER		PRICE (gp)
Embedded Spell		Level x SC x POPs /10
Injury Enhancement		100
Damage Enhancement	x1.5	250
	x2.0	500
	x3.0	1000
Vorpal		Class x 200
Slaying	Individual	500
	Species or Type	1000
Constant Embedded Spell		Level x SC x POPs /2
Sentient	Inanimate	5000
	Animated	10000

…where:

- Level is the level of the embedded spell;
- SC is the spell-casting skill of the spell-caster that embedded the spell in the item in the embedded spell's discipline;
- POPs is the maximum number of POPs in the item's Soul Stone.

The cumulative price of all of the item's powers is added to the cost of a normal (non-magical) version of the item to give the magical item's overall value (less the value of the item's embedded Soul Stone – see the next section).

E.g. a high quality non-magical broadsword usually costs 2 gold pieces, while such a broadsword with a +1 bonus and a x1.5 damage enhancement is worth 2+(75+500)=577 gp. Obviously, items with multiple powers quickly become very expensive!

2,3,4,1) THE VALUE OF SOUL STONES

Note that almost all magical items (other than potions) will have a precious stone mounted upon them – a Soul Stone which the alchemist enchants to give the item its magical powers. Consequently, the inherent value of the precious stone, which forms the Soul Stone, should be added at the end to give a final value for the magical item. The GM should roll on the table below to determine the variety of precious stone or choose one from those listed, selecting a low value stone for a weak item and a high value stone for a powerful item.

1st 1d20	2nd 1d20	VARIETY	VALUE (gp)
1 to 16	1 to 10	Agate	10
	11 to 16	Topaz	25
	17 to 20	Opal	50
17 to 19	1 to 15	Sapphire	125
	16 to 20	Emerald	250
20	1 to 15	Pearl	500
	16 to 20	Diamond	1000

2,3,4,2) MAGIC POTIONS

If the potion is made by a powerful spell-caster, it will often have more potent effects of a longer duration and range. Thus, the value of a potion is given by:

Level x SC x 5

…where Level is the level of the spell in the potion, and SC is the spell-casting skill of the spell-caster that embedded the spell in the potion in the embedded spell's discipline.

E.g. consider a potion of Heal, normally a first level spell from the Healing discipline. If a magician with a Healing Spell-Casting skill of 5 created the potion, then it will heal up to 50 HIPs if drunk and will be worth 1x5x5=25 gp. However, if a magician with a Healing Spell-Casting skill of 20 created the potion, then it will heal up to 200 HIPs if drunk and will cost 1x20x5=100 gp.

Some spells have fixed effects that do not become more potent as the caster becomes more skilful. With such potions, replace SC in the previous formula with Level, i.e. the value of the potion becomes:

$$(\text{Level})^2 \times 5 = \text{Level} \times \text{Level} \times 5$$

E.g. consider a Potion of Enslavement. This casts Enslave, a level 19 Mind spell, upon the drinker – making him the slave of the creator of the potion. The range of the Enslave spell is the only factor that varies with its caster's SC. However, a potion always affects its drinker, so the range is irrelevant. Consequently, the effects of this potion are the same regardless of whether the creator of the potion had a Mind Spell-Casting skill of 19 or 25, and its value is fixed at 19x19x5=1805 gp.

2,3,4,3) SPELL SCROLLS

The value of a spell scroll is given by:

$$(\text{Level})^3 = \text{Level} \times \text{Level} \times \text{Level}$$

…where Level is the level of the spell written on the scroll.

2,3,4,4) HERBS AND POISONS

The value of each type of herb and poison can be found in the *Prices for Goods and Services* chapter.

3) EXAMPLE OF RANDOM GENERATION OF TREASURE

Here is a worked example of using the rules given in this chapter thus far to randomly determine the nature of a find of treasure.

3,1) SCENARIO

The PCs have pursued a vampire into its lair in a mausoleum. There, after a valiant battle with much bloodshed, they slay the vampire. In the rear wall of the chamber containing the vampire's sarcophagus, the PCs find a hidden door. This leads through to a secret room containing a number of shelves and strong-boxes with other items – weapons, pieces of armour, bulging sacks, etc. – piled around them. The PCs nominate one of their number to act as guard while the others begin to search through the hoard and the belongings upon the vampire's corpse.

The GM consults *The Bestiary* and learns that a vampire's Treasure Rating is 5(6), i.e. its carried belongings are classed as Wealthy while its hoard is classed as Rich. She needs to generate descriptions of both types of treasure on this occasion.

3,2) THE CARRIED BELONGINGS

The GM starts by inventing the ordinary items found on the vampire's person. She decides that the vampire was wearing expensive red silk robes over a cheap taupe cotton jerkin and breaches, with suede shoes. Within the robe's pockets are found a key (which opens the iron mausoleum gate), an ornate ceremonial silver dagger, a piece of parchment upon which is written a list of names and a money purse.

3,2,1) GENERATING THE COINAGE

The first table in the *Coinage* section indicates that the GM should make five 1d100 rolls on the second table, modifying each roll by +40. She throws the dice and consults the second table in the *Coinage* section, scoring:

- 01+40=41, i.e. 1d20 cp;
- 41+40=81, i.e. 1d20 sp;
- 99+40=139, i.e. 1d20 gp;
- 97+40=137, i.e. 1d20 gp;
- 11+40=51, i.e. 1d20 cp.

The GM throws five 1d20s, scoring 19, 18, 18, 8 and 11. Therefore, the final composition of coins in the purse is 19+11= 30 cp, 18 sp and 18+8=26 gp.

3,2,2) GENERATING THE SPECIAL ITEMS

The first table in the *Special Items* section indicates that there is a 20% chance that 1d2+1 special items are present in the vampire's carried possessions. The GM throws 1d100 and scores 57. Since this result is >20, none of the items found on the vampire's corpse are special.

3,3) THE HOARD

The hoard in the mausoleum's secret room contains several ordinary items. There are non-magic weapons – a hand-axe, two broadswords and a fine heavy crossbow bow. There are sacks containing bundles of clothes, most mouldy. A large tome rests upon a lectern – apparently the vampire's journal. On a shelf nearby are quills, ink, sheets of parchment and what appear to be specimens of bones and minerals.

3,3,1) GENERATING THE COINAGE

In one of the strong-boxes, the PCs find a stash of coins. The first table in the *Coinage* section indicates that the GM should make seven 1d100 rolls on the second table, modifying each roll by +60. In addition, the final number of coins of each type is to be multiplied by 50. She throws the 1d100s and consults the second table in the *Coinage* section, scoring:

- 33+60=93, i.e. 1d20 sp;
- 16+60=76, i.e. 1d20 bp;
- 62+60=122, i.e. 1d20 gp;
- 39+60=99, i.e. 1d20 sp;
- 01+60=61, i.e. 1d20 bp;
- 19+60=79, i.e. 1d20 bp;
- 70+60=130, i.e. 1d20 gp.

The GM throws seven 1d20s, scoring 18, 3, 3, 9, 14, 19 and 2. Therefore, the contents of the strong-box are calculated to be (3+14+19)x50=1800 bp, (18+9)x50=1350 sp and (3+2)x50=250 gp.

3,3,2) GENERATING THE SPECIAL ITEMS

The first table in the *Special Items* section indicates that there is a 70% chance that 1d5+3 special items are present in the vampire's hoard. The GM throws 1d100 and scores 50. Since this result is ≤70, while most of the items in the secret room are dull, rusted, rotten or broken, a few are clearly magical, appearing unsullied by the passage of time.

