

FANTASY HERO

II II COMPANION™



by Mark
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FANTASY HERO COMPANION II™

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INTRODUCTION

Since the original *Fantasy Hero Companion* was greeted with such enthusiasm and support, and since there were so many authors who were very willing to write (with such quality material), the *Fantasy Hero Companion II* was obviously a product whose time had come. If this meets with as much enthusiasm, *Fantasy Hero* may one day have a line of support that rivals that other *Hero* game line which shall remain nameless but has a lot of people in tights and wearing capes...

HOW TO USE THIS BOOK

The *Fantasy Hero Companion II*, like the previous Companion, contains supplementary material to use as you play *Fantasy Hero*. All of the material contained within these covers is fully compatible with *Fantasy Hero* and the first Companion.

If you don't already own *Fantasy Hero*, you should probably go get it. While it is possible to directly use the material in the Companion, there are many references to the *Fantasy Hero* book that will not make any sense. Moreover, *Fantasy Hero* contains extensive guidelines for designing the spells, characters and magic items that appear in this text.

It is not necessary to own the *Fantasy Hero Companion* in order to use this book, however, there are a few references to that first Companion, and it would be helpful to have.

WHAT'S INSIDE

Playing Fantasy Hero: This chapter contains new character archetypes, a new race, rules for using ships in your *FH* campaign as well as guidelines for barding and jousting.

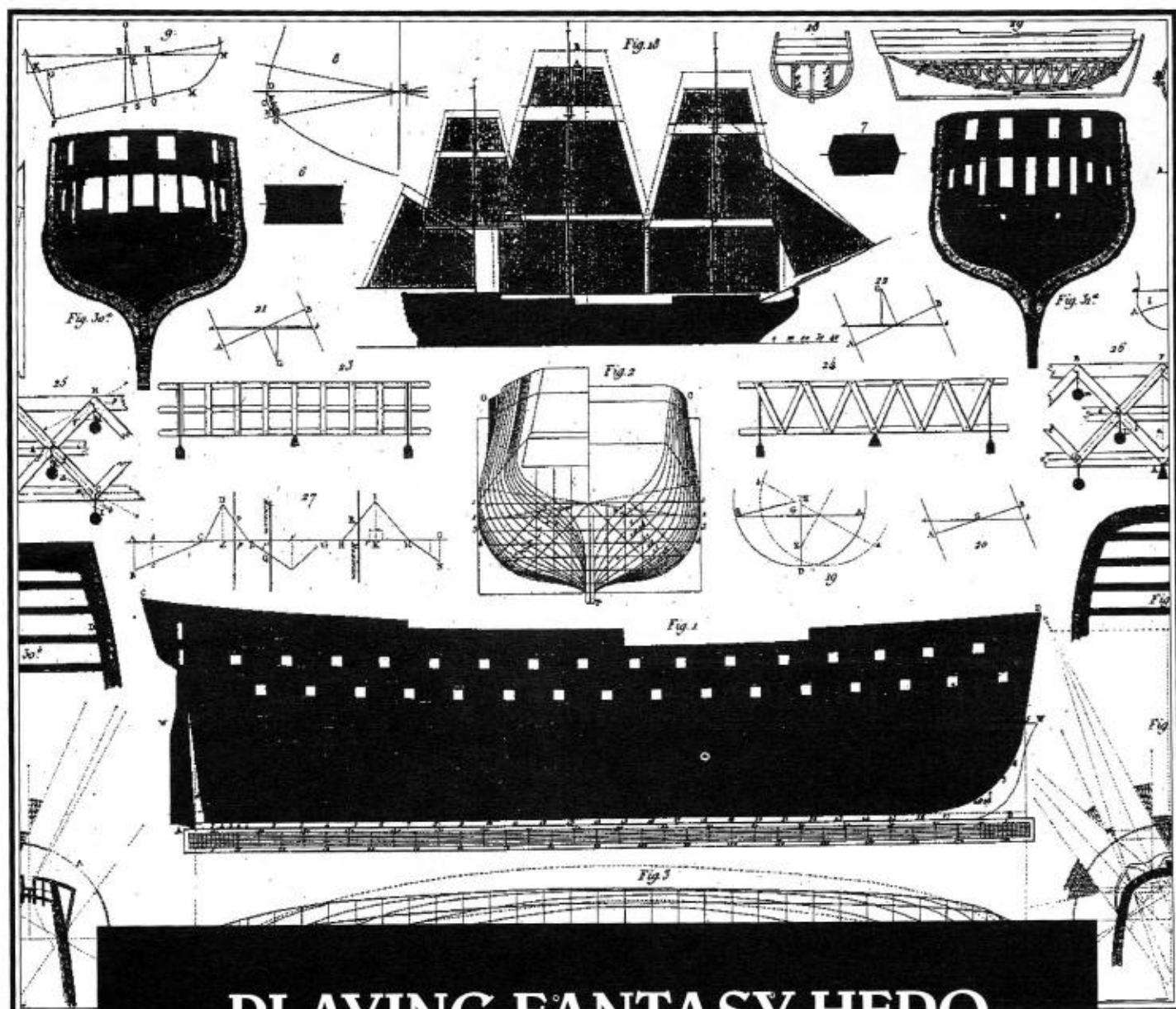
Locations: These new floor plans and descriptions are presented so as to add onto and expand on the fantasy locations already presented in the first Companion.

Magic: New suggestions and guidelines for spellcasting can be found in this section, as well as more sample magic items and handy rules to create them.

Spellbook: Hundreds of new spells are presented in this chapter, to thrill and challenge all the players of *Fantasy Hero*.

Guilds of the Western Shores: Sample organizations, NPCs and package deals for use in the Western Shores, or any fantasy campaign.





PLAYING FANTASY HERO

NEW RACE

WINGED PEOPLES

These are a race of winged humans who live in mountainous regions. The Winged Peoples, who call themselves the Arasheen, are few in number and tend to live in as large a community as they can (safety in numbers). Arasheen are the lords of the sky and are very protective of their homes and family.

The Winged Peoples are very similar to humans in most respects, save they are more fragile and can fly. They are known for their large and beautiful wings, and are often hunted for the prized feathers they possess.

THE WINGED PEOPLES — Racial Abilities Package

Ability	Cost
Increased CHAR Maxima	9
DEX 23	3
COM 23	13
Flight 10" (Foulable wings -½)	9
+3 Levels w/ Flight	9
Sight: Telescopic Sight (+6 vs Range Mods)	4
+2 PER w/ Sight Only	6
+2 PER Rolls	

Disadvantages

Physical Limitations: Wings require special care, (infrequent, slightly)	-5
Physical Limitation: Only ½ STR for lifting (frequent, greatly)	-15
Vulnerability: x1½ STN from Physical Attacks (Com. attacks)	-10
Decreased CHAR Maxima	-5
BOD 15	
PD 6	-1
ED 6	-1
STUN 45	-3
Distinctive Features: Winged Human (Concealable with Major Effort)	-10

Package Cost 3

WINGED FOLK — Cultural Abilities Package

Skill	Cost
Fam w/ Bows	1
Stealth 11-	3
Language: Arasheen	4
AK: Mountainous Regions 11-	2
KS: Creatures of the Skies 11-	2
PS: Current Occupation 11-	2
Package Bonus	-1
Slightly Claustrophobic (Uncommon, Mod.)	-5
Package Cost	8



CHARACTER ARCHETYPES

CONJUROR

Also known as Summoners, Conjurors practice the Art of Conjunction, which involves the summoning and control of all sorts of creatures, from animals to powerful extra-planar beings. Some Conjurors make money by summoning certain creatures and selling them, but such a Conjuror must be careful to cast his spells away from already owned beasts, because otherwise he would be stealing. It is impossible for a Conjuror to summon a specific creature or being (e.g., a "Spell of Summoning the King of Daria" cannot be created). Conjurors often adopt titles indicative of the type of creature they prefer to summon; demonologist (not to be confused with a member of the College Of Demonology), diabolist, and beastmaster are the most common titles. Conjurors who prefer to summon elementals are usually called elementalists (so as not to be confused with Elementalists (q.v.)).

Typical Goals And Motivations: Conjurors are so diverse a group that they cannot really be said to have any goals in common. The one thing that has been noted about them is their competitiveness. For some reason, conjurors seem to be constantly striving to outdo one another — trying to summon more impressive creatures and control them more easily. Occasionally, a Duel Of Conjurorship will erupt between two rivals, with the loser eventually being killed or injured by the winner's summoned creatures. "Evil" conjurors are usually motivated to use their powers for conquest (having access to an instant army is an irresistible temptation to many men).

Typical Abilities: Besides their knowledge of the creatures they want to summon and how to control them, conjurors are noted for their studiousness. Since they can summon servants to do their "chores," conjurors have plenty of time to devote to the study of arcane subjects. More adventuring-minded conjurors sometimes devote all this spare time to combat training or the learning of other skills which are of use to them. Some conjurors purchase a few summoned creatures as Followers, to guarantee that they will always have "core group" of servants to call upon. Lastly, almost all Conjurors have a high EGO, so that they can more easily control their summoned creatures.

Suggested Disadvantages: Hunted by a powerful creature that was improperly summoned; Rivalry with another conjuror; Psychological Limitations such as "Arrogant," "Bookish," "Competitive," "Hatred Of Other Conjurors," and so forth; Dependent NPC (a summoned familiar).

Roleplaying Tips: Remember that being able to summon something doesn't mean that it can be controlled, as well — summoners are often on the lookout for people who can help them, "just in case something goes wrong." A little haughtiness is often appropriate as well — after all, conjurors have servants to take care of all the little tasks that mundane folk have to do themselves.

CONJUROR PACKAGE DEAL	
Skills and Talents	Cost
Magic Skill: Conjunction (INT +2)	7
KS: Pentacles and Magic Circles (INT)	3
KS: World Fauna (11-)	2
Spell Research (Inventor)	3
Language	4
One Skill from List A	3
Two Skills from List B	4
Disadvantages	
Package Bonus	3
Major magic restrictions	10
Watched by other conjurors (8-)	5
Package Cost	8

List A: Animal Handler; Deduction; Mimicry; Riding; Trading

List B: another language (basic conversation); KS: another school of magic; KS: Ancient Cultures; KS: Famous Conjurors and Conjunction Items; PS: Bookbinding; KS: The Inner Planes; KS: The Outer Planes; KS: Infernal Beings; KS: Divine Beings; KS: Elementals; KS: Fantastic and Monstrous Beasts; KS: Ecology; PS: Animal Husbandry; KS: Geography; KS: Legends and Lore



NAMER

A Namer is a practitioner of Naming, which involves the use of True Names and Words Of Power. Most of a Namer's spells are quickly cast because a word or two is sufficient. In some ways, it could be said that the Namer is using his spells to speak to some being or object, and the being or object then does what it is told to do. Nevertheless, this school is in many ways quite limited. For example, a Namer could not magically start a fire, but once one was started he could cause it to grow larger or change shape.

Because Naming is a relatively easy form of Magic to learn, many Namers begin their careers at a much younger age than other magi.

Typical Goals And Motivations: Because their magic is fairly simple, and often non-offensive, many Namers are themselves simple and unassuming folk, willing to live and let live, using their power to assist others in need. However, some Namers, aware that Naming magic is at the root of many other schools of magic, see themselves as the ultimate in power — the wizard who can take the basic building blocks of magic and elevate them to a fine and powerful Art. It is this latter type which is more likely to become an adventurer or to become a problem for peace-loving people.

Typical Abilities: many Namers are Linguists — their Art gives them an appreciation of the spoken word. Many of them are also skilled at one or more mundane tasks, such as carpentry or farming. However, few of them are accomplished warriors — they tend to be scholars, not fighters.

Suggested Disadvantages: Psychological Limitations such as "Love Of Learning," "Ignorant Of The Ways Of The Real World," and "Pacifist;" Dependent NPCs (since many Namers have stronger ties to their communities than the average mage); Reputation (as a wise man, healer, town wizard, etc.); Distinctive Features (perhaps all Namers must wear a certain badge, or use a certain symbol, so as to be readily identifiable).

Roleplaying Tips: Namers are much less flashy than most wizards. They prefer the strong, silent approach, since their spells are generally not that spectacular. This is not to say that they are bland, however; in fact, they are often friendly and outgoing, and get along with "normal folk" much better than the average mage.

NAMER PACKAGE DEAL	
Skills and Talents	Cost
Magic Skill: Naming (INT +2)	7
Spell Research	3
Language: Maldaric	2
One Skill from List A	3
Two Skills from List B	4
Disadvantages	
Package Bonus	3
Major magic restrictions	10
Package Cost	6

List A: Deduction; Linguist; Navigation; Riding; +1 with three spells

List B: another language (basic conversation); KS: another school of magic; KS: Famous Namers; KS: Ancient Cultures; PS: Bookbinding; KS: Geography; KS: Weather Prediction; KS: Astrology; KS: Plant Lore; KS: Animal Lore; KS: Political Science; KS: History; KS: Linguistics; KS: Legends and Lore

NORTHRON MAGE

The mages of the Northron society concentrate their studies on two form of magic: first, song magic (spells cast by means of sung incantations); and second, runic magic (spells cast by means of carved or written runes). See *The College Of Northron Magery* for more details. Northron mages are also very knowledgeable about Northron legends and lore.

A Northron mage will usually adopt one of two lifestyles. First, he may become attached to a particular household or lord, and become the "house mage." Second, he may wander the countryside, using his skills and spells to earn a living. It is the latter type who most often becomes an adventurer.

Note: Northron society is roughly based on the Viking culture, with dashes of other Northern European cultures thrown in. The song magic described above derives from the Finnish epic poem, *The Kalevala*. For more information on the Viking culture, see the *Vikings Classic Campaigns* supplement for *Rolemaster* and *Fantasy Hero*.

Typical Goals And Motivations: Northron mages are a notoriously diverse group, and so it would be inaccurate to say that they have any sort of "typical" goals or personality traits, beyond the usual mage's desire for power and knowledge.

Typical Abilities: Having been raised in a warrior culture, Northron mages know the basics of using melee weapons, and often carry a sword or dagger for protection. However, they generally do not wear heavy armor, because it hampers their ability to sing their spells and draw their runes. Northron mages are also well-versed in the folklore and mythology of their people, and thus might know Herbalism, Legends And Lore, and similar skills.

Northron mages tend to be very secretive about their mystical knowledge, and only pass it on after long association with an apprentice whom they feel is skilled enough.

Suggested Disadvantages: A Northron mage might have the hot temper of his warrior brethren, resulting in some Psychological Limitations or even an Enraged or two; other Psychological Limitations such as "Curmudgeon," "Loner," "Secretive," and the like; Reputation as a doddering old fool, powerful wizard, someone who is cursed or who has trollish blood, or a coward (Northron warriors tend to regard all non-warrior men as cowards); or Age.

Roleplaying Tips: Northron mages are an odd blend of traditional wizardry (as reflected in their runic spells and lore) and an intriguing zest for life (as reflected in their beautiful song-spells). A player might emphasize either aspect of the character. Another interesting possibility would be to play up the warrior aspects of the culture — perhaps there are Northron mages who use a lot of combat-oriented spells, as opposed to the more day-to-day spell selection of the typical Northron mage.

NORTHRON MAGE PACKAGE DEAL	
Skills and Talents	Cost
Magic Skill: Northron Magery (INT +2)	7
KS: Runes and Their Lore (INT)	3
KS: Northron Legends and Lore (INT)	3
KS: The Spirit World (11-)	2
WF: Common Melee Weapons	2
One Skill from List A	3
Two Skills from List B	4
Disadvantages	
Package Bonus	3
Minor magic restrictions	5
Watched by other Northron mages (8-)	5
Package Cost	11

List A: Deduction; Navigation; Oratory; Riding; Trading; +1 with any three spells

List B: another language (basic conversation); KS: another school of magic; KS: Ancient Cultures; KS: Divination — Runomancy; KS: Geography; PS: play one instrument; KS: Games and Gaming; KS: Riddles; PS: Stonecarver; WF: Common Missile Weapons

THAUMATURGE

Thaumaturges (also known as Thaumaturgists) are practitioners of the Art of Thaumaturgy, which deals with the redirection and amplification of physical and magical forces, and with the alteration and transformation of both energy and matter.

Four laws, known as the Four Great Principles, govern Thaumaturgy: Sympathy, Contagion, Universality, and Redirection (see *The College Of Thaumaturgy*, below, for more information on these magical laws). Extremely skilled Thaumaturgists can even tap the force of a person's emotions or pain to power a spell or magic item. Most Thaumaturgy spells require a focus of some sort (a model, for example); some employ the well-known Thaumaturge's Staff, which acts as a "badge of office" for Thaumaturgists. A Thaumaturge who loses his Staff will do anything to get it back.

Because Thaumaturgy has more practical applications than most schools of Magic, many Thaumaturges can make a comfortable living selling their services to the common folk, especially in out-of-the-way places. Other Thaumaturgists of great power and ambition will become court mages, and craft magical swords for their liege lords.

Typical Goals And Motivations: Many Thaumaturgists are down-to-earth persons who are content to travel the land, using their magic to perform simple tasks for hire. In short, they see themselves as wizardly craftsmen. Other Thaumaturges study this College because it manipulates force and matter on a direct, primal level which appeals to them. The latter type of Thaumaturge is the type most likely to become an adventurer or a court magician, eager for power and prestige. In any event, Thaumaturges are often extraordinarily practical-minded, and are constantly searching for ways to do things better, to accomplish more with less magical effort.

Typical Abilities: Traveling Thaumaturges usually have lots of AKs, City Knowledges, languages, and Cultural Knowledges. High Society is a must for court Thaumaturges. Adventuring Thaumaturges might know how to do just about anything. Because Thaumaturges craft a lot of magical weapons, many of them know Weaponsmith. Almost all Thaumaturges know one or more mundane skills (such as Sculptor, Carpenter, or Woodcarver), because of their need to build models, dolls and similar things for their more complex spells.

Suggested Disadvantages: Hunted by another Thaumaturge that he once defeated in a contest; Psychological Limitations like "Ambitious," "Wanderlust," "Power-Hungry," Dependent NPCs (apprentices, servants, and so forth).

Roleplaying Tips: Despite whatever veneer of sophistication they may have, most Thaumaturges are, like many of their spells, rather down-to-earth and practical. They can be grandiose and impressive if need be, but are just as likely to operate invisibly, behind the scenes, letting others take the credit while they shoulder the burdens of responsibility.

THAUMATURGIST PACKAGE DEAL	
Skills and Talents	Cost
Magic Skill: Thaumaturgy (INT +2)	7
Spell Research (INT +1)	5
Two appropriate PSs (11-)	4
One Skill from List A	3
Two Skills from List B	4
Disadvantages	
Package Bonus	3
Minor magic restrictions	5
Watched by other Thaumaturgists (8-)	5
Distinctive Features (always carries his Thaumaturge's Staff; easily concealed)	5
Package Cost	5

List A: Deduction; Navigation; Oratory; Trader; Traveler; Well-Connected

List B: another language (basic conversation); KS: another school of Magic; KS: Ancient Cultures; KS: Famous Thaumaturgists and Thaumaturgic Items; PS: Bookbinder; any one PS; +1 to Spell Research roll; one AK or CK; KS: Geography; KS: Weather Prediction; KS: Legends and Lore; a Contact

GM's Note: *Though they are not included in the cost of the Package Deal, all Thaumaturges should be required to purchase two spells: Alzaron's Thaumaturgic Servitor and The Chain Of Myriad Uses. These two spells are in many ways the essence of the College of Thaumaturgy; any Thaumaturge who did not know them would be scorned and considered useless.*

ULRONAI WARRIOR-MAGE

The Ulronai are a mysterious people of unknown origins. No Ulronai has ever told a person of another race where his people come from, or why they have been wandering the world singly or in small groups for hundreds of years. It is thought that they come from some long-forgotten kingdom. The Ulronai are generally tall, strong, slightly pale compared to other peoples, and have black hair. They speak their own tongue, Ulronai; and they worship their own totemic spirits: Volsendra, the wolf-spirit; and Razilarc, the dragon-spirit. There is no organized priesthood of any sort; each Ulronai worships these beings in his own way.

The Ulronai would not be of any great concern to the rest of the world, save for the existence of the warrior-mage "caste." A warrior-mage is an Ulronai who somehow possesses the ability to wear armor and to cast spells (unlike most mages, who cannot wear heavy armor while using

magic). Ulronai warrior-mages are highly skilled and deadly opponents in battle. They often work as mercenaries, since the nature of their existence is such that they owe no nation any particular allegiance. No non-Ulronai has ever become a warrior-mage, and it is thought that no non-Ulronai ever could.

Ulronai warrior-mages usually use a type of sword known to other folk as an "Ulronai sword:" a sort of thickened and shortened rapier. The Ulronai have secret sharpening techniques which they use to keep their swords razor-sharp; they do not teach this skill to others. Usually they are also skilled with daggers, throwing blades, and the bow; some of the best warrior-mages know the use of virtually every weapon ever created.

Warrior-mages tend to favor the lighter armors, particularly chain mail, though warrior-mages in plate armor are not unknown.

Warrior-mages may be of either gender.