But how many of the items in the hoard are special? The GM throws 1d5+3 and scores 5, giving eight special items. She then rolls eight 1d100s on the table in the *Type* section to determine the nature of each, using the Hoard column. She scores:

- 68, i.e. a potion;
- 01, i.e. a weapon;
- 43, i.e. a piece of jewellery;
- 74, i.e. a spell scroll;
- 04, i.e. another weapon;
- 32, i.e. a piece of clothing;
- 60, i.e. a miscellaneous item;
- 21, i.e. a piece of armour.

3,3,2,1) THE POTION

SECTION	RESULT
2,3,1,7) Magic Potions	The GM rolls 1d20 and scores 17, indicating that the potion phial is intact and full.
2,3,2,2) Magic Potions	To determine the effect of drinking the potion, the GM rolls two 1d20s, scoring 18 and 2. Thus, it is a potion of Resist Heat and Cold, an 8th level spell from the Nature discipline.
2,3,4) Value 2,3,4,2) Magic Potions	The value of a potion is given by Level x SC x 5. The GM decides that a powerful Hedge Mage, with a Nature Spell-Casting skill of 15, created this potion. Consequently, the potion will make its drinker immune to harm from natural heat and cold for 15 hours. The potion is worth 8x15x5=600 gp.

3,3,2,2) THE FIRST WEAPON

SECTION	RESULT
2,3,1,1) Magic Weapons	The GM rolls three 1d20s and scores 19, 1 and 8, indicating that the weapon is a great hammer.
2,3,2,1) Magic Weapons, Shields, Armour, Clothing, Jewellery and Miscellaneous Items	The hammer was found in a rich hoard. This means that the GM must roll 1d100 three times on the table in this section to allocate its powers. She scores: • 34, i.e. Skill Enhancement; • 40, i.e. another Skill Enhancement; • 49, i.e. Damage Enhancement.
2,3,3,1) Skill Enhancement	The GM rolls 1d20 for the first Skill Enhancement power, scoring 16. Thus, the hammer has a +2 bonus. The second Skill Enhancement increases this to +3, the maximum bonus. Bonuses to weapons always apply to the user's skill with the weapon, in this case Two-Handed Hammers/Mattocks/Picks skill. (They also decrease the weapon's Injury and Fumble Range.)
2,3,3,3) Damage Enhancement	The GM rolls 1d20 for the Damage Enhancement power, scoring 3. The hammer therefore causes 1.5 times the normal Hit Point loss when it hits.
2,3,4) Value	The combined price for the hammer's powers comes to 1250 gp, from: • 1000 for the +3 Skill Enhancement; • 250 for the x1.5 Damage Enhancement. A normal great hammer would cost 20 sp or 2 gp. The overall worth of the hammer (less its Soul Stone) is 1252 gp.
2,3,4,1) The Value of Soul Stones	The GM rolls two 1d20s and scores 18 and 4, indicating that the Soul Stone embedded in the hammer's pommel is actually a sapphire worth 125 gp. Consequently, the final value of this great hammer is 1377 gp.

3,3,2,3) THE JEWELLERY

SECTION	RESULT
2,3,1,5) Magic Jewellery	The GM rolls two 1d20s and scores 10 and 5, indicating that the jewellery is a ring.
2,3,2,1) Magic Weapons, Shields, Armour, Clothing, Jewellery and Miscellaneous Items	The ring was found in a rich hoard. This means that the GM must roll 1d100 three times on the table in this section to allocate its powers. She scores: • 09, i.e. Skill Enhancement; • 57, i.e. Embedded Spell; • 67, i.e. another Embedded Spell.
2,3,3,1) Skill Enhancement	The GM rolls 1d20 for the Skill Enhancement power, scoring 2. Thus, the ring has a +1 bonus. Unlike weapons, rings do not have a particular skill associated with them – so the GM decides that wearing this ring will bestow a +1 increase to Undead Lore skill.
2,3,3,4) Embedded Spell	To determine the first spell embedded in the ring, the GM rolls four 1d20s, scoring 12, 20, 16 and 17. The 12 indicates that the spell is from the Mind discipline. The last three results give a spell of 19th level, i.e. either Enslave or Reshape Mind. The GM decides that it would be more fitting for this ring to have a necromantic theme, and selects Phylactery, the 19th level spell from the Necromancy discipline instead. The GM rolls four 1d20s for the second embedded spell, scoring 13, 1, 14 and 12. The 13 indicates that the spell is from the Time discipline. The last three results give a spell of 3rd level, i.e. Diminish Duration. The GM decides that the 3rd level Healing spell, Heal Bone, would be more fitting for this ring. The GM also decides that the ring has 19 POPs, allowing Phylactery to be attuned once before the ring runs out of power, or Heal Bone six times.
2,3,4) Value	The combined price for the ring's powers comes to 1044 gp from: • 250 for the +1 Skill Enhancement; • 686=19x19x19/10=Level x SC x POPs /10 for the first Embedded Spell, assuming the alchemist that embedded the spell was 19th level; • 108=3x19x19/10 for the second Embedded Spell. A normal gold ring would cost 16 gp. The overall worth of the ring (less its Soul Stone) is 1044+16=1060 gp.
2,3,4,1) The Value of Soul Stones	The GM rolls two 1d20s and scores 1 and 6, indicating that the Soul Stone embedded in the ring is actually an agate worth 10 gp. Consequently, the overall value of this ring is 1070 gp.

3,3,2,4) THE SPELL SCROLL

SECTION	RESULT
2,3,2,3) Spell Scrolls	To determine the spell inscribed on the scroll, the GM rolls four 1d20s, scoring 7, 4, 15 and 20. The 7 indicates that the spell is from the Healing discipline. The last three results give a spell of 5th level, i.e. Heal Burns.
2,3,4) Value 2,3,4,3) Spell Scrolls	The value of a spell scroll is given by $(\text{Level})^3$. Thus, this scroll is worth 5x5x5=125 gp.

3,3,2,5) THE SECOND WEAPON

SECTION	RESULT
2,3,1,1) Magic Weapons	The GM rolls three 1d20s and scores 5, 11 and 6, so the weapon is a spear.
2,3,2,1) Magic Weapons, Shields, Armour, Clothing, Jewellery and Miscellaneous Items	The spear was found in a rich hoard. This means that the GM must roll 1d100 three times on the table in this section to allocate its powers. Although a spear can be used as a melee weapon, the GM chooses the column corresponding to thrown weapons. She scores: • 60, i.e. Embedded Spell; • 33, i.e. Range Enhancement. Because she threw a 33, a "double" result, the GM prematurely stops rolling for further powers.
2,3,3,4) Embedded Spell	To determine which spell is embedded in the spear, the GM rolls four 1d20s, scoring 6, 13, 12 and 1. The 6 indicates that the spell is from the Elemental Wind and Wave discipline. The last three results give a spell of 1st level, i.e. Summon Water. She decides that the 2nd level spell in this discipline, Lightning Weapon, would be more fitting for a spear. The GM also gives the spear 6 POPs, allowing this spell to be attuned three times in quick succession before the spear must recharge.
2,3,3,2) Range Enhancement	The GM rolls 1d20 for the Range Enhancement power, scoring 11. The spear can therefore be thrown 1.5 times the normal maximum range.
2,3,4) Value	The combined price for the spear's powers comes to 131 gp from: • 6=2x5x6/10=Level x SC x POPs /10 for the Embedded Spell, assuming the alchemist that embedded the spell was 5th level; • 125 for the x1.5 Range Enhancement. A normal spear would cost 23 bp. The overall worth of the spear (less its Soul Stone) is therefore 131 gp and 23 bp.
2,3,4,1) The Value of Soul Stones	The GM rolls two 1d20s and scores 3 and 10, indicating that the Soul Stone embedded in the spear is an agate worth 10 gp. Consequently, the final value of this spear is approximately 141 gp and 23 bp.

3,3,2,6) THE CLOTHING

SECTION	RESULT
2,3,1,4) Magic Clothing	The GM rolls 1d20 and scores 8, indicating that the piece of clothing is a robe. She decides that one of the sacks contains the white cotton robe which, unlike the other clothing found, is not mouldy.
2,3,2,1) Magic Weapons, Shields, Armour, Clothing, Jewellery and Miscellaneous Items	The robe was found in a rich hoard. This means that the GM must roll 1d100 three times on the table in this section to allocate its powers. She scores: • 57, i.e. Skill Enhancement; • 28, i.e. another Skill Enhancement; • 16, i.e. another Skill Enhancement.
2,3,3,1) Skill Enhancement	The GM rolls 1d20 for the first Skill Enhancement power, scoring 19. Thus, the robe has a +2 bonus. The second Skill Enhancement increases this to +3, the maximum bonus. The third is therefore ignored. Robes do not have a particular skill associated with them – so, in a fit of generosity, the GM decides that wearing this robe will bestow a +3 increase to Healing Spell-Casting skill.

SECTION	RESULT
2,3,4) Value	The +3 Skill Enhancement gives a price of 1000 gp. A normal robe would cost 1 sp. The overall worth of the robe (less its Soul Stone) is thus 1000 gp and 1 sp.
2,3,4,1) The Value of Soul Stones	The GM rolls two 1d20s and scores 5 and 6, indicating that the Soul Stone embedded in the robe's breast is an agate worth 10 gp. Consequently, the overall value of this robe is 1010 gp and 1 sp.

3,3,2,7) THE MISCELLANEOUS ITEM

SECTION	RESULT
2,3,1,6) Miscellaneous Magic Items	The GM rolls two 1d20s and scores 3 and 2, indicating that a suspiciously shiny copper cooking pot has been found.
2,3,2,1) Magic Weapons, Shields, Armour, Clothing, Jewellery and Miscellaneous Items	The pot was found in a rich hoard. This means that the GM must roll 1d100 three times on the table in this section to allocate its powers. She scores: • 58, i.e. Skill Enhancement; • 66, i.e. Embedded Spell. Because she threw a 66, a "double" result, the GM prematurely stops rolling for further powers.
2,3,3,1) Skill Enhancement	The GM rolls 1d20 for the first Skill Enhancement power, scoring 1. Thus, the pot has a +1 bonus. The GM decides that a +1 bonus to Pharmacy skill is obtained whilst preparing herbs in this pot.
2,3,3,4) Embedded Spell	Rather than rolling dice, the GM decides that the pot's embedded spell will be Prepare Herb, a 9th level Nature spell. She gives the pot 9 POPs, allowing this spell to be attuned once before the pot must recharge.
2,3,4) Value	The combined price for the pot's powers comes to 331 gp from: • 250 for the +1 Skill Enhancement; • 81=9x10x9/10=Level x SC x POPs /10 for the Embedded Spell, assuming the alchemist that embedded the spell was 10th level. A normal pot would cost 1 sp. The overall worth of the pot (less its Soul Stone) is thus 331 gp and 1 sp.
2,3,4,1) The Value of Soul Stones	The GM rolls two 1d20s and scores 9 and 16, indicating that the Soul Stone embedded in the pot's breast is a topaz worth 25 gp. Consequently, the overall value of this pot is 356 gp and 1 sp.

3,3,2,8) THE ARMOUR

SECTION	RESULT
2,3,1,3) Magic Armour	The GM rolls two 1d20s and scores 6 and 16, indicating that the piece of armour is a plate bracer.
2,3,2,1) Magic Weapons, Shields, Armour, Clothing, Jewellery and Miscellaneous Items	The bracer was found in a rich hoard. This means that the GM must roll 1d100 three times on the table in this section to allocate its powers. She scores: • 25, i.e. Skill Enhancement; • 78, i.e. Embedded Spell; • 98, i.e. Constant Spell.

SECTION	RESULT
2,3,3,1) Skill Enhancement	The GM rolls 1d20 for the Skill Enhancement power – scoring 20 which indicates that the bracer has a +3 bonus. A bonus to armour is always added to the Action Penalty associated with that armour, so as to reduce the Action Penalty and make the armour less cumbersome to wear. Wearing a single plate bracer would normally give an Action Penalty of -1. It would be illegal for the bracer to have an Action Penalty of +2=-1+3, since Action Penalties cannot be positive. Consequently, the GM decides to give the bracer a +1 bonus instead, giving it a zero Action Penalty, i.e. it does not impede its wearer at all.
2,3,3,4) Embedded Spell	To determine which spell is embedded in the bracer, the GM rolls four 1d20s, scoring 9, 1, 17 and 3. The 9 indicates that the spell is from the Movement discipline. The last three results give a spell of 6th level, i.e. Landing. The GM gives the bracer 24 POPs, allowing this spell to be attuned four times in quick succession before the bracer must recharge.
2,3,3,8) Constant Spell	To fit with the previous embedded spell, the GM decides that the constant spell will also come from the Movement discipline. She rolls three 1d20s this time, just to ascertain the spell's level, and scores 16, 15 and 16. This indicates the level 14 spell, Disarm. However, the GM does not feel that this spell could operate constantly because it is an instantaneous spell which needs to be cast at a specific target. She decides to choose a spell instead and picks the 7th level Ambidexterity. Thus, the wearer of the bracer may continuously ignore any Off Hand Penalty associated with using his weaker hand!
2,3,4) Value	The combined price for the bracer's powers comes to 1234 gp from: • 250 for the +1 Skill Enhancement; • 144=6x10x24/10=Level x SC x POPs /10 for the Embedded Spell, assuming the alchemist that embedded the spell was 10th level; • 840=7x10x24/2=Level x SC x POPs /2 for the Constant Spell. A normal plate bracer would cost 2.5 sp. The overall worth of the pot (less its Soul Stone) is thus 1234 gp, 2 sp and 5 bp.
2,3,4,1) The Value of Soul Stones	The GM rolls two 1d20s and scores 19 and 9, indicating that the Soul Stone embedded in the bracer's breast is a sapphire worth 125 gp. Consequently, the overall value of this bracer is 1359 gp, 2 sp and 5 bp.

3,3,3) SUMMARY

The special items found by the PCs are summarised here:

- coinage comprising 30 cp, 1800 bp, 1368 sp and 276 gp;
- a spell scroll of Heal Burns – worth 125 gp;
- a far-reaching magic spear which casts Lightning Weapon – worth 141 gp and 23 bp;
- a gifted magical cooking pot of pharmacy which casts Prepare Herb – worth 356 gp and 1 sp;
- a potion of Resist Heat and Cold – worth 600 gp;
- an extremely gifted magic robe of healing spell-craft – worth 1010 gp and 1 sp;
- a gifted magic ring of undead lore which casts Heal Bone and Phylactery – worth 1070 gp;
- a gifted plate bracer which casts Landing and Ambidexterity constantly – worth 1359 gp, 2 sp and 5 bp;
- an extremely gifted damaging magical great hammer – worth 1377 gp.