Typical Goals And Motivations: Most warrior-mages are interested primarily in survival and comfort — they want good jobs at good pay with plenty of opportunities for fighting and acquiring treasure. Many warrior-mages have a certain love of danger and thrills, and hence become adventurers rather than just mercenaries. They do not normally possess any sort of political or group allegiance, and will work for just about anyone who can pay their high fees. However, almost all Ulronai are fiercely devoted to their people, and will die rather than reveal any Ulronai secrets.

Typical Abilities: Because they have traveled so much, warrior-mages often pick up Traveler, Linguist, Jack Of All Trades, and Well-Connected. Any skills or Talents relating to combat are also good options, as are skills such as Survival, Riding, and Tracking. Despite their use of magic, warrior-mages tend to emphasize the physical over the cerebral.

Suggested Disadvantages: Psychological Limitations resulting from their years of mercenary work ("Cynical," "Thinks Self The Best Warrior Around," "Wanderlust," and so forth); Distinctive Features of some sort; Enrageds or Berserks for those Ulronai who are not quite as stable as they should be.

Roleplaying Tips: The Ulronai warrior-mage most often sees himself as a highly skilled craftsman — the ultimate blend of war and wizardry. They have reputation for being able to take on and complete seemingly impossible tasks, and they enjoy living up to this reputation. However, they are also canny, clever, and cautious — they are too well-trained and experienced to do foolish things.

WARRIOR MAGE PACKAGE DEAL	
Skills and Talents	Cost
FAM with Common Melee and Missile Weapons	4
FAM with Ulronai Sword	1
+1 with Ulronai sword (or other weapon of choice)	2
+1 in Combat	8
Any appropriate PS (11≤)	2
Magic Skill: Warrior-Magery (INT +2)	7
The Common tongue (Ulronai is native)	4
Stealth	3
One Skill from this list: Deduction; three AKs or CKs; Navigation; Oratory; Streetwise; Survival; Tracking; Trading; +1 with any three spells	3
Disadvantages	
Package Bonus	3
Reputation (8-; dangerous mercenary)	5
Watched by other Ulronai (8-)	5
Major magic restrictions	10
Package Cost	10

Ulronai Sword: 1d6 HKA, Armor Piercing, +1 STUN, +1 OCV, STR Min 13

NECROMANCER

A necromancer practices the Art of Necromancy, which is concerned with processes of life, death and undeath. Many necromancers are also capable of summoning infernal powers.

Necromancers specialize in the creation of, and traffic with, undead creatures such as zombies, ghouls, and vampires. The necromancer is perhaps the most feared type of mage, and is almost always despised by other people. While most necromancers are indeed quite evil, a few "good" ones have been known.

Unfortunately for them, most necromancers are discernible not only because of the company they keep (dead things), but because of their general appearance (pale, thin, and cadaverous), and because they are surrounded by a sort of "ambience" which makes most people nervous and edgy if they are forced to stay near a necromancer. This "aura" also causes animals to either flee from necromancers (if those animals are timid) or to attack them (if the animals are fierce).

Typical Goals And Motivations: Most necromancers are interested primarily in perfecting their Art, and in acquiring lots of dead bodies for "material components" for their loathsome spells.

Unfortunately, those necromancers who have become best known to the world are those who lust for power — who assemble huge undead armies and try to conquer the land.

There is not, however, anything necessarily inherently evil in Necromancy; it is up to the GM to determine how the world views these men and their unusual magic.

Typical Abilities: Necromancers are usually physically weak, but magically quite skilled. Many of them devote themselves wholly to their Art, amassing a fairly large spell repertoire early in their careers. Skills such as Forensic Medicine (Embalming) and KS: Anatomy are also common among necromancers. They often round out their learning with unusual Knowledge Skills and Languages learned from old tombs, ancient books of lore, and intelligent undead creatures.

Suggested Disadvantages: Psychological Limitations such as "Disdain For The Living," "Devotion To The Necromantic Arts," "Loner," and so forth; evil Reputations; Rivalry with another necromancer or spellcaster; Physical Limitations based on odd diseases or curses picked up in the tombs of ancient folk.

Roleplaying Tips: Although necromancers are almost universally regarded as vile, evil people, one does not necessarily have to follow the stereotype — for example, since Necromancy is the magical Art most closely connected with healing, that aspect of the College could be emphasized. Still, a few moments of horror as the necromancer waves his hand and dead men rise from their graves is what makes the necromancer a really interesting character. The necromancer's fascination with a subject most of us consider too morbid for contemplation is what sets this character apart from your everyday wizard.



NECROMANCER PACKAGE DEAL

Skills and Talents	Cost
Magic Skill: Necromancy (INT +2)	7
Spell Research (Inventor)	3
KS: The Undead (INT)	3
PS: Embalmer (11-)	2
Language: Necromantic	4
Language: Maldaric	2
One Skill from List A	3
Two Skills from List B	4
Disadvantages	
Package Bonus	3
Major magic restrictions	10
Distinctive Features (not concealable, extreme reaction by sensitives)	10
Package Cost	3

List A: Deduction; Embalming (Forensic Medicine); Interrogation; Linguist; Paramedics; Stealth; +1 with any three spells

List B: another language (basic conversation); KS: another school of magic; KS: Famous Necromancers and Necromantic Items; KS: Ancient Cultures; PS: Bookbinding; KS: Tombs and Graveyards; KS: The Infernal Planes; KS: any one method of divination; KS: Anatomy; KS: Linguistics; KS: Legends and Lore

GM's Note: Naturally, the Necromancer is restricted to using spells from the College Of Necromancy only.

Optional Ability: In some fantasy campaigns, necromancers have the ability to "turn" or command the undead, similar to the ability possessed by some sects of priests. If the GM wants necromancers in his campaign to have such a power, it can be constructed as an Area Of Effect Mind Control which only works on the undead. Since some of the undead (skeletons, zombies, and the like) are bought as Automaton, which are not affected by mental powers, the GM should work out a system under which "turning" powers and Undead Control spells can affect Automaton undead. For example, Automaton undead could be assigned an EGO value, just for purposes of such powers, as a Physical Limitation.

PALADIN

A paladin is a righteous and noble warrior dedicated to the service not only of a deity, but of Truth, Justice, and kindness.

As such, a paladin normally possesses certain holy powers granted by his deity. However, in order to maintain these powers, a paladin must follow a strict code of conduct; failure to do so results in loss of paladinhood, and perhaps loss of life as well. See *Strictures of Paladinhood*, below.

Like knights, paladins prefer the best of equipment; but unlike many knights, who do so for reasons of vanity and pride, paladins want such equipment because it aids their ability to combat evil. It also serves as "advertising," i.e., lets

people know that the bearer is a paladin. In many other customs and attitudes, paladins resemble knights, and usually receive the same courtesy, respect, and cooperation that knights do.

Paladins are virtually always human and male, but dwarven or elven paladins and female paladins are certainly not unheard of.

Typical Goals And Motivations: Paladins are intensely devoted to promoting the causes of justice and "goodness." Additionally, they are extremely religious, sometimes obnoxiously so, and must conform to a fairly strict code of ethics and behavior. Usually, though, paladins like to be liked, and they are.

Typical Abilities: In addition to the standard martial skills, most paladins possess one or more mystic powers, derived from their gods (see below). It is these powers which really set them apart from other fighting men. A paladin will also possess the sorts of skills and knowledge one might learn while being trained in a religious setting or spending a lot of time around the nobility.

Suggested Disadvantages: Psychological Limitations relating to their religious devotion and general "goodness;" Hunted by various evil groups; Watched by the priests of their religion; Distinctive Features (fancy armor and general "nice but tough" attitude).

Roleplaying Tips: Paladins' intense devotions to their religion and cause often make them seem one-dimensional.

However, underneath the obvious facade, they are people too, with a wide range of interests and personalities

PALADIN PACKAGE DEAL

Skills and Talents	Cost
FAM with Common Melee Weapons	2
FAM with Common Missile Weapons or Uncommon Weapons	2
+2 with any one weapon	4
+1 in combat against evil	5
Riding	3
KS: Theology (his religion, 11-)	2
Any two relevant Knowledge Skills (11-)	4
Perk: Paladin	2
Magic Skill: Paladin Magic (INT)	3
Choose one Skill from this list: Conversation; High Society; Oratory; Paramedic; Tactics	3
Disadvantages	
Package Bonus	3
Must Follow Paladin's Code	20
Package Cost	7

PALADINS' POWERS

Paladins possess certain magical powers. These powers define the paladin, making him different from other warriors and from ordinary priests. The powers can be considered as "spells," requiring a Paladin Magic Skill (which is part of the Package Deal, though the powers probably should not be). However, the powers will not work if the paladin has somehow offended his god.

The Common Limitations for paladins' "magic" are: Requires A Skill Roll (-2), Only Works If Paladin Is In His God's Favor (-2).

The following are suggestions for appropriate paladins' powers — the GM should determine what works best in his campaign. Additionally, different religions might grant different powers. If the GM allows, these powers could be put in a Power Framework, such as an Elemental Control. Most paladins tend to increase their powers as they gain experience in using them.

1) HEALING TOUCH: the ability to heal wounds, and sometimes cure diseases as well, with but a touch.

Power: 4d6 Healing Aid

Modifiers: Requires A Skill Roll (-½), Only Works If Paladin Is In His God's Favor (-½), 3 x END (-1), Concentration (0 DCV, -½), Extra Time (+1 Phase; -½), Gestures (laying on of hands, -¼). **Active Cost** = 20 points.

END Cost: 6; **Magic Roll:** -2; **Casting Time:** 2 phases

Real Cost: 5

Options: If the GM wants this power to have less effect on his campaign, he can impose a Charges Limitation.

If he wants the power to be more powerful, he can decrease the END cost, or allow a paladin's touch to cure diseases as well as wounds.

2) DISPEL EVIL: the power to dispel and disrupt evil magics. This power works best against demonic beings and similar threats, but is effective against human evil as well.

Power: 8d6 Dispel

Modifiers: Versus Any "Evil" Magical Power (+¼); Requires A Skill Roll (-½), Only Works If Paladin Is In His God's Favor (-½), 3 x END (-1). **Active Cost** = 30 points.

END Cost: 9; **Magic Roll:** -3; **Casting Time:** ½ phase

Real Cost: 10

3) DETECT EVIL: the ability to detect evil beings or magic. The GM must decide just how much he wants this power to be able to do — detect all evil, or just evil magic, evil beings such as demons, and so forth.

Power: Detect Evil; Range, PER Roll

Modifiers: Requires A Skill Roll (-½), Only Works If Paladin Is In His God's Favor (-½). **Active Cost** = 8 points.

END Cost: 0; **Magic Roll:** -1; **Casting Time:** ½ phase

Real Cost: 4

Options: Add Discriminatory, 360 Degree Sensing, Targeting Sense, or Sense. The latter would require GM permission, since it would mean getting rid of the "Requires A Skill Roll" Limitation.

4) HOLY BLADE: in combat against certain evil beings (for example, demons), the paladin is able to "consecrate" his weapon in such a way that the evil being takes extra damage.

Power: +1d6 HKA to the paladin's weapon

Modifiers: Requires A Skill Roll (-½), Only Works If Paladin Is In His God's Favor (-½), Only Works To Increase The Damage Done By A Weapon (-¼), Only Works When Weapon Is Used Against Evil Beings (-½). **Active Cost** = 15 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ phase

Real Cost: 5

Options: With the GM's permission, the "Requires A Skill Roll" Limitation could be removed, making this ability more of a true power.

5) HOLY AURA: the paladin's virtue and goodness act as a defense against the attacks of evil beings, making the paladin harder to hit in combat.

Power: +2 DCV

Modifiers: Requires A Skill Roll (-½), Only Works If Paladin Is In His God's Favor (-½), Only Works Against Evil Beings (-½). **Active Cost** = 10 points.

END Cost: 0; **Magic Roll:** -1; **Casting Time:** ½ phase

Real Cost: 4

Options: With the GM's permission, the "Requires A Skill Roll" Limitation could be removed, making this ability more of a true power.

STRICTURES OF PALADINHOOD

The following are some of the rules by which a paladin must live his life. There are three levels of offense:

- 1) Level One Offense:** this offense is so heinous as to merit immediate loss of paladinhood; it may also result in execution of the offender by his deity (to say nothing of secular authorities...).
- 2) Level Two Offense:** a major infraction; two or more of these could lead to revocation of paladinhood.
- 3) Level Three Offense:** a minor infraction; 10 or more of these could lead to revocation of paladinhood; any one will usually mean that he must do some penance.

The rules are:

- The use/performance of torture, poison, or other "evil" things or acts is forbidden (Level 1).
- Random, capricious, or arbitrary actions are forbidden, as are actions taken mainly in the paladin's self-interest (when there are other interests at stake) (Level 2).
- All ladies must be treated with courtesy and chivalry. A "lady" is any female, or any upper-class female (nobility, royalty, etc.) (who is a "lady" will vary from campaign to campaign) (Level 3).
- Incontinence is forbidden. This includes drunkenness or use of controlled substances, casual sex, and overindulgence in food (Level 3).
- Religious neglect is forbidden. A paladin is expected to spend appropriate amounts of time each day in prayer and devotions. In addition to failure to pray, other possible violations include blasphemy, heresy, failure to tithe, and taking the god's name in vain (Level 2).
- Retention of excess wealth (in any form, monetary or magical) is forbidden (Level 3).
- A number of "sins" and attitudes are forbidden. These include (but are not limited to) envy/jealousy, greed, pride, unkindness, cruelty, disrespect to those deserving of respect (such as relatives, mentors, clergy, the aged, royalty and nobility, and all "good" persons), arrogance, sloth, and vanity (Level 3).
- Each religion or god may have its own additional rules.

CHAMPION

Certain nations employ as part of their judicial system a functionary known as a "Champion." These persons serve as the representative of the king (or government) when trial by combat is called for. Since the accused is entitled to his choice of weapons in a trial by combat, Champions are expected to be extremely skilled warriors who know numerous hand-to-hand weapons styles. The arena of Justice is a good place to become a talented warrior — if one can survive....

Champions are often recognizable because they wear relatively light armor (chain mail or less protective armors), and because they usually carry many different types of weapons (both as an "advertisement" and because they never know which will be most useful on a particular day).

Typical Goals And Motivations: the job of Champion lacks a certain glamour. Most Champions, desiring fame, money, and adventure, quit and become mercenaries or as adventurers. Some, driven to perfect their art, try to gain renown as "the best warrior ever," or some such title.

Typical Abilities: Champions are almost entirely combat-oriented when they begin their adventuring careers. As they gain experience, they tend to pick up AKs and City Knowledges, languages, Riding, Stealth, Survival, and other skills which are of use to adventurers. In other words, they move from being single-minded combatants to being well-rounded individuals.

Suggested Disadvantages: Hunted by revenge-minded former adversaries from the arena; Psychological Limitations such as "Driven To Be The Best Combatant Ever," "Greedy," and so forth; Distinctive Features such as scars.

Roleplaying Tips: Champions tend to be cold and grim, accustomed to seeing and dealing death. They act efficiently and, at times, ruthlessly. Remember, though, that despite his extensive knowledge of combat, a Champion may know very little about the rest of life and the world — his time as an adventurer may mark a passage from being a one-dimensional combat machine to a three-dimensional Renaissance man.

CHAMPION PACKAGE DEAL

Skills and Talents	Cost
FAM with Common Melee Weapons	2
FAM with Staff	1
FAM with any four Uncommon Melee Weapons	4
PS: Champion (11-)	2
CK: city of employment (11-)	2
Any one Skill from List A	3
Any two Skills from List B	4
Disadvantages	
Package Bonus	3
Distinctive Features: Champion (easily concealed)	5
Reputation (dangerous warrior) 8-	5
Package Deal	5

List A: Gambler; Riding; Trader; Traveler; Weaponsmith (muscle powered); +1 with any three weapons

List B: WF: Common Missile Weapons; WF: 2 Uncommon Melee Weapons groups; WF: Offhand + WF with 1 Uncommon Weapon; another CK or AK; another language (basic conversation); PS: Armorer; another relevant PS; KS: Geography; KS: Politics; KS: Judicial Systems

ALCHEMIST

Alchemists are practitioners of Alchemy, a school of Magic which involves unlocking the inherent magical powers in substances by mixing them and employing various mystical-scientific processes. Alchemists can create such things as potions, philtres, elixirs, dusts and powders, ointments and unguents, poisons and toxins, all of wondrous power. Alchemists can also create certain other, more powerful, magical items, such as amulets and homunculi, by use of powerful substances known as Rare Earths and True Metals.

Although the Art of Alchemy may seem simple, it is not. It requires great perseverance and much hard work in order to succeed at it. Additionally, the completion of a formula of creation involves the use of special words and sigils known only to Alchemists; they keep these tools of their trade written down in massive grimoires which they guard jealously. While Alchemy may sound like no more than a limited form of Enchantment (see Enchanter, below), this is not so. Because Alchemy concentrates so intensely on a certain variety of items and substances, Alchemists can often create items unique to their profession, thus putting themselves on a par with other schools of magic.

Unwritten understandings between Alchemists and Enchanters limit the areas into which each type of mage can go. While many types of magi make at least some part of their living by selling services or items, Alchemists (and to a lesser extent, Enchanters) rely heavily on the market for their income. Many alchemical creations are specifically designed for sale to and use by non-magi (for example, potions of healing). Alchemists are an important sector of the economy in many towns and cities.

Typical Goals And Motivations: Alchemists are often extremely devoted to their science. Some of their ultimate goals, the Philosopher's Stone and the Elixir Of Life, are so rare that an alchemist can spend a lifetime searching for the way to make them. Other alchemists become greedy craftsmen, willing to make whatever the market wants to purchase.

Typical Abilities: Alchemists often let their bodies go to seed (low STR, CON, and the like) in exchange for higher INT and various knowledge skills. Few alchemists are skilled with weapons.

Suggested Disadvantages: Psychological Limitations like "Devoted To Alchemy," "Devoted To Finding The Philosopher's Stone," and the like; Distinctive Features related to letting their appearance and personality run down while searching for better potions; Physical Limitations such as diseases and injuries from old laboratory accidents.

Roleplaying Tips: Alchemists are often single-mindedly looking for some new formula or ingredient. Others are more like naturalists, willing to investigate any interesting phenomenon.

ALCHEMIST PACKAGE DEAL	
Skills and Talents	Cost
Magic Skill: Alchemy (INT +2)	7
Spell Research (Inventor)	3
PS: Alchemist (11-)	2
Language: Alchemical	4
One Skill from List A	3
Two Skills from List B	4
Disadvantages	
Package Bonus	3
Major magic restrictions	10
Watched by other Alchemists (8-)	5
Package Cost	5

List A: Deduction; Forgery; Mechanics; Paramedic; Trading

List B: KS: another school of magic; KS: Ancient Cultures; another language (basic conversation); KS: Plant Lore; KS: Mineralogy; KS: Famous Alchemists and Alchemical Items; KS: Geology; KS: Taxonomy; PS: Glassblowing; CK: city of residence; KS: Merchants of city of residence; PS: Bookbinding; PS: Jeweler; PS: Sculptor; PS: Potter; KS: Legends and Lore

SOME SAMPLE ALCHEMICAL CREATIONS

Common Limitations for all Alchemy "spells" are OAF (-1), Gestures (-¼), Incantations (-¼), and Requires A Skill Roll (-½). Generally, Alchemists either carry a lot of pre-prepared magic items (i.e., potions and the like, with the Independent limitation) which they can then use; or they use a potion as the Focus and Gestures for a spell.

Check with the GM if you have a question regarding how to construct a particular spell.

Most of the items listed below are not bought with the Limitation "Charges Never Recover," since an alchemist could make more, given the proper materials, equipment, and sufficient time.

Instead, since "re-creating" alchemical items is usually expensive, difficult, and time-consuming, the Limitation "Hard To Recover," a -4 Limitation, is added to the Charges Limitation.

POTIONS, PHILTRES, AND ELIXIRS

POTION OF THE KING'S EASE

The person who drinks this potion will be totally immune to all forms of poison for the next five hours. Thus, this potion is often used by rulers and others who have reason to fear being poisoned. Ingredients for this concoction include powdered unicorn horn, sweat from the brow of a noble, and a small nugget of pure gold.

GM's Note: the cost for the Immunity Talent given below can be increased, if your campaign uses many poisons, or you feel that 10 points is not enough to pay for such a Talent.

Ability: Immunity to all forms of poison (10 points), plus Life Support: Immune to Poisons (3 points).

Modifiers: Gestures (-¼), Incantations (-¼), Independent (-½), Requires A Skill Roll (-½), 1 Use per day, which lasts for 5 hours and is Hard To Recover (½), OAF (Potion; fragile; -1¼). **Active Cost** = 13

Real Cost: 2

THE ELIXIR OF LIFE

This fabulous elixir is, along with the Philosopher's Stone, one of the two chief goals of the Art of Alchemy. Drinking this potion prevents the drinker from aging for two years. The alchemist who could find enough of the proper ingredients to keep making these potions could probably extend his life indefinitely.

However, the creation process is said to be fraught with difficulties, and the ingredients are not even general knowledge, so even most skilled alchemists are lucky to get more than one or two doses of the Elixir in their lives.

Ability: Life Support: Immune To Aging

Modifiers: Gestures (-¼), Independent (-½), 1 use lasting for two years which does not recover (-¾) OAF (Elixir; fragile; -1¼). **Active Cost** = 3

Real Cost: 1

WINE OF IRON WILL

This potion strengthens the mental defenses of the user, making it difficult to affect him with certain spells. Ingredients for Wine Of Iron Will include iron flakes, the brain fluid of a magical intelligent creature, and honeysuckle nectar.

Ability: 20 points of Mental Defense

Modifiers: Gestures (-¼), Independent (-½), 2 uses which last for 1 minute each and are Hard To Recover (-1), OAF (Potion; fragile; -1¼). **Active Cost** = 20

Real Cost: 4

POTION OF SILENT SPEECH

This potion allows the user to mentally communicate with any willing group of people. Ingredients needed to make this potion include hairs from the paws of a cat, mud dug from a bog during the dark of the moon, and ink.

Ability: Mind Link, any willing group of four persons

Modifiers: Gestures (-¼), Independent (-½), 1 use per day which is Hard To Recover (-2¼), OAF (Potion; fragile; -1¼). **Active Cost** = 25

Real Cost: 4

POTION OF CLEAR VISION

This potion improves the user's eyesight, allowing him to see things more clearly and at a greater distance than he normally can. The ingredients include the eyes of an eagle, powdered crystal, and water from a waterfall.

Ability: +2 Sight PER, +4 Telescopic Vision

Modifiers: Gestures (-¼), Independent (-½), 4 uses lasting for 1 Turn each which are Hard To Recover (-1) OAF (Potion; fragile; -1¼). **Active Cost** = 10

Real Cost: 2

DUSTS AND POWDERS

DUST OF THE UNFOOLED MIND

This dust, when sprinkled on someone, helps to prevent them from being affected by illusions. The ingredients needed to make the Dust include the eyes of a roc, skeleton bone, and certain herbs.

Abilities:

1) +4 PER, all senses

Modifiers: Gestures (-¼), Independent (-½), 1 use lasting for 1 Turn which is Hard To Recover (-½), Only Works To Perceive Through Images (-1), OAF (Dust; fragile; -1¼)

2) 20 points of Mental Defense

Modifiers: Gestures (-¼), Independent (-½), 1 use lasting for 1 Turn which is Hard To Recover (-½), Only Protects Against Mental Illusions (-1), OAF (Dust; fragile; -1¼)

Total Active Cost: 32

Total Real Cost: 5

POWDER OF IMMOBILITY

When thrown on someone, this powder paralyzes them. Unless they possess the strength to escape, they may be trapped forever.

The Powder is made from the scales of a giant snake, certain vines, and quicksand.

Ability: 4d6 Entangle

Modifiers: Takes No Damage (+½), Gestures (-¼), Independent (-½), 4 uses which are Hard To Recover (-1¼), OAF (Powder; fragile; -1¼). **Active Cost** = 60

Real Cost: 10

OINTMENTS AND UNGUENTS

OINTMENT OF SWIFTNESS

This salve grants the person who rubs it on the power to run as swiftly as the wind. Ingredients include wind from a mountaintop, ground stallion's hoof, and the feathers of a hummingbird.

Ability: +10" Running

Modifiers: 0 END (+½); Extra Time (takes 1 Turn to rub on; -1), Gestures (-¼), Independent (-½), 2 Uses lasting for 1 hour each which are Hard To Recover (-¾), OAF (Ointment; fragile; -1¼) **Active Cost** = 30

Real Cost: 5

SALVE OF BENIGN NUMBNESS

This unguent prevents the victim from feeling pain, while not deadening his nerves so much that he cannot move and act. Ingredients include dragon's scales, demon's ichor, and morning glory petals.

Ability: 2 Damage Reduction, resistant

Modifiers: Extra Time (takes 1 Turn to rub on; -1), Gestures (-¼), Independent (-½), 2 uses lasting for 1 Turn which are Hard To Recover (-¾), Only Reduces STUN Taken, Not BODY (-½), OAF (Salve; fragile; -1¼) **Active Cost** = 30

Real Cost: 4

OTHER ALCHEMICAL ITEMS

PHILOSOPHER'S STONE

This creation of this fabulous item, which usually resembles a yellowish crystalline powder or yellowish crystals, is one of the goals towards which all alchemists strive. When mixed with any base metal, it will transform that metal into purest gold.

The ingredients and processes by which Philosopher's Stone is created are unknown; alchemists who chance across the formula usually cannot repeat the process.

Ability: 4d6 Major Transformation (base metal into gold)

Modifiers: Gestures (-¼), Independent (-½), 1 use which Never Recovers (-¼), OAF (Philosopher's Stone; fragile; -1¼). **Active Cost** = 60

Real Cost: 8

ELEMENTALIST

Elementalists (not to be confused with elementals, a type of Conjurer, q.v.) are practitioners of the Art of Elementalism, a specialized branch of Magic dealing with the four Colleges of Elemental Magic: Earth, Air, Fire, and Water. Generally, an Elementalist will restrict himself to dealing with one element (and hence will go by the title of Fire Wizard, Earth Wizard, and so forth), but some Elementalists, by dint of talent or dedication, are able to cover two or more elements.

Elementalists always have powerful attack spells, and can also summon elementals from the Elemental Planes. Because their spells are so powerful, and hence so dangerous, most folk are a little fearful of them.

Occasionally, Elementalists of other elements are encountered, with Ice/Frost and Light/Darkness being the most common variants.

Typical Goals And Motivations: Elementalists are often motivated by a desire for power — more powerful spells, more political power, and so forth. Hence, they are often found as, for example, court mages or adventurers. However, because of their close ties to nature, many Elementalists are also devoted to the preservation of nature and natural phenomenon.

Typical Abilities: Elementalists are a varied lot, and so do not generally have "typical" abilities. Two generalizations may, however, be made. First, an elemental will almost always have spent a lot of points on spells — the more grand the spell, the better. Second, many Elementalists learn skills appropriate to their element — for example, a water wizard might know Navigation, or an earth wizard might know Mining.

Suggested Disadvantages: Psychological Limitations such as "Haughty" or "Disdainful Of Non-Magi;" Distinctive Features (robes embroidered with designs based on their favored element).

Additionally, an Elementalist might take Disadvantages which are appropriate to his element(s) — thus, a fire wizard might be "Hot-Tempered," or a water wizard might have a "Love Of The Sea."

Roleplaying Tips: Elementalists can be flamboyant, willing to display their power at any time; or they can be more subdued, cautiously and cleverly assessing the situation and looking for their best advantage.

ELEMENTALIST PACKAGE DEAL	
Skills and Talents	Cost
Magic Skill: Elementalism (INT +2)	7
KS: Pentagrams and Magic Circles (11-)	2
KS: The Elemental Planes and Their Inhabitants (11-)	2
Spell Research	3
Language: Maldaric	3
One Skill from List A	3
Two Skills from List B	4
Disadvantages	
Package Bonus	3
Minor magic restrictions	5
Reputation 8- (dangerous mage)	5
Watched by other Elementalists (8-)	5
Package Cost	6

List A: Deduction; High Society; Riding; Trading; +1 with any three spells

List B: another language (basic conversation); KS: another school of magic; KS: Ancient Cultures; KS: Famous Elementalists and Elementalism Items; PS: Bookbinding; KS: The Outer Planes; KS: Geography; KS: Political Science; KS: Famous Elemental Beings; KS: History; KS: Current Events; KS: one method of divination; KS: Legends and Lore

GM's Notes: Elementalists should be restricted to these Colleges of Magic from *Fantasy Hero: Air Spells, the Earth College, Fire Wizards, and Water Wizards*. Additionally, the GM might allow access to these Colleges from the *Fantasy Hero Companion I: Darkness, Ice Wizards, Light Wizards*.

One option which the GM might consider to prevent Elementalists from gaining access to too many powerful spells is to rule that certain elements are so opposed that an Elementalist cannot cast spells from both of those Colleges (for example, Water and Fire magics).

The following spell is used by Elementalists to summon elementals. The Elementalist must prepare a magic circle, employ the proper Focus (burning rare woods for Fire; rare gems or minerals for Earth; burning exotic incenses for Air; or specially purified water for Water), and pronounce the incantations, and the elemental appears. It will usually perform one simple task for the Elementalist; to get the creature to do more requires bribes or some form of control. Depending on what type of elemental is summoned, the spell is known as The Portal Into Flame, The Portal Into Stone, The Portal Into Cloud, or The Portal Into Water.

THE PORTAL INTO (ELEMENT)

Power: Summon one elemental of one type

Modifiers: Concentration (0 DCV, -2), Extra Time (1 minute, -12), Gestures (-4), Incantations (-4), Requires 20 points of Expertise in the appropriate College of Magic (-2), Requires A Skill Roll (Elementalism)(-2), OAF (materials listed above, -1).

Active Cost:

Air Elemental: 68
Earth Elemental: 59
Fire Elemental: 72
Water Elemental: 54

END Cost:

Air Elemental: 7
Earth Elemental: 6
Fire Elemental: 7
Water Elemental: 5

Magic Roll:

Air Elemental: -7
Earth Elemental: -6
Fire Elemental: -7
Water Elemental: -5

Casting Time: 1 minute

Real Cost:

Air Elemental: 12
Earth Elemental: 11
Fire Elemental: 13
Water Elemental: 10

Options: for Elementalists who want to be able to summon more than one type of elemental, add the advantage Variable Group (elementals, +4).

ENCHANTER

Enchanters practice the Art of Enchantment, which deals with the creation of magical items. While any mage can make magic items particular to his College(s), Enchanters may make items from any College, and their items will often be more powerful than those made by non-Enchanters. This Art is said to have grown out of, or be the brother of, Alchemy; Enchanters, a rather proud lot, do not deign to traffic with the "lesser" creations of the alchemists and expect alchemists to similarly restrain themselves.

Enchanters do not employ direct spells; instead, their magical knowledge takes the form of rituals which create magic items. These rituals are often long, complex, and expensive. The more powerful the Enchanter, the more powerful his creations.

Enchanters carefully guard their grimoires of rituals and formulae, but do trade spells with other Enchanters. Enchanters are the College of magic most likely to form large guilds, so that they may practice their Art in seclusion and keep costs as low as possible. Many Enchanters use their Art to make themselves quite rich.

Typical Goals And Motivations: Enchanters are often extremely proud of their magical creations, and are willing to go great lengths to acquire the necessary "ingredients" for an item, to discover the formula for a new item, or make certain that their latest creation will be absolutely perfect. On the other hand, some enchanters are more stay-at-home, content to crank out items of lesser power and sell them.

Typical Abilities: Because his items often require crafting before they can be enchanted, an enchanter is often a Jack Of All Trades, competent at many crafts. If an enchanter "specializes" in making magic items of a particular sort (such as combat items, musical instruments, and so forth), he will often be skilled in the use of such items.

Suggested Disadvantages: Psychological Limitations such as "Greedy," "Perfectionist," and the like; servants and aides who help him at his work and act as Dependent NPCs; or a favorite, notable magic item which is a Distinctive Feature.

Roleplaying Tips: Enchanters often tend to become dependent on their items, much like a person in our world becomes dependent on a microwave oven or a television. Thus, they can become helpless if those items are taken from them. As an adventurer, an enchanter might slowly grow out of such a dependence.

ENCHANTER PACKAGE DEAL	
Skills and Talents	Cost
Magic Skill: Enchantment (INT +2)	7
KS: Magical Items (INT)	3
Spell Research	3
One Skill from List A	3
Two Skills from List B	4
Disadvantages	
Package Bonus	3
Minor magic restrictions	5
Watched by other enchanters (8≤)	5
Package Cost	7

List A: Animal Handler; Deduction; High Society; Trading; +1 with any three magic items

List B: another language (basic conversation); KS: Ancient Cultures; KS: another school of magic; PS: Bookbinding; KS: Famous Enchanters; KS: Political Science; KS: Current Events; KS: one method of divination; a PS of choice; KS: Geography; KS: Mineralogy; KS: Fauna; KS: Legends and Lore

GM's Notes: *The Common Limitations for Enchantment magic items are either Independent (-2) and OAF (-1), or some lesser Focus Limitation and appropriate additional Limitations (the variable nature of magic items makes it impossible to set more definite Common Limitations). Side Effects is a good Limitation for most Enchantment rituals, since if the ritual is improperly performed, the magic forces summoned often "backlash" against the spellcaster.*

Remember that there are two ways to build a magic item in Fantasy Hero. First, an item can actually be enchanted with certain powers (like a magic sword); such an item can be taken from the Enchanter and used by others (i.e., it has the Independent Limitation). Most Enchanter items are created this way, and the use of this method is strongly encouraged. The second way is to buy a "spell" which only works through a particular "Focus," which is the magic item (for example, OAF Fireball Wand to cast a fireball spell).

SHIPS

Boats and ships form an integral part of many fantasy adventures, particularly those requiring travel to faraway kingdoms or islands. In this section, rules and ideas for handling seagoing travel, hazards and combat will be outlined.

TYPES OF WATER VESSELS

For purposes of this explanation, water-going vessels will be broken into three classifications: small boats, long ships and round ships. Small boats refer to crafts which can generally be manned by a single person. These include rafts, ordinary rowboats, ship's boats, outriggers and other canoes, small junks, and so on. Most small boats are propelled by one or several pairs of oars. Some may have a single mast, and a few have no real propulsion system, relying on river currents or land-based assistance.

Long ships, according to their name, are much longer than they are wide. Also called "galley," long ships primarily use many pairs of oars to move. The use of oars allows the boat to travel when there is no wind or current, and gives the ability to attain great speed in short bursts on command. However, vessels which rely strictly upon oars for propulsion obviously require great manpower, and have problems on long journeys and in the open ocean. For this reason, galleys are usually either strictly coastal craft or are equipped with one or several sails to augment the oars. Examples of galleys include Roman triremes and Viking long ships.

In contrast to long ships, round ships have a generally curved, voluminous shape. Round ships are sailing ships, the most powerful and largest of all seagoing vessels. They rely strictly upon the power of the wind to move (although a few hybrids also carry banks of oars). This affords them great speed and stamina for long journeys. Their rounder construction also gives them a great cargo capacity, and these ships make up almost the entirety of merchant and trading vessels. Examples of round ships include most familiar vessels such as galleons, merchantmen and sloops. Most sailing ships are square-rigged; that is, their sails are rectangular and stretch perpendicular to the length of the ship. Some ships carry fore-and-aft rigging, which means one or more sails stretch in the direction of the craft's length. The significance of these methods will be explained later.

SEAMANSHIP

The most important skill used in sailing is Seamanship. Seamanship is the advanced version of Transport Familiarity with ships, just as Combat Driving and Combat Piloting are advanced versions of Transport Familiarity with autos and airplanes. Seamanship is purchased as a 3 point General Skill, which means the base roll is 11- and can be increased by +1 for every 2 character points. When purchased, Seamanship pertains to either long ships or round ships (although there will be overlap, such as when sailing a Viking long ship). Seamanship with both classes of ship may be purchased for 1 extra point. Alternatively, the GM may set up a table of ship categories specific to his campaign, such as the ones listed below. Individual categorizations can be even more detailed, depending upon the detail of the campaign itself.

As with Transport Familiarity, Seamanship comes with one free familiarity. Each additional familiarity costs 1 point, and entire categories cost 2 points. Also, the GM may consider Seamanship with Boats to be automatically included with any other familiarities.

NAVAL TRANSPORT FAMILIARTIES

Ships

- Boats
- Long Ships
- Round Ships

Long Ships

- Viking long ships & other small, single-banked long ships
- Triremes & other large, multi-banked long ships
- Galleasses & other hybrid sail/oar long ships

Round Ships

- Single-masted round ships
- Double-masted round ships
- Triple-masted round ships
- Quadruple-or-more-masted round ships
- Single-masted fore-to-aft riggings (may be added to the above categories for multiple masts)

Seamanship is a skill for ship's officers. Common salts in the riggings may make do with simply having Transport Familiarity, but in order to coordinate the motions of every oar, sail and rope, a broader knowledge is required. Seamanship also includes a basic understanding of provisioning and logistics, crew management, piloting (navigating tricky waters), ship tactics and so on.

If the campaign allows for a more detailed handling of a ship's crew and the various duties of crewmembers, Professional Skills should be purchased to simulate the skills involved. For instance, the boatswain would have PS: Boatswain, and would make this roll whenever he was required to supervise a non-routine operation in the rigging. The full Seamanship skill would also be a good complementary skill to his PS, but a simple Transport Familiarity can be sufficient for an average boatswain. The following is a short list of some major roles on board a ship and the minimum skills required to perform them.

- **Sailor** (common tars working in the riggings, at the oars, etc.): Transport Familiarity with the appropriate type of ship
- **Helmsman** (also called the pilot; the sailor who mans the rudder): PS: Helmsman (the GM might rule this to be a DEX-based skill), Transport Familiarity with the appropriate type of ship
- **Boatswain** (the officer in charge of the rigging): PS: Boatswain, Transport Familiarity with the appropriate type of ship
- **Navigator** (the person who calculates the position and heading of the ship): Navigation
- **Quartermaster** (the sailor in charge of helm, binnacle and signals, and usually crew discipline): PS: Quartermaster, Transport Familiarity with the appropriate type of ship, Familiarity with Navigation
- **Captain**: Seamanship, PS: Ship Captain

Skill rolls for Seamanship are required in diverse situations. In common sea travel with favorable conditions, no roll is necessary (and a simple Transport Familiarity is almost as good as the full Seamanship skill). However, when performing difficult or delicate maneuvers, such as ship-to-ship combat or piloting through labyrinthine shallows, or when openly battling unfavorable elements (from a raging storm to dead calm), a Seamanship roll is necessary. The roll may also be modified according to the prevailing conditions:

MODIFIERS TO SEAMANSHIP SKILL ROLL

Favorable Wind/Current	+2
Good Crew Quality (includes familiarity with ship, other crewmembers, etc.)	+1 to +3
Extensive Familiarity with Ship	+2
Simple Maneuver	+1 to +3
Unfavorable Wind/Current	-1 to -3
Storm Conditions	-4
Hurricane Conditions	-5 or more
Poor Crew Quality	-1 to -3
Poor Crew Conditions (includes poor health, stress factors, bad morale, minimal food, fatigue, etc.)	-1 to -3
Skeleton Crew	-2
Crew Below Minimum Number	-1 to -5
Unfamiliarity with Ship	-2
Poor Ship Maintenance	-1
Damage to Ship	-2 or more
Difficult Maneuver	-1 to -5

Pay special attention to the bonus for "Good Crew Quality." This is the bonus which the GM awards when other PCs, or highly-skilled NPCs, make skill rolls appropriate to their function on the ship. For instance, if the helmsman is a PC and has PS: Helmsman, he may make his PS roll every time the captain makes his Seamanship roll. If the helmsman rolls well, the GM may award the captain a +1 or greater to his Seamanship roll. (Of course, the captain should not be penalized if the helmsman blows his roll, unless he misses very badly.)

A single Seamanship roll is made to perform a tricky maneuver (such as a sudden turn, stop, etc.). Usually, it is the captain's Seamanship roll which applies (or whoever else is actually giving orders to the crew). In some situations, the GM may rule that another crewmember's skill roll applies; in such cases, Transport Familiarity with ships may suffice, if the task at hand is not extraordinarily difficult.

Being slow and deliberate, ships do not gain the DCV of their captain in combat. In seaborne battles, however, Seamanship is the skill with which vessels are maneuvered into favorable positions, and for this reason it is extremely important. Often the simple process of turning a ship will become perilous under the pressure of combat. A poor captain may not be able to react with enough assurance to issue split-second orders. By the same token, a good captain can bolster the confidence of his crew so that they are more inclined to work efficiently; for this reason, Oratory is a useful complementary skill.

Seamanship does not take the place of other skills such as Navigation or Tactics. A high Seamanship roll means that the character knows how to shift and furl the sails to position the ship in a desired way. He does not necessarily know the best position to be in or the best way to go.

MOVEMENT

In game terms, ships are extremely slow. A speed of 11 knots is remarkable for the fastest ships, which translates into 12.6 mph ground movement. Neither do they handle like a responsive car or airplane; instead, they are sluggish and ponderous. For this reason, it is pointless to speak of "combat movement" for a ship. All ships move strictly at noncombat rates, and their DCV is determined by their velocity (0 DCV if motionless, 1 DCV if moving) modified by the size of the ship. For similar reasons, ships do not have DEX (see ship listings).

Maneuvering a ship proceeds at a snail's pace compared with ground maneuvering. On round ships, the crew must manipulate beams and ropes and position huge sails to catch the wind at exactly the right angle. Long ships must coordinate the strokes of rowers and slowly veer their exaggerated lengths in the desired direction. The end result is a slow and deliberate shifting, but still majestic, exciting and potentially dangerous. What follows are rules for handling the movement of ships in *Fantasy Hero* terms.

The listed MOVE of a ship is the maximum speed, in hexes per Turn, that the vessel can travel. To find the actual speed in knots (nautical miles per hour), use the conversion 1 knot=3" Turn.