Thus, the total value of the vampire's treasure (not including the worth of non-special items such as the chests, sacks, non-magic weapons and armour, etc.) comes to approximately 6469 gp.

The GM may like to allow the players to roll the dice required for treasure generation, giving her the pleasure of watching the recriminations when low values are thrown.

4) ARTEFACTS

Magical items are not restricted to standard items with combinations of the magical powers described in the previous sections. Some magical items have literally dozens of powers, or powers which are far more potent than usual, or bizarre abilities that are dissimilar to the effects of any known spell. Such items – which are known as artefacts – are invariably extremely powerful, very rare and priceless. Some examples are given at the end of this chapter; other suggestions are provided in the Relic of the Saint prayer in the *Magic* chapter.

The GM should feel free to invent items with magical abilities not restricted by the guidelines presented here, but should ensure that such items are very hard to find and very hard to keep. An artefact is almost always placed on the world for a purpose and this destiny might not be compatible with that of the character which currently owns it.

Because of an artefact's great power, its exact abilities should have been carefully chosen by the GM before she allows a PC to find it. There should not be a random chance that an artefact will be found in any find of treasure, and no artefact should have its powers decided randomly.

Two specific types of artefacts – obsidian items and firearms – are described next. Note that these are not inherently magical (although a firearm could be enchanted via alchemical magic) but are potentially so powerful that they are worthy of being listed here.

4,1) OBSIDIAN

Obsidian is a type of black volcanic glass which exists naturally only on the Demonic Plane. Items made of obsidian are extremely rare on the Prime Plane and, thus, they are described here.

Obsidian is far stronger and harder than steel, yet is lighter than wood. In addition, if heated enough, it can be moulded and then ground into forms with great strength and incredibly sharp edges. Consequently, obsidian is an ideal material with which to make weapons and armour. Any type of weapon or piece of armour normally constructed from metal and/or wood could theoretically be made from obsidian instead.

An obsidian weapon is generally half the normal weight. This enables attacks to be made with it in half the usual time without penalty, i.e. halve the standard speed for the weapon given in the *Combat* chapter (minimum speed of 1 second, round fractions <0.5 down and ≥ 0.5 up).

A piece of obsidian armour (chain, scale or plate types only) is likewise half the normal weight and has half of the normal Armour Action Penalty (see the *Armour Action Penalties* section of the *Combat* chapter, round fractions <0.5 down and ≥ 0.5 up). In addition, wearing obsidian armour always gives an Armour Combination of 11 at the body location protected (regardless of what is worn beneath).

Reflecting these benefits and their scarcity, obsidian weapons and armour are valued at 1000 times the cost of their normal equivalents. The one disadvantage of obsidian compared to metal and wood is that it is unaffected by all magical enchantments. Obsidian items are not affected by direct magical spells such as those of the Alchemy discipline and so cannot have enchantments embedded within them. Thus, it is impossible to make or find a +1 magical obsidian broadsword, for example.

4,2) FIREARMS

The medieval period is famous for its development of heavy suits of articulated metal full plate armour, often worn over layers of chain mail and leather padding, and designed to protect the wearer from the blows of melee weapons and arrows. However, the spread of firearms in the fourteenth and fifteenth centuries revolutionised combat – bullets propelled by gunpowder could penetrate such armour and, as firearms became more available and reliable, such heavy armour was rendered increasingly redundant.

While the fantasy worlds used in this role-playing game are not tied to real medieval history – especially because of the existence of magic – the widespread use of firearms by characters in the game does have the potential to dramatically alter not only how PCs fight, but also how battles and wars are resolved. Thus the dynamics of politics, nations and history itself are affected.

Consequently, firearms are discussed here in the *Artefacts* section. The GM should only introduce them sparingly, and after thought about how they will alter the style of her campaign.

4,2,1) GUNPOWDER

All firearms in this game are powered by the use of gunpowder. This is an explosive powder made from:

- sulphur (75%). This yellow mineral is generally mined from underground deposits, although it may be found on the surface in active volcanic regions – often around the brim of calderas, hence its alternative name "brimstone".
- charcoal (15%). Charcoal is made by the controlled burning of softwoods like willows and pines.
- saltpetre (10%). This white salt can be manufactured by allowing a mixture of plant matter and alkalis (such as manure and urine) to rot in damp air. Once a suitable state of decay has been reached (usually after many months), water is run through the heap. Wood ash is added to the solution, which is then filtered to allow the recovered salt to crystallise. Apart from being an ingredient in gunpowder, saltpetre may also be used for preserving meat and by some unscrupulous physicians (it is a dangerous treatment since it exerts an extreme depressant action upon the heart).

Preparing gunpowder from its ingredients requires a skill roll using Chemistry skill, an optional static skill with IN as the relevant stat. GMs should note that this procedure is fraught with risk. Each ingredient must be ground into a powder separately, since the heat generated by grinding mixed gunpowder is enough to produce an explosion. Characters will generally find it safer to buy prepared gunpowder from sources like the Dwarfen Sappers Guild.

4,2,2) FIRING MECHANISMS FOR GUNS

After carefully packing gunpowder into the barrel of the gun using a ramrod, a bullet is loaded into the muzzle of the weapon. Fire is then applied to the gunpowder, and the force of the resulting confined explosion propels the bullet down the barrel. If gunpowder is carelessly over-packed into the barrel (say to more than one third of its length), then there is a high chance that the barrel itself will split with the force of the explosion, usually injuring the handler.

Early guns required the user to light a wick that ran through a hole at the closed end of the barrel, leading the flame directly to the gunpowder. This required the use of two hands, however, and made firing the weapon very clumsy. The designs of firearms potentially used in this game are more advanced. Each uses a flash pan – a cup mounted on the side of the barrel containing a small amount of gunpowder which, once alight, safely conveys the fire to the main charge within the barrel, thereby firing the gun. Flash pans are usually covered to prevent the gunpowder from blowing away or becoming damp in windy or wet weather (damp gunpowder being less likely to ignite). The fire is conveyed to the flash pan via one of two mechanisms, listed here in order of invention and complexity:

- match lock (1400s) – in these guns, a string wick is attached to a lever. On pulling the spring-loaded trigger, the flash pan's cover is opened and the burning wick is lowered into the flash pan.
- wheel lock (early 1500s) – in these guns, pulling the trigger turns a roughened metal wheel which rubs against a piece of flint or iron pyrites, generating a spark in the flash pan.

It is suggested that guns with both mechanisms be available in the game. Match locks are much cheaper and more widespread, being simpler to construct and maintain because they have less moving parts. Wheel locks have a more complex mechanism which is more expensive to build and maintain. However, they do not have wicks which need lighting – making them a much more fearsome weapon in a surprise attack – and are able to fire normally in wet or windy weather.

4,2,3) LOADING AND FIRING GUNS

Firing any gun requires an attack roll using Firearms attack skill. Like attack skills for missile and thrown weapons, Firearms skill has AG as its relevant stat.

In addition, a Firearms skill roll is required to load a gun safely. The difficulty factor for this roll should generally be 5, although the GM should increase this by +1 for each day that the gun has been used since it was last maintained. E.g. if the gun has been used on three different days since it was cleaned last, this difficulty factor should be 8. If the Firearms skill roll is:

- passed, the gun will fire when the trigger is next pulled;
- failed, the gun will fail to fire the next time it is used.