MOVEMENT/PHASE (M/P)

In game terms, ship movement is divided into Phases, just like character movement is divided into Phases. The listed MOVE of a ship is its maximum velocity per Turn. A ship's maximum movement per Phase (M/P) is determined by dividing the ship's MOVE score by its SPD. This is the maximum number of hexes a vessel can move each Phase (subject to the rules of acceleration and deceleration given below). (Due to the rounding of fractions, splitting movement into Phases generates a total movement per Turn which can exceed or fall short of the listed MOVE maximum. If desired, the GM may modify the movement in a ship's Segment 12 Phase to equalize the totals. Example: A small merchantman has a MOVE of 24" and a SPD of 5. This yields a maximum M/P of 5. But moving 5" over 5 Phases yields a total movement of 25". To compensate for this, the GM may limit the merchantman's movement in Segment 12 to 4", so that its total movement is 24".)

For purposes of determining ramming damage, DCV, etc., a ship's actual velocity is given by its velocity per Turn, not by its current M/P. A ship's actual velocity is determined by multiplying its current M/P by its SPD. Example: A galleass is going to ram its opponent. It has only built up an M/P speed of 8", so its actual velocity is $8" \times 2 \text{ SPD} = 16"/\text{Turn}$. A merchantman is going to try a suicide ram into a trireme to stop it. The merchantman has accelerated to an M/P of 4". Its actual velocity is $4" \times 5 \text{ SPD} = 20"/\text{Turn}$.

MOVEMENT IN THE TACTICAL COMBAT METHOD

Ships move according to their SPD in the tactical combat method (see *Ship Combat* below). A ship may move a number of hexes each phase up to the maximum of their listed M/P (Movement/Phase) score. The following acceleration/deceleration rules apply.

ACCELERATION AND DECELERATION

Acceleration and deceleration are functions of a ship's SPD score. A ship under sail power may accelerate its SPD score in inches/Turn in one Turn. A long ship under oar power may accelerate $2 \times \text{SPD}$ in inches/Turn for one Turn. For example, a SPD 2 galleon may accelerate $2"/\text{Turn}$, while a SPD 8 Sloop may accelerate to $8"/\text{Turn}$. A Viking longship, on the other hand, may speed to $8"/\text{Turn}$ ($\text{SPD } 4 \times 2 = 8"$) as it is under oar power. A successful Seamanship roll is required to speed a vessel. For accelerating under normal conditions, apply a +4 to the roll. The bonus may be less (such as when the wind is blowing in the bow quarters), or may even become a penalty in adverse conditions (such as sailing against a hurricane).

Deceleration occurs at twice the rate of acceleration (i.e., $2 \times \text{SPD}$ under sail power, $4 \times \text{SPD}$ under oar power). Oars may be used to decelerate a long ship which is using sails, provided it is equipped with them. A Seamanship roll is also required to slow a ship. The bonus to decelerate is a +2 under normal circumstances, and should be modified by the conditions. Decelerating by sailing into strong winds, for instance, might add a bonus to the roll, while trying to slow in a hurricane might prove detrimental.

ACCELERATION AND DECELERATION IN THE TACTICAL COMBAT METHOD

In the tactical combat method (see *Ship Combat* below), a ship can accelerate by 1 M/P under sail power and 2 M/P under oar power at the beginning of each phase. A Seamanship roll is required (as for acceleration and deceleration listed above), the only difference being that deceleration is applied at twice the rate.

LONG SHIP MOVEMENT

In combat situations, galleys can call upon extra bursts of speed from the rowers. This imparts an added degree of maneuverability, and is particularly deadly when used for ramming an enemy vessel. For up to three Turns at a time, a galley may multiply its MOVE by $1\frac{1}{2}$. After such acceleration, however, the galley will be at $\frac{1}{2}$ its MOVE for one Turn. Repeated accelerations will begin to wear upon the crew; the GM may want to limit the number of times this maneuver can be performed before the ship's overall MOVE will be affected.

Long ships are also unique in that they may move in reverse. (Sailing ships may back up as well, but the process is very slow and tedious, and there is no need to describe it in game terms.) Reverse motion is used to back off of a beachhead, or pull away from an enemy ship after ramming it. Backward rowing is not efficient, however, nor are galleys aerodynamically configured to sustain reverse movement for long. A long ship may move backwards at $\frac{1}{2}$ its forward MOVE, and may not call upon extra bursts of speed when doing so. Its SPD is halved (see *Turning* below).

Galleys are not designed for extremely long sea voyages. On extended outings, the crew will tend to get tired and require more food. In addition, long ships do not stand as well against the high, tossing waves of the open sea. The GM should divide the effective MOVE of a galley by 2, 3 or more in such situations.

DRAFT

A basic consideration for a ship to move is that it must be floating in a certain amount of water. The depth of water required for a ship to float is known as its draft (as in, "she draws two meters"). If a ship finds itself in less water than it can draw, then the ship is run aground. This is a danger when navigating shallows, where submerged rocks and sand bars can combine to form a veritable maze. (Before the fateful battle of Ocracoke Inlet, Blackbeard the Pirate watched his pursuers for several days as they crept closer and closer, a hundred yards away, winding through the shallows like the walls of a labyrinth.)

A sailor can test the depth of the water by using a lead-weighted line, marked with numbers or lines that designate how deep the rope has sunk. This process is known as "sounding." A ship may proceed at up to one-third its Movement rate while taking an accurate sounding measure.

Boats and long ships are generally designed to "run aground." They have shallow drafts, which allow them to pull onto beaches or into shallow coves and lagoons. Round ships, on the other hand, have deep drafts, and cannot "land." Instead, they weigh anchor and send out landing craft. (Note that the drafts listed under Ship Stats are calculated for ships with full crew and moderate cargo; lightened ships draw less water, and heavily-laden ships draw more.)

WIND AND CURRENT

Seaborne movement follows different rules from ground-based movement. On the sea, wind, waves and currents become significant factors in how a vessel is guided from one point to another. Below is a brief discussion of how each of these affect movement.

Currents are the easiest to handle in game terms. In general, a current affects large areas of water equally. In other words, on a tactical scale, all ships are affected in the same manner and therefore a current will have no appreciable impact. Every ship on the map will be carried the same direction at the same speed, and their relative motion won't change. What will change is the movement of a ship compared with the rest of the world. Hence, currents can have considerable influence upon travel times between land-based points. However, the effect is simple to calculate: merely add the velocity of the current to the ship's MOVE if it is travelling with the current, or subtract it if the ship is fighting the current. A current that runs perpendicular to the route of travel will add travel time; the GM determines exactly what effects such a current will have.

Small-scale currents are also possible, although they are rare. Examples include whirlpools, river currents, etc., which can have a definite tactical impact. In these cases, the GM should designate the strength and direction of any current on the hex map. Any ship entering a hex with a current will be affected accordingly.

Wind, on the other hand, is extremely important in sea travel, particularly if sail power is being utilized. High winds can also create choppy seas or high waves which will reduce the speed of vessels and cause them to heel and list (tilt). In any sailing situation, the GM should be aware of which direction the wind is blowing and with what force. On long-distance voyages, unless there is a significant storm wind or a constant wind from a single direction, it is safe to assume that the beneficial effects of wind will cancel the detrimental effects. (If not, the following rules may be ap-

plied.) In tactical situations such as combat, however, wind direction and speed make a considerable difference. If a ship uses strictly sail power, the following chart gives wind speed modifiers to the ship's velocity. (Note that at high wind speeds, rough waters will affect even ships which do not use sail power.)

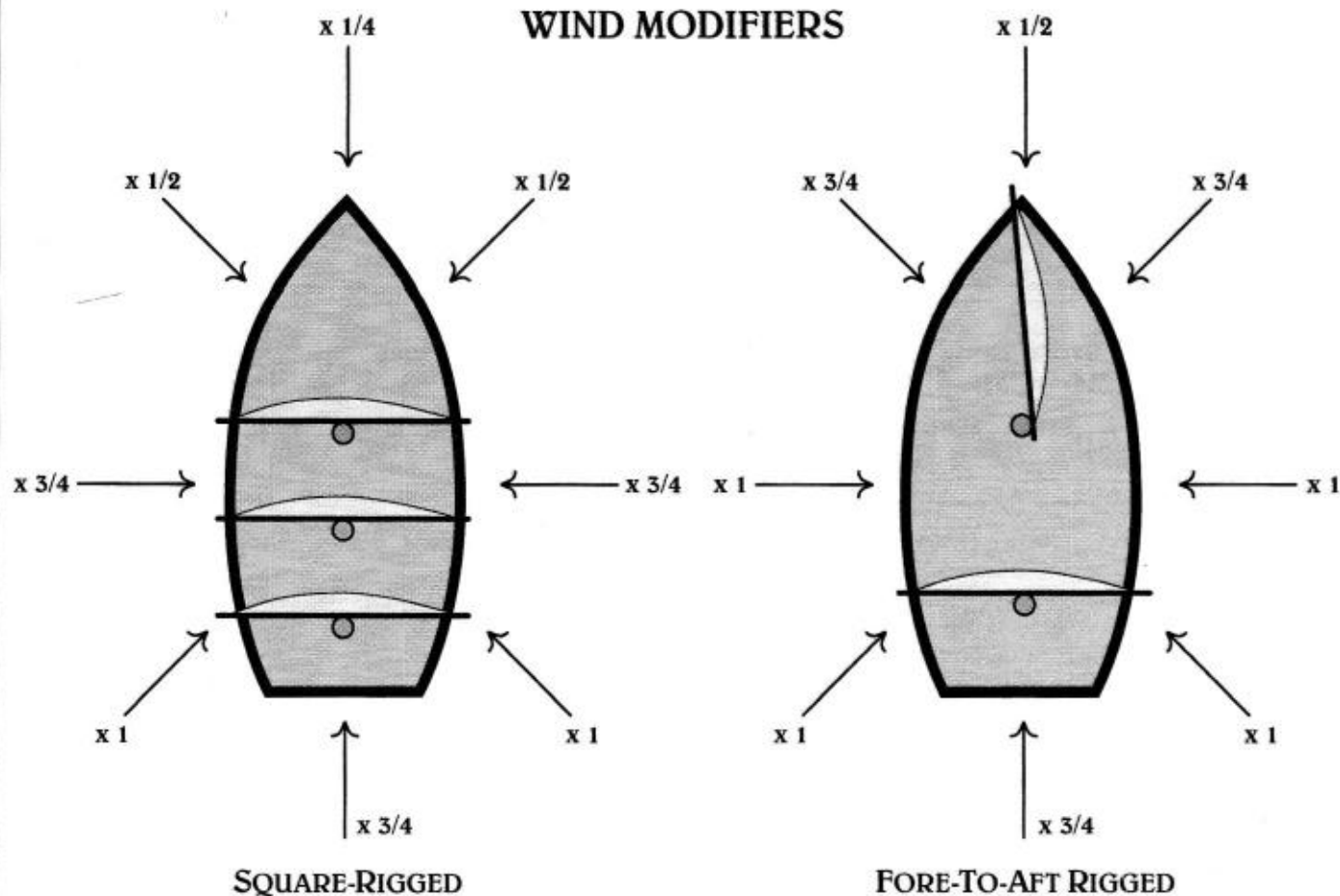
WIND SPEED MODIFIERS	
Wind Strength	Multiply ship's MOVE x
None (0 kt)	0
Light (1-10 kt)	$\frac{1}{2}$
Normal (11-25 kt)	1
Heavy (26-40 kt)	1
Storm (41-70 kt)	$\frac{1}{2}$ #
Hurricane (71+ kt)*	0 #

1 kt = 1 knot = 1 nautical mile per hour = 3"/Turn
 # When winds are of storm or hurricane strength, they will cause waves of sufficient height and/or rapidity to affect the movement of vessels which do not use sail power.
 * Hurricane winds have the potential to blow a ship completely out of control. The GM decides, based upon the fury of the hurricane, exactly where and how the vessel is blown.

Wind direction will also affect the movement of a sailing ship. Wind direction will be discussed in terms of hex sides, assuming that the bow of the ship faces one side of a hex. Ships move easiest when the wind is blowing from behind. If the wind is coming from one of the two stern quarters, movement is normal. When the wind is blowing directly into the stern, movement is reduced since the aftmost sail blocks the wind from forward sails (unless the ship is one-masted, of course). Winds blowing directly into the sides of the ship will affect a square-rigged ship more so than a fore-and-aft rigged vessel. A square-rigged ship's MOVE is multiplied by $\frac{3}{4}$, and a fore-and-aft rigged ship's MOVE is normal. If the wind blows into the port or starboard bow quarters (the hex sides on either side of the front hex side), multiply the MOVE of a square-rigged ship by $\frac{1}{2}$, and the MOVE of a fore-and-aft rigged ship by $\frac{3}{4}$.

The only reason a ship can "sail" into the wind is if its momentum carries it through a course change that results in the ship still moving as it faces the wind. Not only is this rare, but it is highly destructive to the rigging. For this reason, in *Fantasy Hero* it is simply assumed that a ship cannot move directly into the wind using strictly sail power. When the wind is blowing directly into the bow of the ship, there are two ways to handle forward movement. In real situations, a ship sails into the wind by "tacking" back and forth. In other words, it moves in a zig-zag pattern, never actually sailing directly into the wind, although its net movement opposes the wind. (See the diagram.) When movement is being simulated on a tactical scale, tacking maneuvers should be played out. However, if tactical positioning is unimportant, it is simpler to multiply the speed of a square-rigged vessel by $\frac{3}{4}$, and the speed of a fore- and-aft rigged ship by $\frac{1}{2}$, to simulate the extra time needed for tacking.

WIND MODIFIERS

VELOCITY MODIFIERS
FOR WIND DIRECTION

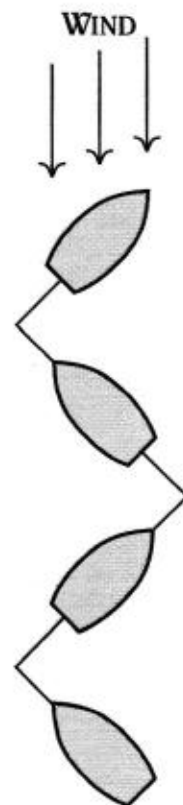
Wind Blows From	Velocity Modifier for Rigging Type:	
	Square	Fore-to-Aft
Stern*	$\frac{3}{4}$	$\frac{3}{4}$
Stern Quarters	1	1
Sides	$\frac{3}{4}$	1
Bow Quarters	$\frac{1}{2}$	$\frac{3}{4}$
Bow#	$\frac{1}{4}$	$\frac{1}{2}$

* Single-masted ships receive no penalty for winds blowing from the stern.

Ships may not sail directly into the wind. The number given accounts for the extra time required to perform tacking maneuvers (see above).

Except for wind speed modifiers, galleys will not be affected by wind, assuming any sails are furled.

TACKING



TURNING

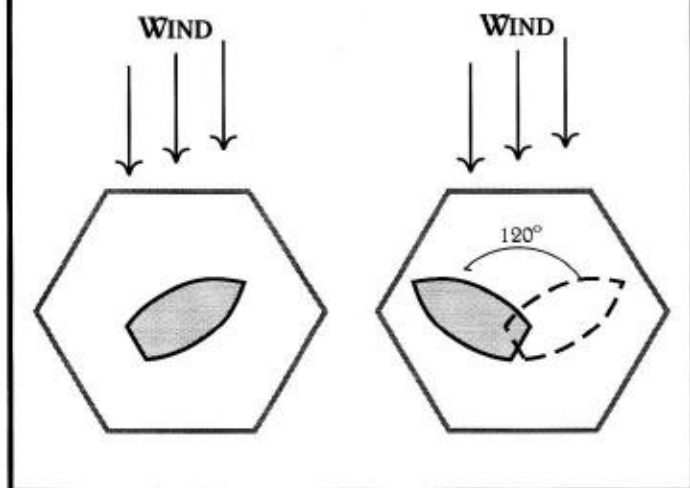
Like acceleration and deceleration, turning is a function of a ship's SPD. A ship may change its heading by 60° (one hex side) over a period of time, determined by the following chart.

TURNING RATE BY SPD	
SPD of Ship	Turns required for a 60° course change
1	8
2	4
3	3
4	2
5-6	1.5
7-8	1

Thus, a SPD 3 carrack may turn 60° every 3 Turns. A SPD 1 galleon may turn 60° every 8 Turns, while a SPD 8 sloop may turn 60° every Turn. A successful Seamanship roll (at +4 if conditions are good) is required for each 60° change.

Round ships with fore-and-aft rigging have an added degree of maneuverability. When performing a turn with the wind on its bow quarter, a fore-and-aft rigged ship may turn toward the wind and beyond, performing a 120° course change. This allows the ship to avoid facing the wind altogether. This ability means that tacking for a fore-and-aft rigged round ship is much easier (see *Movement*, above).

FORE-TO-AFT SHIP TURNING THROUGH THE WIND



With the exception of fore-and-aft rigged ships turning through the wind, each directional change that a ship makes can be no more than 60°. Of course, it is possible to turn at less than 60°, but the amount of time will be the same. Optionally, the GM may allow a ship to turn a fraction of 60° in a fraction of the normal turning time. For instance, a ship with a SPD of 2 may turn 60° every 4 Turns. The GM might allow this ship to turn 45° in 3 Turns, 30° in 2 Turns, and so on. This may require a Seamanship roll, especially for very fine maneuvering (like 15° or less), and plotting such a course on a hex map could prove tricky.

SHIP COMBAT

While the fantasy genre does not usually allow for cinematic cannon battles between ships, seaborne combat can still provide great excitement with the inclusion of archery, ballistae, small catapults and of course magic — not to mention ramming, boarding, treacherous waters and sea monsters. What follows is a brief discussion of ship-to-ship combat and how to handle it in *Fantasy Hero*.

In general, fighting vessels in a fantasy setting serve one purpose: transporting soldiers to and from their objectives. Common objectives include invasion, piracy, and mastery of a particular waterway. Combat between men is amply detailed in *Fantasy Hero*. (GM's are encouraged to investigate the Mass Combat rules listed in the first *Fantasy Hero Companion* to efficiently detail battles between large numbers of sailors. See the section *Using Mass Combat Rules* below for more suggestions.) Sea battles, then, are concerned with optimizing the nature of contact between opposing soldiers. Tactics are used to maneuver into an advantageous position, and long-range weapons deplete the power of the enemy force. Defending ships can intercept attacking ships before raiders can land and strike at ground targets. Clearly, the best result is the total destruction of the opposing soldiers by sinking their ship, thereby avoiding melee completely. Or, if the enemy can be rendered immobile, their ship dead in the water, then they can be starved into surrender or death, they can be sunk at a leisurely pace, or reinforcements can be called to increase the odds of winning a boarding action. Conversely, an out-powered ship is concerned mainly with getting away to avoid such a fate for its crew. But obviously, most of the time ship combat is a meeting of men whose tactics are modified (typically to a very large degree) by their vessels.

SHIP COMBAT: THE ABSTRACT METHOD

There are three basic methods a GM can use to simulate ship-to-ship combat. The first is the abstract method, wherein the GM more-or-less controls the action. He will paint a verbal picture of how the combat is going, requiring the PCs to make skill rolls and attack rolls where appropriate. Success will be based upon how well the PCs do. For instance, if the PC ship captain fails a skill roll or two, the GM can rule that the enemy vessel has gained a favorable position or the PC's ship has wandered dangerously close to the breakers. Conversely, several good PC rolls can place the enemy in a bad spot. However, in this method the GM has ultimate control. It is a useful technique when drama is emphasized over numbers.

SHIP COMBAT: THE DOGFIGHT METHOD

The second approach uses the Dogfight Combat rules outlined in *The HERO System Rulesbook* on pp.193-194. Obviously, this method cannot accommodate more than two ships. However, when a pair of combatants meet on the open sea with no appreciable topographical features, this system can drastically simplify the combat while still involving a measure of skill and chance.

Dogfighting combat is an easy method. Assuming that the ships have moved within close range ("close range" is found by adding both ships' maximum movement in 1 Turn), the ships spend some time maneuvering into favorable positions. This is accomplished by a simple Seamanship v.s. Seamanship roll (use each ship captain's roll), with appropriate modifiers (see below). The ship which wins the roll is called the "Attacker," and the ship which loses is called the "Defender" (although both ships may actually attack; the "Attacker" simply holds the better position). Once the relative positions of the ships have been determined by this method, the range between the ships is determined (as below), and the ships may attack one another for one Phase. (If desired, the two ships may be drawn onto a hex map in their relative positions, and individual characters can be represented on the map by using miniatures. This will give the players a much clearer picture of how the ships have maneuvered. For an easier method of handling combat between large groups of men, see *Using the Mass Combat Rules*, below.) After these attacks are complete, the ships again try to maneuver into better positions and the process repeats itself.

There are two major modifications which must be made to alter the current Dogfighting rules to fit ship combat. The first involves time. Seagoing vessels move at a much slower rate than automobiles or aircraft. For this reason, each Seamanship roll occurs after 3 Turns, not 1 Turn. In addition, the following modifiers apply to the Seamanship roll.