An unmodified 1 on either the Firearms skill roll for loading the gun or the attack roll for firing it indicates that a fumble may have occurred.

4,2,4) REDUCED EFFECTIVENESS OF ARMOUR

When determining the damage inflicted by an attack from a gun, the target's Armour Combination should be halved, rounding any fractions down. E.g. a target with Armour Combination 9 is only protected against bullets as if by AC4.

4,2,5) FUMBLES AND GUIDELINES FOR EXPLOSIONS

If a fumble is indicated in either the Firearms skill roll for loading the gun or the attack roll for firing it, the user of the gun should make a Fumble Roll. If the score is:

- 20, no fumble occurs;
- ≤19, the attempt to load or fire the gun has been fumbled, and it explodes.

Generally speaking, an exploding source of gunpowder generates a blast with a radius in metres equal to five times the gunpowder's weight in kilograms, which causes all within its blast radius to:

- lose 1d20 HIPs per kilogram of gunpowder;
- make an Injury Roll for the Heat Injury Description Table with a bonus of +1 to the roll per kilogram of gunpowder;
- make an Injury Roll on the Puncture Injury Description Table if the blast generated any shrapnel (most blasts will), with the same +1 bonus per kilogram of gunpowder.

In all cases, round up the weight of the gunpowder to the nearest whole number of kilograms first.

Any explosion of gunpowder is likely to cause other quantities of gunpowder within its blast radius to explode too. Typical sources will be gunpowder in nearby matchlock guns (not flintlocks), leather powder pouches or wooden kegs, etc. If any of these sources explode, then the blasts of these secondary explosions may, in turn, trigger other quantities of gunpowder within their blast radii to explode, and so on.

The GM should handle such chain reactions by making a dice roll for each source of gunpowder within the initial blast radius. A source explodes if an odd result is thrown. If the result is even, then that source does not explode – the GM need not roll for this source again unless a subsequent explosion envelops it. The GM then moves on to the next blast radius and rolls for each source that this blast envelops, etc. Sketching the locations of each nearby source of gunpowder and the extent of each blast may be helpful.

Any non-magical objects within blast radii are likely to be damaged or even destroyed by the explosion. Whether they are singed or annihilated depends on several factors:

- their composition;
- their distance from the focus of the explosion;
- whether they are shielded from the blast in any way;
- the size of the explosion;

…and so on. The GM should take these factors into consideration and decide each item's fate as she sees fit.

4,2,6) PISTOLS AND MUSKETS

The pistol and the musket both fire a single bullet from the barrel. Pistols are light enough to fire one-handed and small enough to conceal effectively. Muskets have longer barrels, enabling bullets to be fired with more power over greater ranges, but they are consequently heavier to carry and almost impossible to conceal. They are frequently supported by bipods.

NAME	MECHANISM	Fr,Ff	mST	ADB	INJURY RANGE	DAMAGE TYPE	SPEED (secs)	RELOAD (secs)	MAX RANGE (metres)	WEIGHT (kgs)	LENGTH (metres)	COST
Pistol	Match	20,20	8	5	18 (+2)	Puncture	1	30	20	1.5	0.3	250 gp
	Wheel							20		1.7		1000 gp
Musket	Match	20,20	13	10	17 (+3)	Puncture	1	40	50	5.0	1.2	150 gp
	Wheel							30		6.0		600 gp

Key:

- Mechanism = whether the gun is operated via a match or wheel lock mechanism.
- Fr = Fumble Range for reloading.
- Ff = Fumble Range for firing.
- Injury Range = because of their power, firearms strike with a reduced Injury Range like magic weapons; this column of the table lists each gun's default Injury Range (and its effective magical bonus).

- Speed = the time required to aim and pull the trigger.
- Reload = the time required to reload the firearm with gunpowder and bullet or shot, assuming a suitable ramrod is available. If the gun has a:
    - match lock mechanism, this time includes that required to light the wick (an extra 10 seconds compared to the wickless wheel lock). Wicks cannot be lit if flint and steel are unavailable. Nor can wicks be lit in wet conditions unless they have been dowsed in oil recently (i.e. within the last hour). If the conditions are windy, lighting the wick requires an additional 10 seconds.
    - wheel lock mechanism, no lighting is necessary.

Note that it unwise to carry a loaded gun around for long before firing it – the gunpowder will gradually unpack and spill out if the gun is lowered, and letting gunpowder waft around freely over clothing can be potentially dangerous.

Additionally, note that a wick left to burn will last for one minute before being used up.

4,2,6,1) RANGE MODIFIERS

As with other thrown or missile weaponry, when attacking a target at ≤10% of a pistol or musket's maximum range, a +1 bonus is applied to the attack skill. When attacking a target at ≥50% of a pistol or musket's maximum range, a -2 penalty is applied to the attack skill.

4,2,7) THE BLUNDERBUSS

The blunderbuss is an ancestor of the real-life shotgun. Midway in length between pistol and musket, it has a flared trumpet-like barrel into which a mixture of gunpowder and shot is packed. Because of its flared muzzle, the shot is ejected as a cone-shaped blast that strikes much like an elemental cone spell or a dragon's breath. Although lighter than a musket, two-hands are still required because of the blunderbuss' violent recoil.

NAME	MECHANISM	Fr,Ff	mST	ADB	INJURY RANGE	DAMAGE TYPE	SPEED (secs)	RELOAD (secs)	MAX RANGE (metres)	WEIGHT (kgs)	LENGTH (metres)	COST
Blunder-buss	Match	20, 20	10	3	18 (+2)	Punc-ture	1	20	20	3.0	0.6	200 gp
	Wheel							10		3.3		800 gp

Purpose-manufactured shot consists of small spheres of metal, each a few millimetres across, compared to the typical bullet which may be a centimetre in diameter. However, the blunderbuss is versatile and a mixture of gunpowder and a handful of pretty well anything small and numerous can be scooped into the muzzle and fired, e.g. sand, gravel, nails, coins… (The difference between the effects of different ammunition should be fairly limited, though. The GM may wish to increase or decrease the Attack Damage Bonus of the blunderbuss by ±1 to reflect the relative lethality of the ammunition used in comparison to proper shot, which has an ADB of +3.)

The cone produced by firing the blunderbuss is 20 metres long and 5 metres in diameter at the base. Each target within this volume should determine his distance from the muzzle in metres (round fractions <0.5 down and ≥0.5 up), and then roll 1d20. If a target scores:

- less than or equal to his distance from the muzzle, he is missed by the attack and takes no damage whatsoever (his ears may ring a bit, though);

- greater than his distance from the muzzle, he may be struck by the attack. If the distance between the muzzle and the target is:
    - 5 metres or less, the attacker should then make three separate attack rolls versus that target (following the normal rules for firearms outlined previously);
    - >5 but ≤10 metres, the attacker should make two separate attack rolls versus that target;
    - >10 metres, the attacker makes only one attack roll versus that target.

This process should be repeated for each of the targets within the cone. Consequently, blunderbusses can be very lethal at close range – occasionally taking out several opponents with one attack. However, an attack from a blunderbuss can frequently miss everything!

4,2,7,1) RANGE MODIFIERS

Range modifiers are not applied to blunderbuss attacks.

4,2,8) TOOLS AND EQUIPMENT

Using guns like these requires the use of ammunition, gunpowder and a wide range of other tools.