SEAMANSHIP ROLL MODIFIERS	
Bonus	Condition
+1	For every SPD of your ship beyond your opponent's
+1	Fore-to-aft rigging v.s. square rigging
+2	Long ship v.s. sail-powered ship
-1	For every SPD of your opponent's ship beyond yours
DOGFIGHT MODIFIERS	
Bonus	Condition
+1	If your ship's current velocity is faster than your opponent's current velocity
+1	For every 2x your current velocity is faster than your opponent's current velocity
+1	If you were the Attacker last round and won by a margin of +4/+5
+2	If you were the Attacker last round and won by a margin of +6 or greater
+1	If you are surprising your opponent
-2	If you are attempting to Escape (see Leaving the Dogfight, below)
-2	If the other ship has successfully executed an Escape

The second modification to the Dogfighting rules is the relative positioning of the battling vessels. Unlike aerial dogfighting, in seaborne combat a tail chase is not always the optimum arrangement. For instance, a ship with a ramming spike should maneuver so that it is heading into its

opponent's side. A ship with a row of archers might want to have its side facing the opponent's stern, where the most archers can fire while the least enemy archers can return fire. To simulate these variations, at the beginning of a 3-Turn round, each captain will declare his own "Strong Side" (the side of his ship he wishes to face his enemy) and his opponent's "Target Side" (the side of the enemy's ship he wants to face). The remaining sides of each ship are known as "Neutral Sides." (It is entirely possible that a vessel's Strong Side and Target Side will be the same.) Each captain makes his Seamanship roll with appropriate modifiers and the results are compared with the following chart.

SEABORNE DOGFIGHT TABLE	
Attacker — Defender	Relative Position
+0 to +1	Neutral sides facing
+2 to +3	Strong sides facing
+4 to +5	Attacker's Strong side faces Defender's Neutral side
+6 to +7	Attacker's Strong side faces Defender's Target side
+8 or more	Attacker's Strong side faces Defender's Target side; if Attacker is equipped with a ramming spike, he may ram the Defender

Completion of these maneuvers is considered to take 3 Turns. The 12th Segment of the third Turn is devoted to attacks from the newly-gained positions. The range between the ships is determined by the following chart. The attacker may choose the actual range between himself and the defender. The given range in the table is the closest the attacker may select. The farthest range is equal to the farthest range at which the Dogfighting rules are invoked (i.e., the combined total of the combatant's maximum MOVE).

RANGE BETWEEN DOGFIGHTING SHIPS	
Relative Position	Range (Attacker's current velocity x)
Neutral sides facing	2
Strong sides facing	1½
Att. Strong side faces Def. Neutral side	2
Att. Strong side faces Def. Target side +6-7	2
Att. Strong side faces Def. Target side +8	1
Att. Strong side faces Def. Target side +9 or more	½
Note: If the Defender's Strong side & Target side are identical, treat as Target side.	

Should the difference in the rolls is +8 or more, an attacker with a ramming spike may ram the defender's ship during the 12th Segment of the third Turn. Likewise, if the attacker's Strong side is the port or starboard side and faces the defender's Target side, starboard or port, a Grappling action may be initiated if the range is short enough (see *Boarding*, below).

LEAVING A DOGFIGHT

According to the Dogfighting rules, to leave a battle requires both combatants to break off. If one combatant wishes to maintain the engagement, the other must perform one or more Escape maneuvers. An Escape maneuver represents one ship heading for safer territory, and using any topographical features to his advantage. An Escape is performed in place of an attack. In other words, the combatant declares that he is attempting to Escape during the 3-Turn round. The round is conducted normally, although the ship performing the Escape maneuver receives an additional -2 to its roll. If he wins the roll, or if there is a tie, the ship is considered to have performed the Escape maneuver. If the ship's current velocity is higher than the opponent's velocity, the Escape maneuver is automatically successful.

A ship which has performed an Escape maneuver is rewarded by forcing the other ship's captain to apply a -2 penalty to his Seamanship roll. However, under certain conditions the GM may rule that a successful Escape has changed the conditions of the battle scene. A localized current might be introduced, or dangerous breakers might be present. A badly-missed Seamanship roll could prove disastrous. GM's are encouraged to be creative, and use such features to their full dramatic effect.

The GM determines how many Escape maneuvers are required to break free of the combat. For instance, if there are many small islands with shallows, atolls, and so on, only one Escape could be necessary. If there are fewer topographical features, more Escapes could be necessary. Note that Escapes may be performed at any time during the combat, and are cumulative.

By successfully performing the number of Escapes established by the GM, a ship has pulled a fair distance away from its enemy. Of course, this does not mean that it is completely safe. Long-range weaponry may still be used, and a faster ship can always catch up to a slower ship in the open ocean. But unless there are absolutely no islands or other topographical features for many miles, even a slow ship which can successfully accomplish enough Escape maneuvers will have a chance to be free of a speedy opponent.

SHIP COMBAT: THE TACTICAL METHOD

The most versatile method of playing out ship-to-ship combat is to select some kind of marker to represent each ship, place all the markers on a hex map and simply play out the combat using regular movement and combat rules.

Because ships move slowly and require a large area in which to maneuver, a useful technique is to increase the scale of each hex on the map to 16 meters per hex (i.e., 1" = 8" of normal scale). Likewise, increase the amount of time which passes in each Turn by a factor of 8 (i.e., 1 segment = 8 normal segments of 8 seconds; 1 Turn = 8 normal Turns or 90 seconds). (This scale is equal to the "platoon" scale in the *Fantasy Hero Mass Combat Rules* in the first *Fantasy Hero*

Companion. See *Using Mass Combat Rules* below.) At this scale, ships may be treated as normal characters with an appropriate SPD and movement per phase (M/P).

In order to run a ship combat, the GM places markers on the hex map to represent each ship. (Be sure that these markers reflect the lengths of each ship; in the Ship Characteristics below, these lengths are given in normal 1" = 2 m scale, which must be modified to 1" = 16 m.) The GM also marks on the map any other features such as shorelines, docks, rocks and reefs, islands, etc.. The GM must determine which direction the wind is blowing from, and at what strength (see *Wind and Current* above), making sure that all applicable statistics for ships, weapons, etc. are prepared for normal *HERO* combat, starting at the top of Segment 12.

Ships will move in this scale according to their listed SPD. Example: A Viking longship is SPD 4. It will move on Segments 3, 6, 9, and 12. A galleon is SPD 2; it moves on Segments 6 and 12. A sloop is SPD 8; it may move on Segments 2, 3, 5, 6, 8, 9, 11, and 12.

Since ships do not have DEX, the order of movement in a single Segment is given from the fastest ship to the slowest ship (faster ships move first). Ships must move at their proper times (assuming they are not stationary). A ship may move up to its Movement/Phase score (M/P) in each Phase. This speed is modified by the relative direction of the wind, if the ship is using sail power (see *Wind and Current* above). If a ship wishes to accelerate or decelerate during a Phase, it may do so normally (see *Acceleration and Deceleration* above).

At the beginning of each Phase, a ship may make one 60° change of direction. (Exception: Fore-to-aft rigged ships may make a 120° course change when turning through the wind; see *Movement* above.) As usual, any change of direction requires a Seamanship roll or it is unsuccessful. Such a roll is made with a +4 bonus, because of the simplicity of the maneuver. The vessel then moves forward according to its current velocity. If the ship does not turn because of a failed Seamanship roll, it must travel according to its previous course and speed for that Phase.

RANGED COMBAT IN THE TACTICAL METHOD

Ranged combat between ships is handled according to the SPD of the crew manning the weapons and the type of weapons being fired. To calculate the effective SPD at which missiles may be fired, determine the average SPD of the archers/gunners and consult the following chart for modifiers according to weapon type.

SPEED MODIFIERS BY WEAPON TYPE	
Weapon	SPD Modifier
Bows/Slings	+3
Arbalest/Ballista	+1
Crossbows/ Spears	+2
Small Catapult	+1
Large Catapult	0
Cannon	0
Flaming missiles give an additional -1 to the SPD modifier.	

Thus, if a ship carries several large catapults manned by ordinary (i.e., SPD 2) sailors, the catapults will fire at a SPD of 2. If a ship carries a platoon of elven archers with an average SPD of 3, it will fire at an effective SPD of 6.

Ranged combat between ships occurs before any ship movement. The order of fire is determined by the average DEX of the missileers. Of course, missileers may delay their fire until later in their Phase, as normal. When calculating the range of missile fire, do not forget to multiply the distance by 8 (1 scale hex = 8 normal hexes) before figuring the "to hit" modifiers. Also include other modifiers such as ship size, etc. as usual.

Missile fire is considered to be fired in groups, such as a volley of arrows or a broadside of cannon. This does not affect the "to hit" roll of the attack. The OCV of the attack is the average OCV (including levels) of the missileers. All missiles in a successful volley are considered to hit the same hit location. The damage of a volley is equal to the damage of the weapon being fired, modified by the following table. (This table corresponds to the *Unit Size Chart* in the *Mass Combat* section of the first *Fantasy Hero Companion*.)

MISSILE DAMAGE MODIFIER CHART	
# of Missiles in a Volley	Damage Modifier
1	0
2	+2
3	+3
4	+4
6	+5
8	+6
12	+7
16	+8
24	+9
32	+10
48	+11
64	+12
96	+13
125	+14
187	+15
250	+16
375	+17
500	+18
750	+19
1000	+20
etc.	

Example: If a group of 10 archers armed with light bows hit an enemy ship, their damage would be 1d6 (for the light bows) +6 (Damage Modifier). If a battery of 20 ballistae hit a ship, their damage would be 2 ½d6+8. 100 cannon would deliver 4 ½d6+13 damage, and so on.

A ship's missileers may be split up into smaller groups. In other words, instead of shooting all 50 arrows as one group, a captain may wish his archers to fire two simultaneous volleys of 25 arrows each. This is treated as two separate attacks. Their "to hit" rolls, hit locations, damage, etc. are figured normally. This can be useful in some circumstances, such as when firing upon two separate parts of a target vessel (rigging and waterline, for instance). (Theoretically, attacks can be divided all the way down to their individual weapons, but rolling for 50 separate attacks would be extremely tedious. For this reason, GM's should limit the maximum number of separate attacks to 4.)

When an attack hits an enemy ship, roll on the Hit Location Table (see *Attacks Against Ships* below) to determine where the damage will be applied. Roll the damage, and apply it according to the hit location rules.

PCs (and significant NPCs) on board ships have an advantage over common NPCs. Such a character may act in this tactical scale at an effective SPD of (character's SPD + 7). Thus, a SPD 1 character moves at a SPD 8, while a SPD 3 character moves at SPD 10. This rule should only be applied when PCs and significant NPCs are interacting with ships; if the characters are interacting directly with each other, the normal-scale HERO rules should be used, and tactical maneuvers should be slowed down accordingly.

The rules given in this section are versatile enough to apply to diverse situations. For instance, if a ship were being attacked by a sea serpent, the monster could be run as a significant NPC. Its SPD of 3 would translate into a SPD 10 in the tactical scale. Its movement of 36"/Turn would yield an M/P score 4 (36"/10 SPD = 4"/Phase). Needless to say, the target ship would be in trouble without large amounts of firepower and/or PC intervention.

COMBAT MANUEVERS

BOARDING

Once a ship gains a good enough position, it may elect to initiate a boarding action and send its men to attack the other ship. Before a boarding action can take place, one of the ships must perform a successful Grappling maneuver. Grappling occurs when the crew of a ship catches the other ship by using ropes and grapnels, boarding pikes, etc., and pulls the two ships close together.

If a ship is within 3" of another ship, it may initiate a Grappling maneuver. There must be enough men performing the maneuver equal to ½ the STR of the smaller of the two ships (the smaller ship will be pulled toward the larger ship). (The GM may decide that more or less men are needed, depending upon the loading of the ships, the sea conditions, the average strength of the men, etc.) To determine the success of a Grappling maneuver, the character coordinating the effort rolls for whichever skill the GM determines is appropriate, such as Tactics, PS: Marine, etc. (or if there are no specific characters in charge of the action, the captain can make a PS: Ship Captain roll). The following modifiers apply to this roll.

MODIFIERS TO GRAPPLING ATTACK ROLL

Condition	Bonus/Penalty
Good equipment (ropes, grapnels, etc.)	+1
Well-trained men	+1
For every additional $\times\frac{1}{2}$ men performing the Grapple	+2
Covering fire (such as archers shooting at opponents trying to stop the Grapple)	+2
Poor equipment	-1 to -3 (or impossible)*
Poorly-trained men	-2
Opponents resisting the Grapple by cutting ropes, etc.	-1 to -5
Successful Disengage maneuver	-3
Ships in relative motion	-2 to -5
* Grappling cannot occur without the appropriate equipment.	

A Disengage maneuver may be performed by the resisting ship. This involves moving the ship slightly so that the grapplers' ropes are pulled out of their hands, the attackers are pulled overboard, etc. A Disengage maneuver requires a Seamanship roll to perform, with a -2 penalty in addition to the normal modifiers. A Disengage maneuver requires an entire Phase to perform.

If the Grappling maneuver is successful, the two ships are pulled together.

Important Note for Long Ships: If a successful Grapple is performed, the oars between the two ships must immediately be lifted from the water and retracted. If this does not happen, the oars caught between the ships will be destroyed. The GM may require a dice roll to perform this retraction quickly enough.) Once the ships are adjacent, characters may leap back and forth between the two decks freely. The Mass Combat rules in the first *Fantasy Hero Companion* are particularly appropriate when dealing with large numbers of men in battle (see below).

USING MASS COMBAT RULES

The first *Fantasy Hero Companion*, pp. 6-11, outlines a method for simulating large-scale combat in *HERO* terms. This method can add an entirely new dimension to ship battles. Most obviously, a melee between a boarding party and a defending crew can be simplified and still retain a degree of tactical detail. But even when combat is strictly at range, the Mass Combat Rules can be used to represent broad-scale effects.

To use these rules effectively, split each crew up into its components. For instance, a sloop might have 10 units of 5 men each. Four of these units could be stationed in the riggings, one at the helm with the captain, one more at other on-deck duties, two firing longbows, and two manning a pair of ballistae each. Now, if the riggings take a hit, not only could one of the units in the rigging be injured, but their morale might begin to falter (especially if flame arrows are being shot at them). If one of the units in the rigging was

scattered or killed, the ship's velocity and maneuverability would certainly suffer. Of course, if a PC was also stationed in the ropes, he could rally the men to courage. And should a boarding action take place, the distribution of crewmembers would already be established.

It is possible to mesh the 3-Turn Dogfighting rules outlined above with the Mass Combat Rules from the first *Companion*. Simply add the following line into the Mass Combat Scale table (p. 7):

Troops in a unit	Time & Distance	1 Turn Equals	1 Hex Equals	Scale Mod
4-8	$\times 2$	36 seconds	4 m	-2

By making this addition, each round of Dogfighting will correspond with one Turn of Mass Combat, thus enabling a small set of attacks to represent the actions of an entire crew.

ATTACKS AGAINST SHIPS

Ranged combat is the most common form of engagement between ships. Their slow speed, low maneuverability and large size make them easy targets to hit. The DCV of a ship is determined primarily by its size. If a ship is stationary, its DCV is equal to the listed DCV score (see *Ship Characteristics* below). If the ship is moving, its listed DCV is raised by one. If a long ship has called upon enough added acceleration to increase its velocity beyond 33"/Turn, the listed DCV is raised by 3.

However, an arrow or a spear will inflict negligible damage on the wood of a hull (unless they are fire arrows, which will be discussed later). The GM may rule that only attacks with the Power Advantage Area Effect will cause serious damage to the sturdy construction of a ship. Alternately, ships can universally be given the Power 50% or 75% Resistant Damage Reduction, so that attacks which pierce their DEF will have reduced effect. (If the Hit Location rules are used, different parts of a ship are assigned different levels of Damage Resistance.) A third method, which requires more records-keeping, is to diagram each vessel on a hex map and keep track of the amount of damage taken by each hex of a ship. When any one hex sustains more than one fifth of the total BODY of the ship, it is considered destroyed with whatever consequences the GM deems appropriate. Any of these approaches will keep a proud man-of-war from sinking under the first volley of sling stones.

In general, unless the range is extreme, an attacker will want to aim for specific targets on an enemy ship. (See *Hit Locations* below.) Attacks against the crew of a vessel are handled normally. Cover is an important factor in this case, as different parts of different ships will provide varying amounts of cover. Warships are often equipped with battlements behind which archers may position themselves. In most round ships, these will be located on the higher decks fore and aft (from which the name forecandle originated). Battlements provide half cover (-2 OCV for attackers) and full coverage with a $\frac{1}{2}$ -phase duck. Targets on the open deck at best have half cover, and usually have no cover. A person in the riggings can have anywhere from no cover to $\frac{3}{4}$ cover (head and shoulders only, -4 OCV), but will be at $\frac{1}{2}$ DCV or even 0 DCV without some form of enhancement to agility such as the skill Acrobatics or the Power Clinging. Rowers have anywhere from half cover to full cover, depending upon the ship.

FIRE

Flame arrows and other attacks utilizing fire carry the potential to set a ship on fire. If a single flame arrow strikes a ship, it has a base 8- chance of setting a fire. This roll is modified by -1 to -5 if the seas are choppy or if it is raining, or +1 to +3 if the ship is particularly dry and the day particularly calm. An additional +2 is added if the flame arrow strikes the ship's rigging (which is generally drier and more flammable). Finally, every 2 additional flame arrows adds another +1 to the roll. The GM rolls at each post-12 segment after a ship has been struck with one or more flame arrows. If the roll is successful, a fire has been started. If it is unsuccessful, the flame arrows are considered to be extinguished by wind, spray, etc.

Other fiery attacks such as flaming debris hurled from a catapult work exactly the same as flame arrows. The GM may modify the post-12 roll according to the nature of the attacks. Instantaneous fire attacks such as fireball spells will also have a base 8- chance (plus modifiers) to ignite the target ship on the segment in which they hit. The most extreme example of a flaming attack and its effective use in mass sea combat is the fire ship. Fire ships are sacrificial vessels, loaded with bombs and flammable liquids and tubes to direct the flames onto its target's hull and riggings. Such a vessel is set afire, aimed at the enemy and set free. Its effectiveness is tremendous against tightly-formed fleets or ships in a harbor. If a fire ship comes into contact with a target, the vessel is automatically set ablaze.

Fire damage can be run arbitrarily by the GM, or the following system can be used: roll a 1d6 Killing Attack against any part of a ship which is on fire. At the next post-12 segment, the fire becomes 1 Hex Area Effect attack. This will damage the ship, of course, and also any character who enters that hex (treat as a Continuous Attack which operates at a SPD of 4; i.e., a character will take damage upon entering the hex, and again on each occurrence of Segments 3, 6, 9 and 12). The following post-12, the fire spreads to a 2-hex radius, and the damage in the center hex increases by one Damage Class. At the next post-12 the radius is 3", the center hex adds +2 DC, and the first ring of surrounding hexes have their damage increased by +1 DC. This continues until extinguished or the whole ship is ablaze. If he desires, the GM may even consider fire damage to be Armor Piercing against flammable materials such as wood, rope and canvas.

AREA EFFECT ATTACKS

Area Effect attacks can also harm the structure of a ship. This includes many spell effects, as well as certain catapult shots. Rocks and breakers protruding from shallows are also considered to be Area Effect, as are ramming spikes and the attacks of extremely large creatures such as sea serpents. Apply all Area Effect damage directly to the DEF and BODY of the ship (unless Damage Reduction rules are used).

RAMMING

Ramming is a common tactic used by galleys. Damage from ramming is considered to affect a 1 Hex area. A ship ramming another ship simply performs a Move Through upon it, applying its STR damage plus velocity modifiers. There are two ways to handle this attack. When a tactical representation of the sea battle is being used, the attacker must maneuver his ship counter so that it actually rams the target ship. To complete the maneuver, a Seamanship vs. Seamanship roll is required. If this roll is successful, the full damage is delivered. If this roll is unsuccessful, the maneuver only inflicts half damage, and the collision will cause the ships to lurch with one another.

If tactical representations are not being used, simply make a Seamanship v.s. Seamanship roll and apply the appropriate modifiers from the Dogfighting table above.

If the attacker is equipped with a specially-designed ram, a successful attack automatically strikes below the target's waterline (see *Hit Locations* for the effects of damage below the waterline). In addition, a ship fitted with a ram takes no damage when ramming. Ships without a ram will collide with the target's hull above the waterline, and will automatically take all of the rolled damage.

The damage for a ram is calculated as a normal Move Through, using the ship's STR and current velocity. Remember to use the ship's total velocity per Turn when determining its damage (see *Movement/Phase* above).



SHIPBOARD WEAPONS

Heavy weapons are often carried on board ships in case of an engagement with an enemy ship. What follows is a listing of several weapons that may be encountered on ships. A few cannons are listed here for comparison's sake, although gunpowder weapons do not exist in the majority of fantasy campaigns.

SHIPBOARD WEAPONS							
Name	OCV	R Mod	Damage	STUNx	STR Min	Reload	Notes
Ballista	0	+2	2 1/2d6K	0	20/10	3 Phases	
Small Catapult	-4	+2	3d6K	+4	2x10	6 Phases	1/2 Hex
Large Catapult	-5	+3	4d6K	+5	5x10	9 Phases	1/2 Hex
Culverin#	-3	+3	4d6K	+4	3x10	9 Phases	1/2 Hex
Cannon#	-4	+4	4 1/2d6K	+5	5x10	9 Phases	1/2 Hex
Flamethrower	0	0	8d6EB	0	3x10	20 END	10" range, 1 Hex
# Gunpowder weapon							

The STR Min listed for most of these weapons is given as a multiple of normal-strength men. A smaller number of men may fire a weapon, if their combined STR scores equal the product of the two listed numbers (i.e., if the listed STR Min is 3x10, then two 15 STR men may fire it, or one 10 STR man and one 20 STR man). However, if fewer than the listed number of men attempt to reload a weapon, the reloading time doubles.

In general, these weapons all fire a heavy projectile of stone or metal. However, they may be loaded with other types of missiles for various purposes. Flaming debris may be used to set an enemy ship on fire (see *Fire* above), although the R Mod of such an attack is decreased by -3.

One popular type of shot among warships is chain shot. Chain shot consists of one or more lengths of chain connecting small, metal balls, and is fired into an enemy's riggings. When firing chain shot, a weapon's OCV is increased by +4, but its R Mod is reduced by -3. Chain shot affects riggings, crew and fragile equipment normally, but has no real effect on the rest of the ship.

A ballista is a large crossbow. As listed, it fires a heavy quarrel. Ballistae may also be loaded with chain shot or heavy balls, which will deliver 2d6K damage; when so fired, its OCV is -2. A ballista has a STR Min of 20 when fired unmounted, and 10 when mounted.

The flamethrower listed here is based upon the legendary "Greek fire." The exact nature of this attack is unknown, but records represent it as a stream of flammable liquid propelled from a tube. It has been built here as a simple Energy Blast with a 1 Hex Area. The fuel for this flamethrower, according to ancient historians, consisted of a mixture containing sulfur, pitch, dissolved niter and petroleum all boiled together. The game equivalent of a full tank is 40 END worth of flammable liquid (each 8d6 attack requires 8 END).

A successful hit from this flamethrower may set a wooden ship aflame. Use the rules for fire damage listed under *Fire*, above. In addition, the base chance for this weapon to set a ship ablaze is 11-, +2 for every successful attack in that Turn beyond the first.

HIT LOCATIONS

The following chart gives hit locations for ships. The GM may use this chart for any attack upon a ship for which a target is not specified. Also given are modifiers for special attacks upon oars, rigging, etc., followed by the results of damaging these areas.

HIT LOCATIONS FOR SHIP COMBAT			
3d6 Roll	Location	Dmg Red.	OCV Mod
3-10	Hull	50%	-0
11-12	Propulsion	75%	-2
13-14	Waterline	0%	-5
15-18	Equipment	25%	variable

Hull: This represents most of the structure of the ship, including the decks. Hull shots receive 50% damage reduction.

Propulsion: There are two types of propulsion: rigging and oars. Both types receive 75% damage reduction, because of the amount of space between the propulsion components (i.e., there is plenty of room for a catapult shot to simply snap a rope or two or puncture a small hole in a large sail). A ship's propulsion contains one third of the ship's total BODY. (Exception: If the size of the sails/oars is particularly large compared to the rest of the craft, the GM may increase this ratio up to 1/2. This is a rare case.)

If the vessel carries both sails and oars, this BODY is split up between the two at a ratio that reflects the sail-to-oar structure of the craft. (For instance, a one-masted trireme would have far less rigging BODY than a three-masted galleass.) On such a craft, a die should be rolled each time a hit occurs against the "propulsion" hit location. The results of the roll will determine whether the rigging or the oars are damaged. On most long ships, which tend to be one-masted, a roll of 1 means the sails are hit, and a roll of 2-6 means the oars are hit. A three-masted galleass, on the other hand, would break down more as 1-3 = rigging, 4-6 = sails.

To determine the effect of damage to propulsion systems, divide the ship's MOVE score by the amount of BODY in the propulsion system(s). This yields the amount of maximum movement that is lost per 1 BODY damage to the propulsion. In other words:

MOVE Lost Per 1 BODY Damage To Propulsion = (MOVE) / (BODY in Propulsion)

Example: A carrack has a total of 23 BODY. The riggings contain one third of this number, or 8 BODY. Now, a carrack's MOVE is 24". If we divide 24" by 8 BODY, we find that $24/8 = 3$ " of MOVE is lost for every 1 BODY worth of damage to rigging. Likewise, a sloop will lose $32" / (20/3 = 7 \text{ BODY}) = 4.5"$ of MOVE per point of BODY damage to the rigging.

The movement lost to damage is subtracted from the total MOVE of the ship per Turn. To determine the new maximum M/P for the ship, subtract the lost movement from the total MOVE and divide this number by the ship's SPD.

When a vessel loses all of its propulsion BODY, it is dead in the water. For ships which carry both oars and sails, two MOVE and M/P scores are given. The larger of these numbers represents the rowing speed, and the smaller the sailing speed. If the ship's oars are destroyed, it can still sail at the lesser speed. Treat each propulsion system as its own unit, which limits the ship's movement according to the damage it has taken.

Waterline: Waterline damage refers to damage inflicted at or below the point of the ship's sides where the water reaches. Waterline hits are extremely damaging, because the action of the waves will continue to tear the damaged area, and the ship may begin to sink.

When a ship takes waterline damage, there are two options which may be invoked. Both options are analogous to a character bleeding. The first option is to subtract 1 BODY from the ship's total after every 8 Turns (1 Turn in the tactical combat method). This represents more damage occurring due to onrushing water.

The second option is to treat the "wound" on the ship as though it were a character's wounds, and use the optional bleeding rules on page 165 of the *HERO System Rulesbook*.

In both cases, the extra damage may be stopped as detailed in the section *Sinking*.

Equipment: This category varies from ship to ship, and includes such objects as the rudder, the anchor, deck-mounted weapons, the ship's boats, lantern, wheel, etc. The GM may decide what piece of equipment has been hit, or roll randomly. Damage is applied normally. A critical hit is often enough to destroy a piece of equipment. Below are a few samples of the DEF and BODY of various pieces of equipment.

SHIP'S EQUIPMENT			
3d6 Roll	Equipment	DEF	BODY
3-4	Anchor chain	6	8
5-9	Ship's boat	4	14
10	Wheel	4	4
11	Ballista	5	7
12	Lantern*	2	5
13	Binnacle (compass)	4	3
14-15	Rudder	5	Ship's BODY/5
16-18	Ship's Weapons	Variable	

* A broken lantern has an 8- chance to start a fire.

The rudder is a crucial element to a ship's maneuverability. Most rudders have a DEF of 5. To determine the BODY of a rudder, divide the ship's BODY by 5. This gives the BODY of the rudder. (Example: A carrack has 23 BODY. Dividing this by 5 gives 5 BODY. A ship's boat, on the other hand, has 14 BODY, which means its rudder has 3 BODY.) Whenever the rudder takes damage, there is an 11- chance that it will become useless due to a fouling of its mechanism (although it may be repaired with an appropriate skill roll). If the rudder has already been destroyed, a Hull shot results. Note that some older-style ships such as triremes are equipped with two rudders, called "steering oars," one on each side. If one or more rudders are destroyed or rendered useless, the ship's SPD score is reduced by 1. (If this happens, the ship's M/P will have to be recalculated.)

SINKING

If a ship sustains more damage than it has BODY, or if the ship takes damage below the waterline, it will begin to sink. A sinking ship is handled in much the same manner as a person who has reached negative BODY: The ship loses 1 BODY at every post-12 Segment after reaching the critical amount of damage. This represents damage due to water rushing into the hull. (Optionally, the "Bleeding" rules on page 165 of *The HERO System Rulesbook* may be used.) Once the ship is reduced to a negative amount of BODY equal to its original BODY score, it has completely submerged. (That is to say, the topmost deck has submerged. Masts will take longer to go under. This also assumes that there is enough water present to cover the topmost deck. If this is not the case, the ship will simply settle into the bottom, though its upper decks will naturally remain above the surface.)

When a ship begins to sink, all is not lost. A sinking ship may be stabilized by pumping the water and patching the damage to prevent further submersion. The effort must be led by someone with an appropriate skill such as PS: Boat-swain, PS: Carpenter, etc. A good rule of thumb is that a number of men equal to the total amount of BODY damage the ship has sustained is required to effect repairs. A successful skill roll means that the ship has been stabilized, and will lose no more BODY due to sinking. (This is the equivalent of a Paramedic roll on a dying person.) Steady maintenance is essential to keep the repairs intact. However, if rough conditions occur (such as the ship taking more damage, being tossed in a storm, etc.) before proper repairs can be made, the patchwork can be torn open again, at which time the Post-12 BODY loss will resume. A general rule is that the more damage the ship has sustained, the less violent will be the conditions to upset the reparations.

Except for involuntary movement due to currents, a sinking ship may not move. A ship which has taken on water but which has been stabilized may have its MOVE reduced to $\frac{1}{2}$, $\frac{1}{4}$ or even less, depending upon the severity of the damage.

It is up to the GM to determine the exact nature of the sinking damage, its effects on the ship's MOVE, what conditions will destroy any reparations, etc. GM's are reminded that a sinking ship could potentially spell the end of the PCs, or at the very least a large portion of their onboard possessions, and for this reason GM's are encouraged to use these rules merely as guidelines. If another minute above the water will further the plot more than immediate submersion, then give the characters that extra time. If the PCs are sinking in the middle of the ocean, give them enough time to escape to the ship's boat or at least to get their hands on

enough flotsam to save them from having to swim a hundred miles to shore. Rest assured, a character whose ship sinks underneath him will learn to respect the dangers of sea travel without having to endure the worst possible conditions.

SHIP CHARACTERISTICS

Ships in *Fantasy Hero* use the same rules as other vehicles. Thus, ships have the Characteristics STR, BODY, Size, DEF, SPD, and MOVE. However, ships do not have the characteristic DEX; their DCV is based solely upon size and speed (see Movement). Additionally, the MOVE of a ship refers only to its noncombat movement.

The DCV of a ship is determined primarily by its size. If a ship is stationary, its DCV is equal to the score given below. If the ship is moving, its listed DCV is raised by one. If a long ship has called upon enough added acceleration to increase its velocity beyond 33"/Turn, the listed DCV is raised by 3.

Two numbers are given for the crew of a ship: Minimum and Full. The minimum number of men refers to the amount required for a skeleton crew. This is the complement necessary to perform most of the maneuvers a ship may undergo. It necessitates long shifts and little "down time," but the vessel will be relatively well-handled. Round ships may move at full MOVEMENT with a skeleton crew; long ships are at ½ normal MOVE, and may not call upon extra speed. A ship with a skeleton crew requires twice as long to change direction (SPD/2).

A vessel without enough crewmembers to compose a skeleton crew will not be controlled well. The GM determines exactly how out-of-control the ship becomes, but at the very least, ordinary maneuvers should become difficult and quick maneuvers virtually impossible. In the worst case, the ship will be entirely adrift, and its passengers at the mercy of the winds, the currents, and of course, time.

The Full Crew stat gives the optimal number of men to operate the ship. This includes multiple shifts for 24-hour manpower, and an efficient balance between the size of the crew and the space for provisioning, sleeping, etc. Any more than a full complement may begin to decrease the crew's efficiency.

SHIP STATS

SHIP LIST			
SHIP'S BOAT			
STR 30	BODY 14	Size 2.5x1.5	
DEF 4	MOVE 16	DCV -2	
CREW: MIN 1 FULL 1+		SPD 8	M/P 2
TRIEMME			
STR 60	BODY 24	Size 17.5x2.5	
DEF 5	MOVE* 26(14)	DCV -6	
CREW: MIN 50(10) FULL 200		SPD 3	M/P 9(5)
VIKING LONG SHIP			
STR 55	BODY 18	Size 12x3	
DEF 4	MOVE * 24(18)	DCV -6	
CREW: MIN 10(4) FULL 40		SPD 4	M/P 6(4.5)
GALLEASS			
STR 60	BODY 19	Size 15x2.5	
DEF 5	MOVE * 26(18)	DCV -6	
CREW: MIN 30(15) FULL 150		SPD 2	M/P 13(9)
SMALL MERCHANTMAN			
STR 60	BODY 18	Size 7x2.5	
DEF 4	MOVE 24	DCV -5	
CREW: MIN 2 FULL 20		SPD 5	M/P 5
SLOOP			
STR 60	BODY 20	Size 9x3	
DEF 5	MOVE 32	DCV -5	
CREW: MIN 6 FULL 100		SPD 8	M/P 4
CARRACK			
STR 70	BODY 23	Size 15x3.5	
DEF 5	MOVE 24	DCV -6	
CREW: MIN 15 FULL 150		SPD 3	M/P 8
GALLEON			
STR 75	BODY 25	Size 20x5.5	
DEF 5	MOVE 20	DCV -8	
CREW: MIN 24 FULL 250		SPD 2	M/P 10

* Long ships have both sails and oars. The figure listed in parentheses is the MOVE of the vessel using strictly sail power. All long ships have the capability to increase the output of rowers by a factor of 1.5 for up to 1 Turn (after which their MOVE is halved for 1 Turn). Acceleration rules apply normally.

These long ships have both sails and oars. The number listed in parentheses is the minimum crew if the ship is running strictly on sail power.

BOATS

Ship's Boat

This small craft is characteristic of most ship's boats on larger vessels, which are used to make landings or to abandon ship in emergencies. Typically it is kept tied to the main deck and lowered over the side by ropes. It carries one mast, two pairs of oars and a single rudder. The boat listed here can also be used to represent common rowboats, ferries, etc.

LONG SHIPS

Trireme

This long ship is a very powerful war galley. (The word "trireme" refers to the three levels at which the oarsmen sit and row.) Its size and speed make it a terrifying opponent in a sea battle, although like all long ships it has more difficulty during extended voyages. The trireme listed here is 35 m (17.5") long, 3.5 m (1.5") wide amidships (2.5" including the paraexeiresia, which are outrigger frames extending beyond the hull of the ship upon which rowlocks are mounted), and carries a complement of 200 men, 170 being rowers (one man to an oar). A steersman sits astern controlling the two rudders mounted on the sides, and a fierce ram juts from the stem just below the waterline. Triremes draw a little over one meter of water, which allows them to pull ashore on a sandy beach without fear.

Viking Long Ship

These raiding vessels are designed exclusively to ferry warriors to a foreign shore. For this reason, they use sail power during most of a voyage, resorting to rowing when departing, landing and when absolutely necessary. (This assures that the raiders aboard will not be exhausted when they reach their destination.) Nevertheless, Viking-style ships are classified as long ships. The vessel listed here is 24 m (12") long, 6.5 m (3") at its widest, and draws a little less than one meter. It has a single mast square-rigged, and carries 16 thwarts (a "thwart" is a seat for rowers; since a thwart sits one oarsman on either side of the ship, the number of oars is twice the number of thwarts). The single rudder is rigged on the right side (from which comes the word "starboard," from *stjornbordi*, meaning "steering side"). As a historical note, Vikings only hung shields on the sides of their ships as decoration when in port; but a fantasy long ship may well be equipped with a row of shields for protection in battle.

Galleass

A galleass is a three-masted galley equipped for better seaworthiness. To this end, they are higher and beamier than ordinary galleys, and tend to be longer than a common galley of an equal number of oars. The attempt is moderately successful, although like most galleys its primary use is in warfare. The sails of many galleasses are lateen-rigged (triangular with diagonal yardarms and a fore-to-aft configuration). The example here is 30 m (15") long, 5 m (2.5") abeam, and draws 1.5 m. It mounts a single rudder and thirty oars to a side, each manned by two men. Many galleasses are fitted with beakheads for ramming. Galleasses are a good example of classic "slave galleys."

ROUND SHIPS

Small Merchantman

Traders and merchants often possess one of these small vessels to travel between busy ports. The craft listed here is a one-masted, dual-ruddered ship with a yawning deck for carrying cargo. Its length is 14 m (7"), breadth 5 m (2.5"), and draught 2 m. This sort of ship is a common sight in a port city and a common target of pirates.

Sloop

The sloop is an example of a small, one-masted, fore-and-aft-rigged vessel. Because of its enormous bowsprit (almost as long as its hull), the sloop boasts a large sail area relative to its size, and consequently is very fast and maneuverable. It averages 18.5 m (9") in length, 7.5 m (3") abeam, and 2.5 m draught. The nimbleness of the sloop makes it a favorite of pirates.

Carrack

A three-masted ship with high topsides and a broad beam, the carrack is designed both for large burdens and for warfare. Its tall forecastle and afterdeck provide good height and cover for archers. The carrack has one rudder, stretches 30 m (15") long, 7.5 m (3.5") wide, and draws 4 m of water. It usually has three decks and three masts. The carrack is a good example of a larger "workhorse" ship.

Galleon

The galleon is an enormous and dramatic vessel, the pride of any fleet. It is primarily a warship, but is equally suited to carrying cargo (with little fear of enemy attack). Its decks are comfortable, its detailing rich, and its presence commanding. The galleon listed here is large, 40 m (20") long, 11 m (5.5") wide, draws 5.5 m, and carries four masts. Galleons are extremely seaworthy, though slow and not terribly maneuverable.

BARDING

Whether it was the mounted knight of the crusades, Hannibal's elephants marching on Rome or modern tanks rolling into Iraq, the calvary unit has made a huge impact on the strategies of war. It seems obvious then, that if calvary is so important, shouldn't it be better protected?

The horsemen of the ancient east thought so, and began developing armor for their mounts. These first coverings were no more than knitted fabric, occasionally even leather, but it did afford protection otherwise not available. The Romans used metal plating, then later switched back to leather and felt fabric for more speed. The armies of ancient India, and the Carthaginian general, Hannibal, used elephants mounted with manned platforms and covered in woven-reed armor (the first tanks to be sure). Medieval knights protected their horses with cloth, leather, mail and even plate metal barding while the Norsemen occasionally used wardogs fitted with riveted leather. The theme is a recurring one and has forever changed the face of combat.

Presented here is the most common type of calvary protection which would be available in the majority of fantasy campaigns, that is horse barding.

COVERAGE

The most common pieces of horse barding were the chanfron, escutcheon, crinet, peytrel, flanchard and crupper.

- **Chanfron** — The animal's helmet and face plate.
- **Escutcheon** — This was an optional adornment or spike worn placed on the forehead section of the chanfron.
- **Crinet** — The articulated neck and throat cover of the horse.
- **Peytrel** — A curved armor plate worn in front of the animal to protect its upper chest, shoulders and upper forelegs.
- **Flanchard** — This was a straight piece of armor which protected the animal's sides.
- **Crupper** — Similar to the Peytrel, this piece of armor was worn on the horse's hind side, protecting its rump and thighs.

DEFENSE

Most horse barding of the medieval period was constructed of either leather or mail. Occasionally, a horse might be fitted with plate armor, but this was very costly. The medieval horse was fitted with its barding, and only its hooves and lower legs were visible. The Romans preferred using the chanfron and peytrel only, as this provided excellent protection for calvary charges without compromising much speed and maneuverability. This, of course, varied depending upon who was armoring the horse and how much money he had to spend.

A list of barding defenses and weights can be found below. This chart will help GMs construct the barding suits available for the mounts of their campaigns.

ARMOR WEIGHT CHART

Def	8-	9-	10-	11-	12-	14-	15-	Full Coverage
1	1.8	2.6	3.6	4.4	5.2	6.2	6.6	7
2	2.6	3.8	5	6.2	7.6	8.8	9.6	10
3	3.6	5.2	7	8.8	10.6	12.2	13.4	14
4	5	7.6	10	12.6	15	17.6	19	20
5	7	10.6	14	17.6	21	24.6	26.6	28
6	10	15	20	25	30	35	38	40
7	14	21	28	35	42	49	53.2	56
8	20	30	40	50	60	70	76	80
9	28	42	56	70	84	98	106.4	112
10	40	60	80	100	120	140	152	160

MOVEMENT

The amount of weight carried by a horse has a definite impact on both speed and maneuverability. As a horse is roughly 8 times as strong as a normal man, the normal DCV modifiers for Encumbrance don't apply the same to a horse. Here is a modified chart for horses.

ENCUMBRANCE TABLE

Total Weight Carried (kg)	DCV/ DEX Roll	END Cost/Turn
0 — 25.6	0	0
25.7 — 51.2	-1	0
51.3 — 100	-2	1
100.1 — 200	-3	2
200.1 — 400	-4	3
400.1 — 800	-5	4
etc.		

Use this chart to calculate END use for horses which are stronger than usual, such as draft horses and Clydesdales. The standard riding horse has a 25 STR, while the normal warhorse is given a 30 STR.

MODIFIED ENCUMBRANCE

STR	END cost/Turn
15-19	x2
20-24	x1½
25-29	x1
30-34	-1
35-39	-2
40-44	-3
etc.	



JOUSTING

This was the sport of nobility in medieval Europe, one which required great riding and combat skill. The object of the game was to charge your horse at an opponent and attempt to unhorse him with the use of a lance. Here are some simple rules to reproduce this in *HERO* terminology.