NAME	COST	WEIGHT (kgs)	NOTES
Bipod	5 bp	4.0	Two-legged stand used to support the end of a musket; requires 4 seconds to erect before aiming/firing. Its use halves any Strength Penalty.
Blunderbuss Ramrod	3 bp	0.6	Used to pack gunpowder and shot into blunderbuss' barrels.
Bullet	1 bp	0.1	For 1 attack by a pistol or musket.
Gunpowder	1 sp	0.1	For 1 attack by a pistol, musket or blunderbuss.
Maintenance Kit	1 sp	0.5	Leather pouch containing the various tools (brushes and files) required to keep a gun in good working order. If a gun is not maintained regularly, the risk of it failing to fire is increased (see the *Loading and Firing Guns* section).
Musket Ramrod	4 bp	0.8	Used to pack gunpowder into muskets' barrels.
Pistol Ramrod	2 bp	0.4	Used to pack gunpowder into pistols' barrels.
Powder Flask	2 gp	2.0	Glass or tin with cork bung, containing enough gunpowder for 20 attacks by a pistol, musket or blunderbuss. Less likely to explode in the blast from a fumbled firearm attack or reload.
Powder Keg	20 gp	20.0	Wooden barrel, containing enough gunpowder for 200 attacks by a pistol, musket or blunderbuss, or 20 attacks by a cannon.
Powder Pouch	1 gp	1.0	Leather with drawstring, containing enough gunpowder for 10 attacks by a pistol, musket or blunderbuss.
Shot	1 bp	0.1	Enough for one attack by a blunderbuss.
Wick	1 tp	0	Good for 60 attacks from a match lock (each burns for 60 seconds if untended).

4,2,9) REPAIRING FIREARMS

Repairing firearms requires a full set of metal smithing apparatus, along with the use of Chemistry, Mechanics and Metal Working skills, and is generally best left to specialists.

4,2,10) OTHER WEAPONS USING GUNPOWDER

Obviously, the use of gunpowder is not just restricted to hand-held firearms.

4,2,10,1) GRENADES AND BOMBS

If gunpowder is used in the game, it is inevitable that someone will invent grenades and bombs before long. A grenade might consist of a:

- simple powder pouch with an oil-soaked wick, cut to a specific length to delay the explosion by the desired amount;
- glass bottle filled with gunpowder and shot, designed to shatter on impact and explode immediately as the smouldering fuse contacts with the gunpowder;
- metal sphere designed to resist shattering on impact and to roll along the ground, before exploding in a hail of viscous shrapnel;

…while a powder keg with a long burning wick makes an ideal bomb for opening locked doors.

The possibilities for carnage are endless, and the GM should use the general guidelines for explosions given previously to model the use of such weaponry.

4,2,10,2) CANNON

If gunpowder is used in the game, it is likely that PCs will encounter cannon-fire before long. Cannonballs may be several kilograms each and, although chiefly designed to inflict damage to buildings, ships and the like, they are invariably lethal to PCs in their way. Like other forms of siege weaponry (e.g. arbalests and trebuchets), the GM is left to model these on her own…

5) CATALOGUE OF UNUSUAL MAGICAL ITEMS

Following are examples of magical items which have powers that cannot be created using the generation process outlined earlier in this chapter. Some are powerful artefacts, while others are too lowly in terms of their potency to be called such.

5,1) WEAK ITEMS

5,1,1) FRIENDLY ROPE

This Elven rope can be asked to spiral itself into a tight coil for convenient storage, or to untie a knot that has been tied somewhere along its length.

5,1,2) RELOADING CROSSBOW

This Dwarfen heavy crossbow (6 kgs) has a +1 bonus and, after being fired, magically cranks itself into readiness for the next shot. This magical mechanism reduces the reload time between shots to a single second! In addition, it has a hopper (containing a maximum of 20 quarrels), which automatically feeds a new quarrel into the firing slot after the previous quarrel has been ejected.

5,1,3) QUIETFOOT'S KEY

This slim silver lock pick, with a tiny amethyst embedded in the handle-end, was made by Curly Quietfoot, the master Halfling thief. Its use bestows a +2 bonus to the wielder's Pick Lock skill. In addition, it contains 30 POPs which can be used to cast the Alchemist's Key spell. (Note that this spell works using the lock pick's Soul Stone; it is not necessary to embed another onto the door or lock. In addition, the spell causes locks to automatically unlock if they have a difficulty factor versus picking of ≤15.)

5,1,4) STRONGBOX OF THE ALCHEMIST

This tiny strongbox, made of dark teak and reinforced with polished steel bands and studs, has a large opal embedded above its heavy lock. The strongbox is sentient, the opal containing the soul of Eleminie, apparently once an apprentice of the mad alchemist Ladrad Sol. She has a SD stat of 12 and is able to communicate telepathically in the Common tongue with those that touch her. Eleminie always knows the exact value of the coinage placed within her confines. In addition, with her lid closed, she is able to somehow transmute lesser denominations into gold coins. While this provides a convenient way of reducing the numbers of tin, copper, bronze and silver coins that are carried, Eleminie always vanishes away 50% of the value of coins placed within her. Fill her with 2000 tin pieces (the strongbox is about 15x15x25 cm), close and then open her lid, and you will find a single gold coin, rather than the pair that the standard exchange rate might have led you to expect. No key has ever been found for her lock, so those that wish to open the strongbox must bargain with Eleminie (the lock can be picked but it has a Difficulty Factor of 15).

5,2) POWERFUL ITEMS

5,2,1) BERSERKER'S AXE

The handle of this heavy battle axe (5 kgs) is made from the tusk of a giant boar. It has a +1 magical bonus, causes twice the normal amount of Hit Point loss, and gives its wielder a +3 bonus to his Frenzy skill. However, the owner's SD stat is reduced by 3 points while he holds this weapon.

5,2,2) BOW OF ICE

This fine composite long bow needs no arrows for, when its taut string is released, a bolt of ice is launched towards the target. Treat as if a medium Ice Bolt spell has been cast, but use the wielder's Composite Long Bow skill bonus in the attack roll, rather than his spell-casting skill bonus. The maximum range is 120 metres, as normal for this type of bow. Bows of Fire and Acid, firing the corresponding types of bolts, can also be found.

5,2,3) RING OF CONVICTION

Everything that the wearer of this ring says appears true, whether to those listening normally or to those using Detect Lie spells. The ring makes the caster effectively believe that everything he says is true, even though he remains capable of lying and will know that his lies are falsehood. A Detect Magic spell will reveal the aura around the wearer. The wearer gains one Psychosis Point (see the *Psychoses* chapter) each time he wears the ring.

5,2,4) RING OF INVISIBILITY

The moment that this golden ring is slipped on a finger, its wearer becomes invisible (along with all of his carried equipment), only reappearing once the ring is removed. The wearer gains one Psychosis Point (see the *Psychoses* chapter) each time he wears the ring.

5,2,5) UMBRAL RING

This plain ring of greasy lead enables the wearer to teleport between shadows. To act as a portal, a shadow must be large enough to shade the whole of the wearer's person. Once subsumed in the shadow, the wearer may attune the ring and reappear in any other shadow within sight. (The destination shadow must also be large enough to shade the wearer.)

Additionally, the ring can be attuned in such a way as to memorise one particular area of shadow. Once a shadow has been memorised, the wearer can choose to teleport into this shadow rather than a shadow in sight; there can be any distance between the wearer and the memorised shadow. Note that, if a memorised shadow is no longer there – perhaps a lamp has been placed near the shadow – the wearer cannot teleport there. The location of the shadow remains memorised in the ring, however, and, if the light is removed and the shadow reappears, the wearer may teleport there once more.

5,3) ARTEFACTS

5,3,1) AMULET OF THE WILLOW-THE-WISP

This lump of amber pierced by a leather cord can be attuned once per day. For one hour, the wearer (and his carried equipment) becomes a spherical orb of bright white light, like a 20 cm diameter sun. While in this form, the wearer can still see his surroundings as usual (dark areas being lit by his glow), but he cannot hear, smell, taste or touch anything, or cast spells. In addition, he cannot be harmed by any physical or magical force (except for a Dispel Magic spell, which may force him back into his normal form). The wearer can fly at a rate of up to 100 metres per second (i.e. 360 kilometres per hour). Whilst movement through air is trivial, the wearer may not pass through solid objects; his motion will come to an instant stop if his path is blocked by such a barrier. The wearer may not move through water either – this will extinguish his fire and force him back into normal form. Anything touching the wearer whilst in this form loses 2 Hit Points and must make a Heat Injury Roll every second.

5,3,2) CLOAK OF THE SPECTRE

This tattered cloak (1 kg) appears to be little more than scraps of dirty cloth, but it conceals great magic. When put on, the cloak is transformed from rags into a very fine cloak of black velvet, and the wearer becomes ethereal like a ghost. This bestows upon him several powers:

- First, the wearer may control his appearance. He may become:
  - completely invisible, detectable only through Detect Undead or Detect Magic spells;
  - translucent, to varying degrees;
  - or opaque, as a normal living person might be.
- Second, the wearer may move through solid (non-magical) objects like walls and doors as if they were not there. He must, however, follow surfaces like the ground and floors as normal, for the cloak bestows no ability to fly.
- Thirdly, the wearer can see all undead within line of sight, regardless of whether they are invisible or not.
- Finally, the wearer becomes immune to non-magical attacks.

5,3,3) KHAZAD'S MATTOCK

This sturdy war mattock (5 kgs) contains a large gem within its pommel, holding the soul of Khazad Longbeard, the renowned Dwarfen sapper. The mattock is sentient, has a SD stat of 17, and is able to speak Common and Dwarfen in a loud and gruff voice. It has a +3 magical bonus, delivers 3 times the normal amount of Hit Points, and can be attuned to cast the Tunnel and Earth Ball spells, Khazad having 33 Power Points. In addition, Khazad always knows if a dangerous subterranean creature comes within 33 metres, although he rarely guesses the creature's type correctly. Finally, Khazad's wielder gains a +3 bonus to his Mining skill.

5,3,4) LOINCLOTH OF THE BARBARIAN

This seemingly worthless scrap of boar hide (0.5 kg) is actually highly magical.

- First, it makes its wearer immune to the effects of natural cold and heat, including sun-burn.
- Second, it conceals a pocket dimension, working exactly as the Magic Chest spell but only 1 m^3 in size.

- Third, the loincloth protects the wearer's nether-regions and seat as if with Armour Combination 10.

Note, however, that all of the loincloth's magical powers are negated the moment the wearer puts on any other items of clothing or armour, with the exception of a single pair of footwear or scanty bikini top. (Negation of the pocket dimension does not damage any items therein, but nothing may be retrieved from or stowed within the dimension until the offending clothing or armour is removed.)

5,3,5) TORC OF GALEDINA

This Elven torc of gold (1 kg) is patterned like a scaled serpent, swallowing its own tail. Its fanged mouth conceals a cunning hinge, enabling it to be opened and snapped shut around the neck. It bestows +3 bonuses to its wearer's Seduction skill and Beauty stat. One of its two jade eyes is a Soul Stone, containing 12 Power Points which can be used to cast the Transfer Poison spell.

5,3,6) TROLL BANE

This +3 magical two-handed sword is vorpal (body locations struck have their Armour Combinations reduced by 11) and slays Trolls. It has a large diamond – once a Troll's brain – embedded in its pommel.

5,3,7) WAND OF FOREST SUMMONS

When attuned, this wand (0.25 kg) will summon a random creature of the forests – as chosen on the Forest table in the *Creatures by Habitat and Threat* section of *The Bestiary*. The beast is summoned into the space pointed to with the wand (within 30 metres); if there is not enough space for the randomly selected creature, a smaller substitute should be chosen from the table. The wand may only be used once per day. Wands of Arid, City, Mountain, Plain, River, Sea, Subterranean and Swamp Summons also exist.

APPENDIX

This appendix pulls together the key processes and tables most frequently required during game play.

1) RESOLVING SKILL OR STAT ROLLS

The generic formula used for all actions is:

10 + [difficulty factor] – [skill or stat bonus]

The character must roll ≥ the result of this formula in order to successfully carry out the action.

2) ATTACK ROLLS

The typical attack roll process is described in the following steps.

2,1) APPLY MODIFIERS TO ATTACK SKILL

2,1,1) PENALTIES (NEGATIVE)

<table>
<tr><td>Strength Penalty</td><td>ST–mST (only applied if -ve)</td></tr>
<tr><td>Location Penalty</td><td>
<table>
<tr><th colspan="3">BODY LOCATION</th></tr>
<tr><th>1ST DIV</th><th>2ND DIV</th><th>3RD DIV</th></tr>
<tr><td>Torso 0
Limb -1
Head -2</td><td>-4</td><td>-6</td></tr>
</table>
</td></tr>
<tr><td>Range Modifier
when target at ≥50% of max range
(ignore for melee attacks)</td><td>
<table>
<tr><th>TYPE OF ATTACK</th><th>MODIFIER</th></tr>
<tr><td>Thrown or Missile</td><td>-2</td></tr>
<tr><td>Elemental Spell</td><td>-1</td></tr>
</table>
</td></tr>
<tr><td>Resistance Penalty</td><td>Encumbrance + Armour Action + HIP Loss + Injury Penalties, plus Fatigue</td></tr>
<tr><td>Off Hand Penalty</td><td>-2 if using the off hand</td></tr>
<tr><td>Simultaneous Attack Penalty</td><td>If this attack's duration overlaps others being made by the same attacker, then -2 per extra attack beyond the first.</td></tr>
</table>

2,1,2) BONUSES (POSITIVE)

<table>
<tr><td>Range Modifier
when target at ≤10%of max range
(ignore for melee attacks)</td><td><table><tr><th>TYPE OF ATTACK</th><th>MODIFIER</th></tr><tr><td>Thrown or Missile</td><td>+1</td></tr><tr><td>Elemental Spell</td><td>+2</td></tr></table></td></tr>
<tr><td>Orientation Bonus</td><td><table><tr><th>ORIENTATION</th><th>BONUS</th></tr><tr><td>Front</td><td>0</td></tr><tr><td>Flank</td><td>+1</td></tr><tr><td>Rear</td><td>+2</td></tr></table></td></tr>
<tr><td>Magic Weapon Bonus</td><td>As weapon's magical bonus</td></tr>
</table>

2,2) DETERMINE DODGE OR BLOCK SKILL

This skill bonus is reduced by the target's Resistance Penalty. It may be zero if the target is surprised.

2,3) MAKE THE ATTACK ROLL

The attack hits if the result of the 1d20 attack roll is ≥ some value determined with the standard formula:

10 + [target's Dodge/Block skill bonus] – [attacker's attack skill bonus]

2,4) DETERMINE THE DAMAGE

If the attack hits, subtract the value required to hit from the result of the 1d20 throw. This gives the number of HIPs lost by the target, modified by the:

- Attack Damage Bonus (ADB);
- Armour Damage Penalty (ADP).