When the riders charge at one another, each is required to make an attack roll. The lances will strike almost simultaneously, unless one lance is non-standard and is longer than the other. If this is the case, apply a -1 OCV for each additional foot of length. Use the Move By rules (*HERO System Rulesbook* pp 154-55) to calculate modified OCVs and damage for velocity. The CV modifier is -2 OCV and -2DCV, effectively cancelling one another out for purposes of a joust. The lances used in jousting tournaments were designed to break away, so as not to injure a joust. GMs should, therefore, require the jousts to take only one third of the damage that their Move By attack inflicts.

Should either attacker hit, convert the killing damage of a lance to normal damage and roll the appropriate number of dice. Characters should not be allowed to add their STR damage to the lance, as the technique for jousting was to aim well, not to thrust the lance. The damage is modified, however, by the speed of the horse. Use the Move By damage modifiers ($STR/2 + \text{velocity}/5$) using the horses STR and velocity. The strength and velocity of a normal horse are 25 STR and 18", respectively. This means that a heavy lance will do 6d6 (damage of the lance converted to normal), +2d6 (horses STR/2) and +3½d6 (velocity of 18" divided by 5) for a total of 11½d6 normal damage.

Jousting tournaments were contests of skill, not death games (although deaths did occasionally occur). Should a GM wish to run a tournament "to the death" simply use the lances killing damage instead.

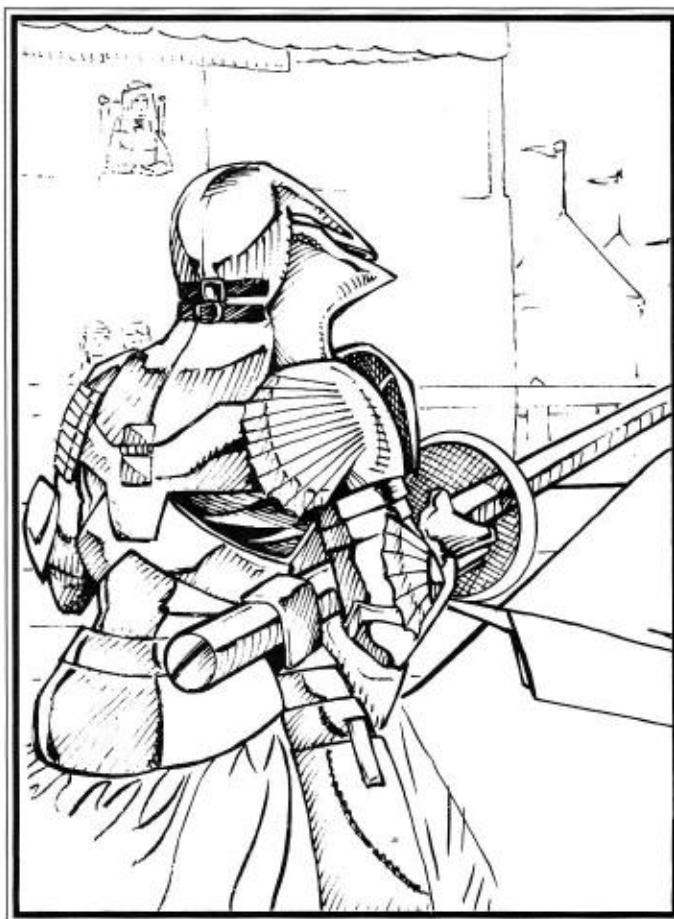
Once the damage has been applied, the combatants are required to make their Riding skill rolls. Modify this roll at a -1 for each BODY taken over the defender's resistant defenses. An additional -4 should be applied if the rider is stunned. Should a rider fail his roll he is unhorsed. A character without Riding skill simply shouldn't be jousting. If he insists use a DEX roll as a default and apply an additional -2 to -4 to his roll (depending upon type, familiarity and temperament of the horse).

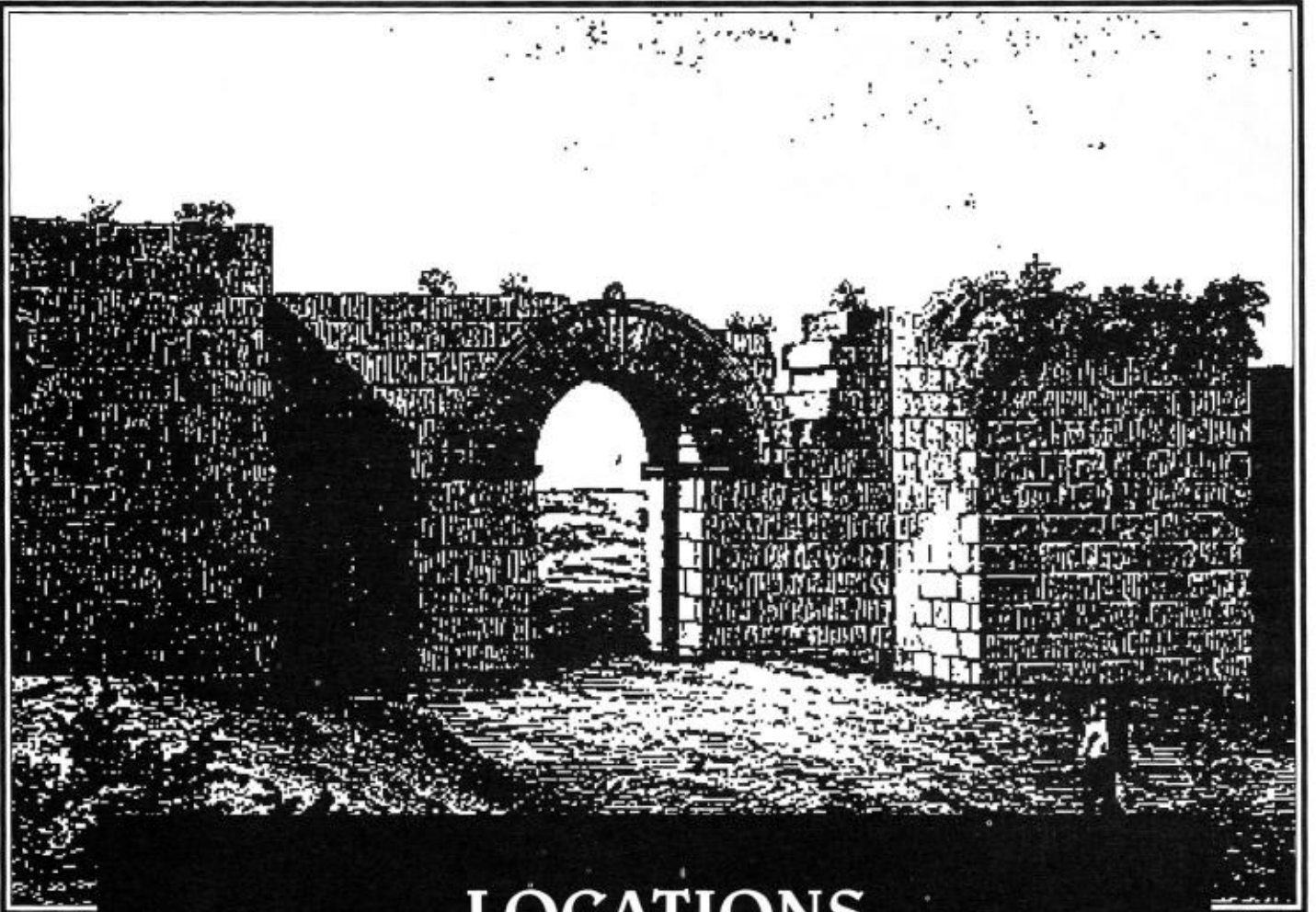
Example: Sir Gandric and Sir Thomas are jousting. The are equally skilled at combat (DEX 18 and +2 lvs with Lances) but Sir Gandric is the better horseman with a 14- riding roll and Sir Thomas has a superior horse. The two charge, and roll against their opponent's modified CV. Both knights have a base OCV of 6, +2 with lances and a -2 for the maneuver for a total of OCV 6. The knights also share a common DCV, base 6 for DEX, -4 for armor, and -2 for the maneuver for a modified DCV of 0. Each character makes his attack roll, each will hit on a 17- roll. Each knight hits easily, and begins calculating damage.

Sir Gandric does the standard amount of damage for a heavy lance, and 25 STR-18" move horse, which is 11 ½d6 damage. Gandric rolls 9 BOD and 30 Stun. Sir Thomas has a PD of 8 and 8 DEF armor, so he takes no BOD and 14 STN. Sir Thomas has an 18 CON so he is not stunned, but he must make a riding roll at -1 because he was hit with 9 BOD and he has only 8 resistant defense. Thomas's riding roll is 11- (with the penalty) and he rolls a 10, just staying in the saddle.

Sir Thomas's attack does a little more damage, however. His horse has a 30 STR and 20" of movement. Thomas is using a heavy lance as well, so he rolls of a total of 13d6 for 13 body and 42 stun. Gandric has 8 DEF armor and an 8 PD, so he takes no BOD damage but soaks 26 stun. Sir Gandric's CON is 20, so he is stunned. Gandric's must now make a Riding skill roll at -9 (-4 for being stunned and -1 for each body point done over his 8 rPD armor) and needs a 5- to stay on his horse. His player rolls an 8, missing the roll by 3, and Sir Gandric tumbles off his horse.

Should both knights be unhorsed, it is the tournament official's decision whether they should remount and joust again or continue their combat on foot until one knight yields.





LOCATIONS

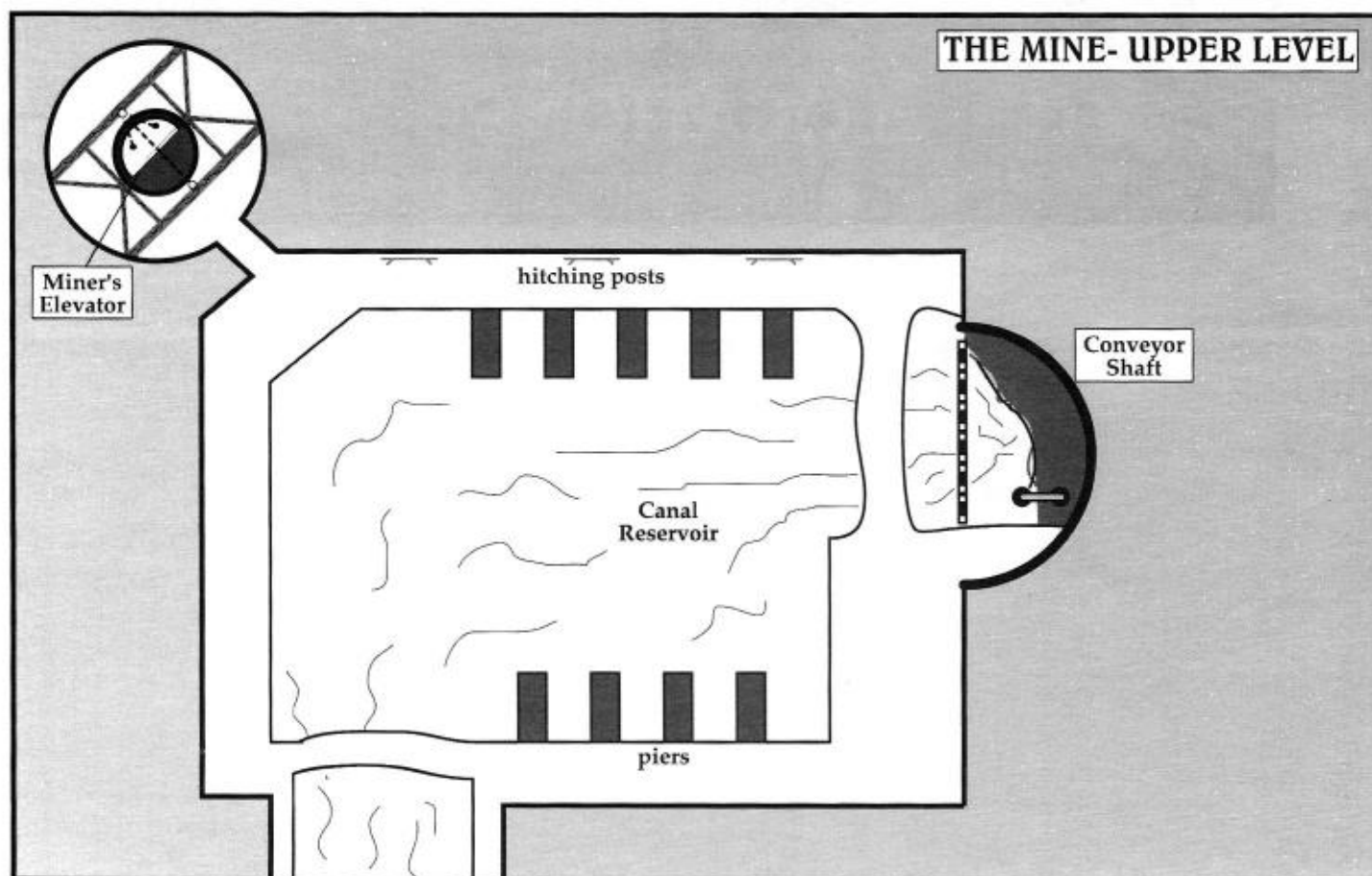
DWARVEN MINES

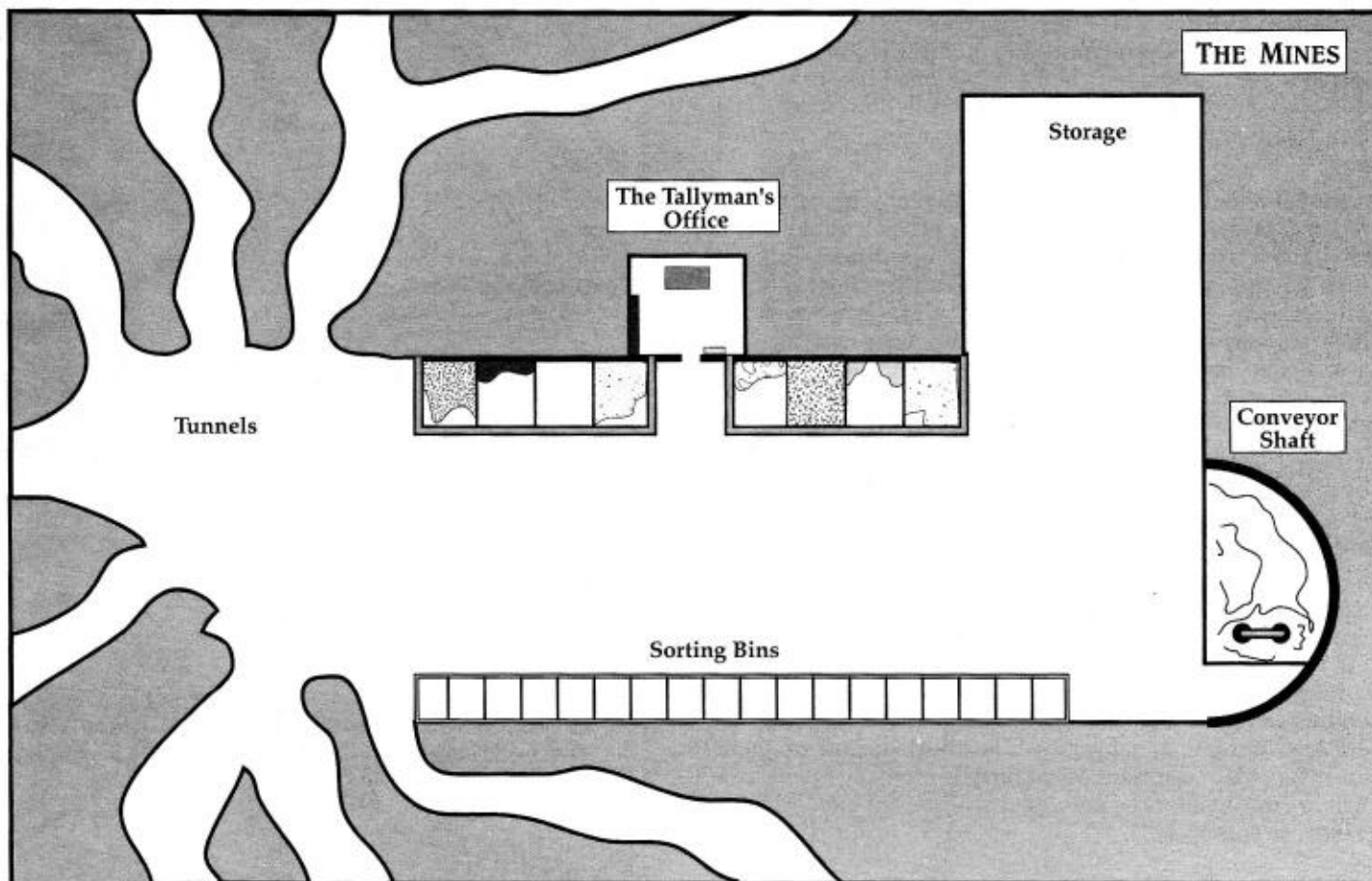
Mining fills a major role in the economy of dwarven society. Raw ore is brought to the surface, to be transported and processed into metals or precious materials, or to have gemstones extracted from it.

THE COPPER MINES OF RALBUGAR

Ralbugar is the name of a noble family of dwarves in the Dwarvenhelm mountains. To a large degree, the wealth of the Ralbugars has emerged from a rich copper mine. The mine is sunk at a level farther below the mountains than most of the dwarven settlements, and taps into a high-purity vein of copper ore. Copper-bearing rocks are chipped from the mines and hauled to the level of the settlements, where they are transported to smelting facilities. Large quantities of copper for bronze are extracted, as well as significant amounts of by-product silver.

For the most part, dwarven tunnels are built to stand freely, without any support. In some cases, however, stone or wooden supports must be erected if a structure is poorly designed, or weakened by earth tremors.





UPPER LEVEL

Canal Reservoir: The mines are connected to the dwarven settlements by a shallow canal. This canal is fed by a waterfall in the settlements, and eventually drains down the conveyor shaft. At the end of the canal is a wide reservoir, equipped with small piers to which boats can be moored. The water passes through a stone grating at one side of the reservoir (which keeps boats from being accidentally pulled down the shaft; this grating can be opened to varying degrees, depending upon the desired amount of water flow) and falls into scoops attached to a chain looped through a pulley. The weight of the water in the scoops pushes the chain down; on the opposite side, buckets of rock are lifted by this rotation of the chain loop. As the buckets are lifted, workers at the top of the shaft remove the rocks and place them into the boats tied to the piers. When full, these boats are taken back down the canal to the smelting facility. Mules are used to pull the boats with chains; to this end, there are wide pathways on either side of the canal. Several hitching posts are located to one side of the reservoir, where mules can be tethered between loads.

Conveyor Shaft: This round shaft is five feet wide, and extends down some forty feet to the mines below. Its only feature is the chain loop of buckets which transports rocks to the canal above. The bottom of the shaft is drilled with holes that allow the water to drain away into a subterranean river.

Miners' Elevator: A second shaft is located in a room off of the canal reservoir. This shaft is over twenty feet across, and contains a much larger pulley holding two enormous platforms of stone. Both platforms are ten feet wide and weigh several tons. Thick chains suspend them in the air. These platforms serve as counterweights for each other, and little effort is required for a workman to stand on one platform and use a long, hooked stick to pull on the links of the opposite chain, thus raising or lowering his own platform. The pulley for this elevator is attached to a huge iron frame, which in turn braces against the stone walls. The elevator shaft descends forty feet to the mines below.

THE MINES

Storage Room: This large area connects all of the mine tunnels together. Large wooden bins line the walls, containing various sorts of rock fragments which are sorted by foremen as they are brought from the tunnels. A variety of spare tools, bags, wheelbarrows, and other equipment are neatly stored in the deep recess at the end of the chamber. A stock of wood is also here, in the event that fire setting is necessary. (Fire setting is a process by which hard stone is weakened by building a large fire next to it.) Miners also come here for breaks and lunch; to this end, barrels of food and water are kept with the other equipment.

Tallyman's Office: This little room contains the tallyman's records, detailing the quantity and quality of rock produced in the mines. A wooden chair is positioned before a stone desk, which contains drawers full of scrolls and papers. The room is fitted with a wooden door that can be locked with a key.

Active Tunnels: These tunnels are currently being mined for ore. In general, they consist of a central tunnel wide enough for two wheelbarrows to pass in opposite directions, with smaller side tunnels extending off in all directions. Miners use picks, hammers and wedges to chip away at the rock. Bags are filled with these rock fragments, and full bags are carried back to the central tunnel and emptied into wheelbarrows. Full wheelbarrows in turn are taken to the storage room, where they are emptied into wooden bins.

Tunnels Under Construction: These tunnels are being built by masons, who will construct them strong enough to withstand any foreseeable tremors in the ground. These tunnels are generally kept closed off by simple wooden barriers, because their incomplete state could prove dangerous.

Spent Tunnels: These are old tunnels which have been mined as much as possible before the limits of the copper vein are reached, or to the point that the structure of the tunnels is unsafe. These empty areas are quite extensive (as well as dangerous), and it is all too easy to become lost in this endless, unfamiliar labyrinth. The most distant of these areas have lain dormant for hundreds of years. Spent tunnels are mostly blocked off with discarded rubble, although a few are still open.



MOSQUE

A mosque is a type of temple commonly found in an "Arabian Knights" setting.

THE SHAUDITE MOSQUE

This mosque is a temple to the three Shaudite gods Siv, Roshor and Shamala. The building is constructed out of large, baked bricks which have been plastered and white-washed. The structure is two stories tall and topped with a flat roof. Dominating the roof is a dome, which has been inlaid with a colorful mosaic of tiles, semiprecious stones, and thin sheets of gold.

GROUND FLOOR

Entrance: The double doors are wood gilt with gold. The gold is etched to depict scenes out of the Shaudite legends. Usually there are two guards at post on either side of these doors.

Main Hall: This is the open area where worshippers come to kneel and pray. There are no pews or chairs. The room is lit by the three windows on each side of the hall. These windows stretch up to the second-floor heights of the hall's vaulted ceiling. At night, the battery of lamps at each altar illuminate the hall, though dimly.

Altar of Siv: The golden idol of Siv, depicted as a cobra with its hood flared encircling a pinnacle of red sand stone, stands here. The idol is 20' tall and can be examined from all sides. The apex of the mosque's dome is 24' above.

Altar of Roshor: This is a 5' tall golden statue of a man with long hair and beard being lashed by wind. In his right hand he holds a spear, stabbing downwards, and perched on his left arm is a falcon.

Altar of Shamala: The idol of Shamala depicts a beautiful maiden of comely form seated demurely on a rock within a fountain. The statue is cast of gold and is 5' tall.

Priests' Quarters: These rooms are somewhat spartan, holding but a few personal effects. The rooms serve as little more than a place to study and to meditate in private.

High Priest's Quarters and Study: This room, though large, is somewhat cramped. It contains the high priest's personal effects, a bed, desk, dresser, work table, book cases, and a records cabinet. From this room, the high priest can observe goings-on within the priests' chambers, both barracks, the archives and the great hall. (To maintain stability, it is well within his rights to do so.) Two observation halls are hidden, one by a bookcase, the other by a curtain.

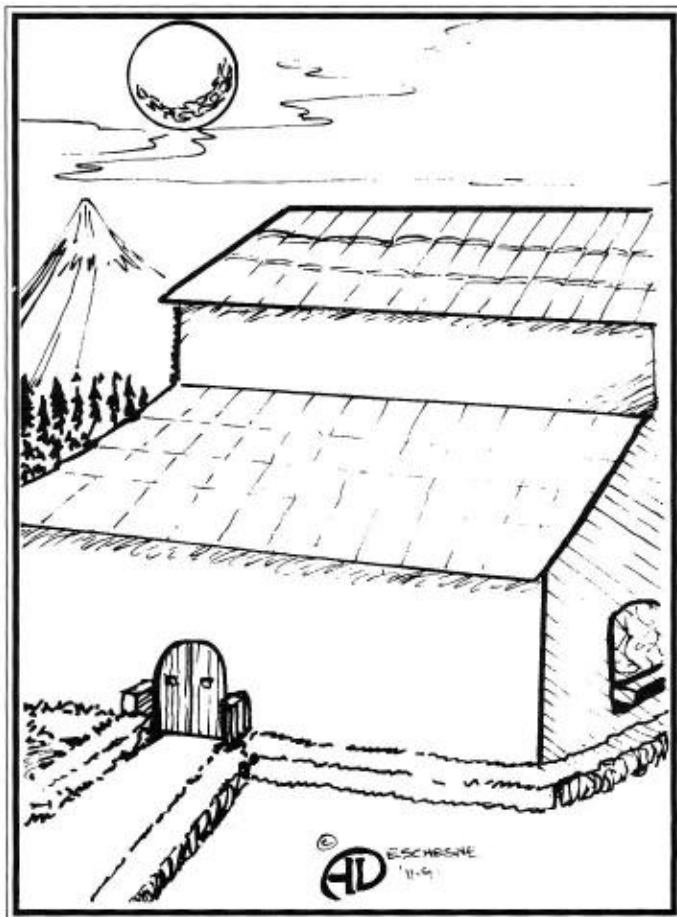
Small Barracks: This room houses ten of the church guardsmen. They typically only sleep here. Training is done outside on the mosque's grounds.

Archives: This room is the storage facility for over two thousand scrolls containing many types of information including philosophy, astronomy, and theology. There are six tables about the room where neophytes study as well as work on copying old scrolls onto new parchment for preservation. At the back of the room descends a stair to the catacombs, blocked by a locked door, where priests are laid to rest.

Dining Hall: Twice a day, the men who live in the mosque gather here to take meals. The priests have their own table and the high priest usually eats in his own chambers. The kitchen is not large, but it is efficient, and the food is not sumptuous, but it is filling. A stair leads to the spacious pantry below.

Large Barracks: This room is full of bunk beds, which house fifteen soldiers.

Stairs: The stairs near the large barracks lead to rooms on the upper floor.



The Garden of Tranquility: The garden is a high-walled area open to the sky, which is tended daily by the priests or by professional gardeners. It contains olive trees and cedar, surrounded by hearty roses and many desert flowers. Two wells here supply the mosque's water. The gate at the rear is not for public access.

UPPER FLOOR

Stair Chamber: This room and the wide hallway which issues from it are filled with many beautiful pieces of art, both holy and secular.

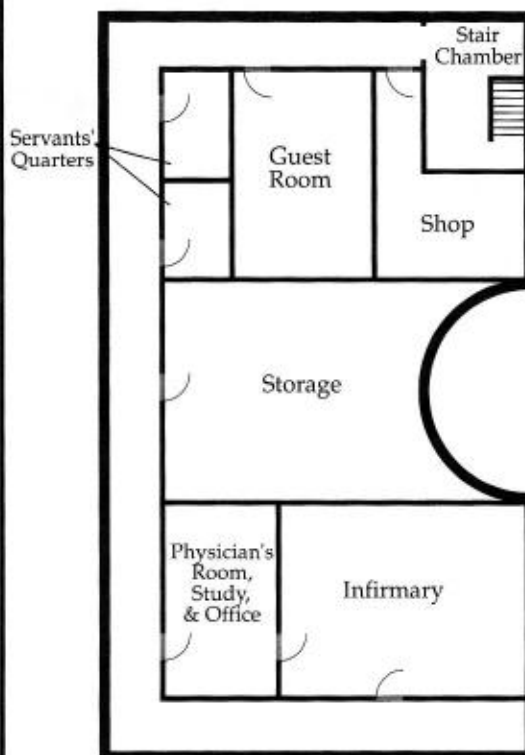
Guest Room: This spacious chamber is used to house those the high priest welcomes as honored guests. It is offered to powerful or pious nobles or to well-known and honored missionaries and the like. Two adjacent rooms are provided for servants of the guest. Each contains sufficient space for three or four people.

Storage: Food, water, whitewash, cloth, and construction and repair supplies are among the many items kept in this room.

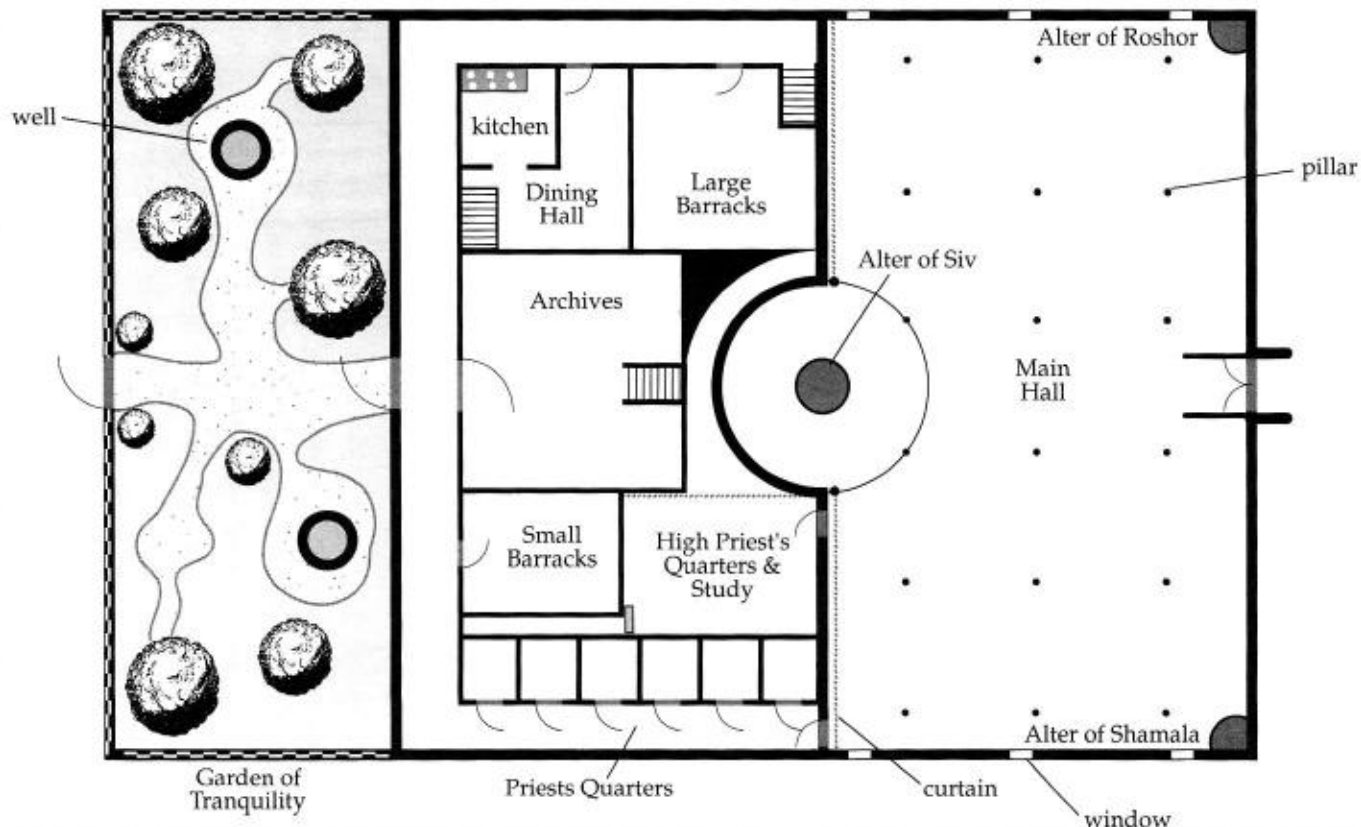
Physicians' Room, Study and Office: One to three doctors will be living here, tending to the ill in the next room, or helping the sick about the city. Their beds, clothes, books and supplies are here, as well.

Infirmary: This room contains forty beds for the ill and injured. Usually, only ten to fifteen are filled. There are four skylights (which can be opened) and burning incense to keep the air from becoming foul.

THE MOSQUE- UPPER FLOOR



THE MOSQUE- GROUND FLOOR



PRISON

Typically, prisons are incorporated into the dungeons and towers of a castle or fortress, and allow for nobility and government officials to incarcerate undesirables. However, in larger cities, uninhabited fortifications can be converted into freestanding prisons, thus making use of their high walls and impassable moats in times of peace.

THE PRISON OF DARGOTH

Dargoth is a sprawling city of fifty thousand, ruled by a corrupt oligarchy of wealthy merchants. While the palaces of these merchants are plush with the finest luxuries, the rest of Dargoth languishes in poverty, and often in outright squalor. Needless to say, the merchants must rule with a stiff hand to keep their people from becoming restless. For this reason, the city's southern fortifications were transformed into a prison, to which the unruly and the disfavored are dragged away in the darkest hours.

GROUND

The walls of the prison are also the city walls. Constructed of rubble-filled stone, they stand forty feet high and are topped with battlements. A four-foot wooden platform extends beyond the inside edge of the walls like a catwalk, attached to tall frames with ladders reaching to the ground. The grounds themselves are of packed earth, partly covered with straw. A smaller wall, twenty feet high, separates the prison grounds from the rest of the city. The ten-foot gate is closed with two wooden doors, barred from the inside.

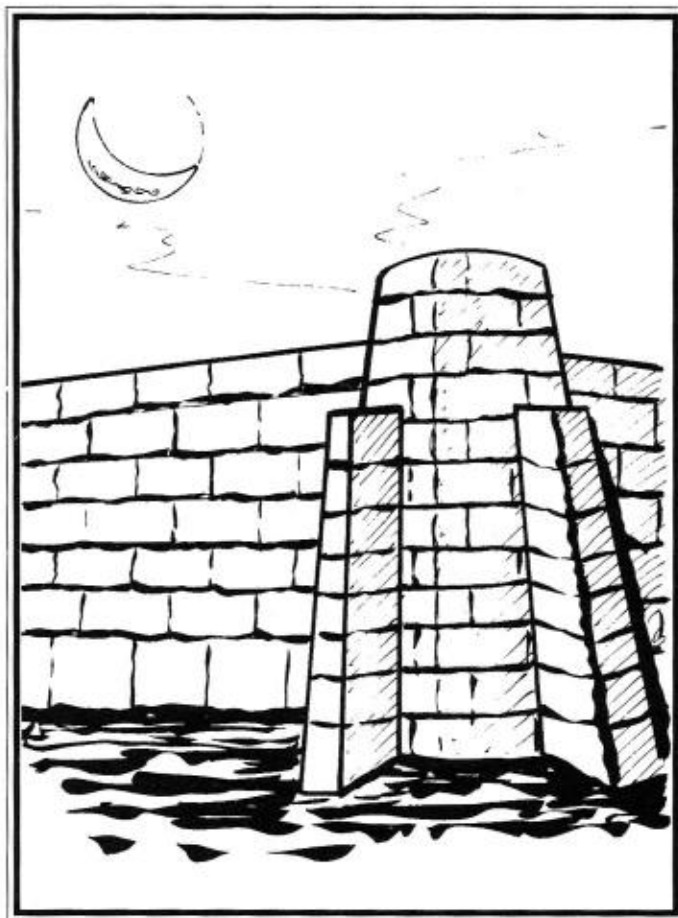
Smithy: This small stone building contains a forge, bellows, anvils and grindstone. There are also numerous locksmithing tools, as well as spare locks, manacles and keys. A blacksmith and a locksmith come from the city to work here when needed. The smithy is secured by a wooden door with a sturdy key lock.

PRISON

The prison itself is built flush against the city wall. Its exterior walls are of rubble-filled stone, and its interior walls of simple stone blocks. The roof is a sloped platform of wood, covered with fired shingles (at some expense).

"The Tank": This large cell contains small-time lawbreakers who need only be imprisoned for a day or two. Three walls are of rubble-filled stone, with a small, barred window six feet above the floor. The cage is barred with black iron bars and a single door, locked with a key lock. The floor is stone blocks, covered with scattered straw. A few pairs of manacles dangle from the wall. Typically there are eight to fifteen prisoners here.

Guard Room: This central room features a large, oaken table in the center, surrounded by chairs. The guards take their breaks here, and one or two are always on duty to watch over the tank. A hook juts out from the pillar farthest from the tank, on which a guard may hang his keys. A small, iron stove squats in one corner, with a pipe leading outside. A cord of wood is stacked by the wall. A few cooking utensils hang from nails, and a wooden chest containing cups and bowls for the prisoners sits beside the stove. There is a small barrel for bread and another filled with grain for stewing. A keg of water is suspended from the ceiling by loops of rope. "The tank" is located at one side of this room. A door to the grounds is set against one wall, a door to the warden's office across from the tank, and a door to the torture chamber across from the outside door. Since the only window into the room is the small opening in the tank, the front door is usually kept open to admit light.



Torture Chamber: This gruesome chamber contains various implements of pain and torture. These include thumbscrews, a rack, a man-sized iron grill over a bed of hot coals equipped with a bellows, and a variety of chains, hooks and pulleys swinging from the ceiling. A cask of salt sits in one corner. (This room is used as much for fear value as for actual torture.) A double-thick, iron-banded door opens to the tower; this door is fitted with a lock bar that can be padlocked into place. Another door, of banded wood fitted with a key lock, leads to the high-security cells.

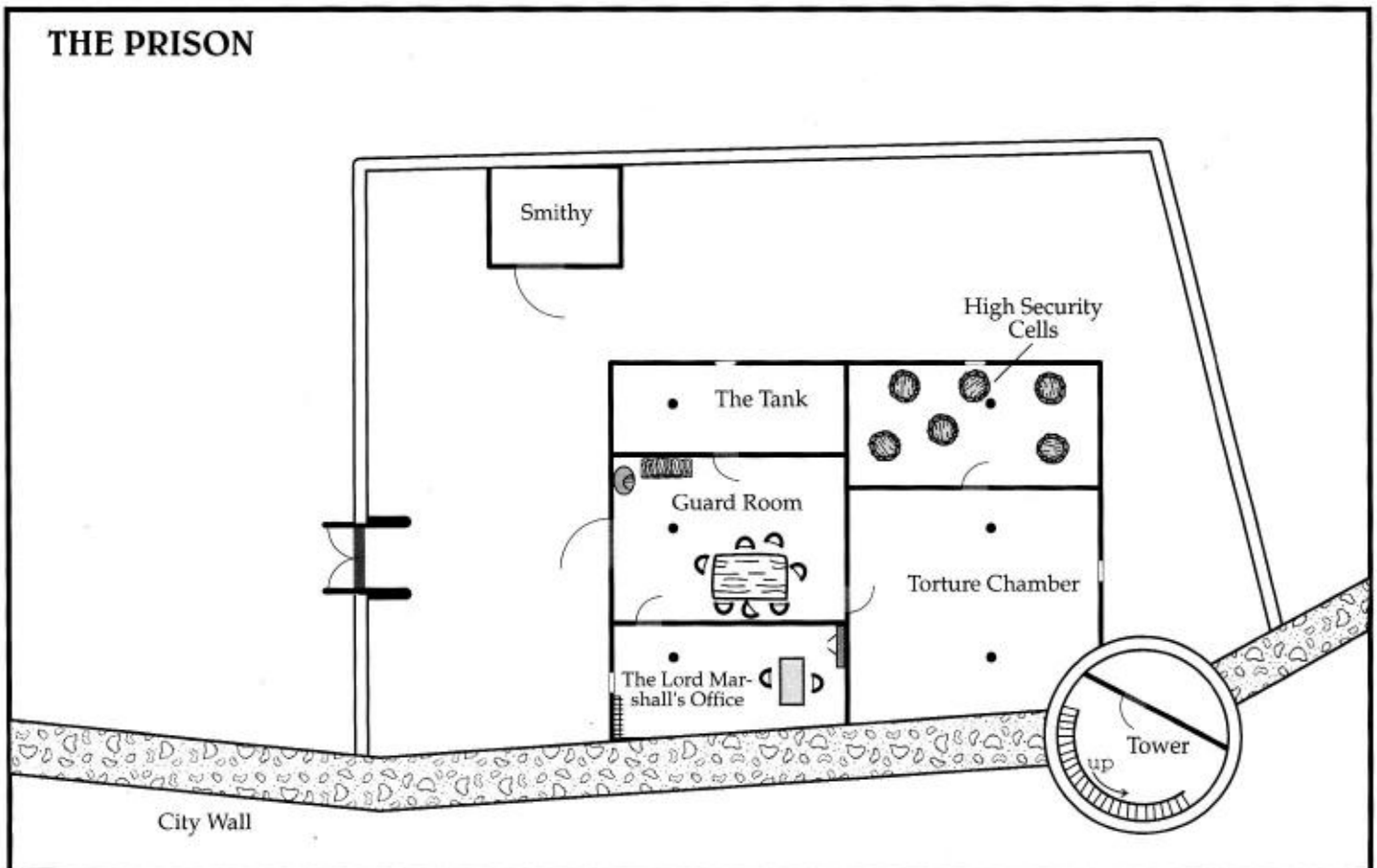
High-Security Cells: These six cells are actually pits dug into the ground and walled with heavy stone blocks. A wooden ceiling covers their tops, which in turn is covered with more stone blocks. The cells are eight feet deep, with narrow trapdoors. Each cell contains two pairs of manacles, linked through iron rings set in the stone. The trapdoors are sealed by a hinged bar of iron that falls across them widthwise, allowing a ring set in the floor to pass through a slot, where a padlock can be affixed. In one corner rests an eight-foot ladder of rope and saplings, and a small, wooden platform upon which food and water is placed and lowered to prisoners by ropes. A tiny window, blocked by bars, is set in the wall seven feet above the floor.

Lord Marshall's Office: The Lord Marshall tends to the prison's paperwork here. A desk and chair are the most prominent features, along with a pine cabinet containing

scrolls and papers. The cabinet is fitted with a small lock. Another chair sits opposite the Lord's desk. The door has a simple key lock. A rack in the corner bears swords, swordbelts and spears for guards to pick up when their shifts begin. A window, barred and shuttered, opens to the yard outside.

Tower: This high construct is the most feared place in the city, because prisoners put in the tower are never released, except for execution. In rare cases, a mason is brought in to wall up the door to a tower cell, except for a small slot through which minimal food and water can be given to the condemned. Generally, however, the double-thick, metal-banded doors are simply barred. The bars are permanently locked in place by iron rings, which a blacksmith forges closed through smaller rings on the bars themselves and on the door's banding. The only opening