2,4,1) ARMOUR DAMAGE PENALTIES

DAMAGE TYPE	ARMOUR COMBINATION (AC)											
	0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**
ACID	0	-1	-2	-3	-4	-7	-5	-6	-8	-9	-10	-10
COLD	0	-2	-5	-3	-4	-10	-6	-7	-1	-8	-9	-10
CRUSH	0	-1	-2	-3	-6	-7	-4	-5	-8	-9	-10	-10
ELECTRICITY	0	0	0	+1	0	0	+2	+3	+6	+4	+5	-10
HEAT	0	-2	-3	-4	-5	-6	-7	-8	-1	-9	-10	-10
PUNCTURE	0	-1	-4	-5	-2	-3	-9	-8	-6	-7	-10	-10
SLASH	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-10
ASPHYXIATION GRAPPLE MAGIC MENTAL	0	0	0	0	0	0	0	0	0	0	0	0

2,5) INJURIES

If the attack roll scores an unmodified 20 (or less for high attack skills or magic weapon bonuses), then the victim makes a 1d20 Injury Roll.

2,5,1) MEDIUM CREATURE INJURY ROLL TABLE

VICTIM'S 1d20	NUMBER OF HIPS LOST BY VICTIM															
	0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**≥15**
≤1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	A
3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	A	A
4	-	-	-	-	-	-	-	-	-	-	-	-	-	A	A	B
5	-	-	-	-	-	-	-	-	-	-	-	-	A	A	B	B
6	-	-	-	-	-	-	-	-	-	-	-	A	A	B	B	C
7	-	-	-	-	-	-	-	-	-	-	A	A	B	B	C	C
8	-	-	-	-	-	-	-	-	-	A	A	B	B	C	C	D
9	-	-	-	-	-	-	-	-	A	A	B	B	C	C	D	D
10	-	-	-	-	-	-	-	A	A	B	B	C	C	D	D	E
11	-	-	-	-	-	-	A	A	B	B	C	C	D	D	E	E
12	-	-	-	-	-	A	A	B	B	C	C	D	D	E	E	F
13	-	-	-	-	A	B	B	B	C	C	D	D	E	E	F	F
14	-	-	-	A	B	C	C	C	C	D	D	E	E	F	F	G
15	-	-	A	B	C	D	D	D	D	D	E	E	F	F	G	G
16	-	A	B	C	D	E	E	E	E	E	E	F	F	G	G	H
17	-	B	C	D	E	F	F	F	F	F	F	F	G	G	H	H
18	-	C	D	E	F	G	G	G	G	G	G	G	G	H	H	I
19	-	D	E	F	G	H	H	H	H	H	H	H	H	H	I	I
≥20	-	E	F	G	H	I	I	I	I	I	I	I	I	I	I	I

3) TABLE OF FRACTIONS

The following table helps determine fractions of integer numbers up to 20:

INTEGER	FRACTION										
	4/5	**3/4**	**2/3**	**3/5**	**1/2**	**2/5**	**1/3**	**1/4**	**1/5**	**1/10**	**1/20**
20	16	15	13	12	10	8	7	5	4	2	1
19	15	14	13	11	10	8	6	5	4	2	1
18	14	14	12	11	9	7	6	5	4	2	1
17	14	13	11	10	9	7	6	4	3	2	1
16	13	12	11	10	8	6	5	4	3	2	1
15	12	11	10	9	8	6	5	4	3	2	1
14	11	11	9	8	7	6	5	4	3	1	1
13	10	10	9	8	7	5	4	3	3	1	1
12	10	9	8	7	6	5	4	3	2	1	1
11	9	8	7	7	6	4	4	3	2	1	1
10	8	8	7	6	5	4	3	3	2	1	1
9	7	7	6	5	5	4	3	2	2	1	0
8	6	6	5	5	4	3	3	2	2	1	0
7	6	5	5	4	4	3	2	2	1	1	0
6	5	5	4	4	3	2	2	2	1	1	0
5	4	4	3	3	3	2	2	1	1	1	0
4	3	3	3	2	2	2	1	1	1	0	0
3	2	2	2	2	2	1	1	1	1	0	0
2	2	2	1	1	1	1	1	1	0	0	0
1	1	1	1	1	1	0	0	0	0	0	0

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CHARACTER SHEET

Player:	SKILL	REL STAT	DRM	BONUS	
Character:				INITIAL	CURRENT
Race:	Acting	CH			
Calling:	Appraisal	IN			
Gender:	Attune	MA			
Age:	Balance	SD			
Height:	Block	AG			
Weight:	Botany	IN			
Favoured Hand:	Climbing	AG			
Sleep Requirement:	Contortions	SD			
Social Status:	Distance Running	CO			
Birth Sign:	Dodge	AG			
Special Abilities:	Geography	IN			
	Gymnastics	AG			
	Haggling	CH			
	Healing	IN			
	History	IN			
	Leadership	CH			
	Observation	IN			
	Pain Tolerance	CO			
Appearance:	Riding	AG			
	Seduction	BE			
	Stealth	AG			
	Swimming	AG			
	Zoology	IN			
Current LURPs: (Max = LU/2)					
Skill Bonus Increase/ Decrease Tally:					

STATISTIC	INL	CUR
AGility		
BEauty		
CHarisma		
COnstitution		
INtelligence		
LUck		
MAgic		
REactions		
Self-**D**iscipline		
STrength		

Resistance, **RZ** =

SKILL		REL STAT	DRM	BONUS	
				INL	CUR
Devotion		N/A	N/A	N/A	
Spell-Casting	Alchemy	IN			
	Combat				
	Conjuration				
	Demonology				
	El Earth & Fire				
	El Wind & Wave				
	Healing				
	Illusion				
	Mind				
	Movement				
	Nature				
	Necromancy				
	Shapechanging				
	Time				
	Wizardry				
	Wounding				

LANGUAGE	SKILL BONUS	
	L&S	R&W
Common		
Magicka		

Notes:

PSYCHOSIS	SV
Current PSYPs:	

SPELL	LVL	SPELL	LVL

Injuries:	**RESISTANCE (RZ)**	**HIT POINTS**		
	Encumbrance Penalty:	Maximum:		
	Armour Action Penalty:			
	HIP Loss Penalty:	Current:		
	Injury Penalties:			
	Misc Penalties:	**MOVEMENT RATE**		
	RZ:	Walk:	Jog:	Sprint:
	Onset of Fatigue (HIPs-RZ):	Prohibited Movement Rates:		

AC	**HEAD**			**TORSO**						**HANDS**	
	Face	Crown	Neck	Front	Back	L Side	R Side	Groin	Botm	L	R
	ARMS				**LEGS**					**FEET**	
	L Up	L Low	R Up	R Low	L Up	L Low	R Up	R Low		L	R

PIECE OF ARMOUR	**ACTION PENALTY**	**PIECE OF ARMOUR**	**ACTION PENALTY**

WEAPON	**SKILL BONUS**	**MAGIC BONUS**	**ST PENALTY**	**SPEED**	**ADB**	**DAMAGE TYPE**	**FUMBLE RANGE**	**MAX RANGE**

Equipment:

COINAGE						ENCUMBRANCE
PP:	GP:	SP:	BP:	CP:	TP:	Max weight before encumbered (3xST):
						Weight of Weapons:
						Weight of Armour:
						Weight of Other Equipment: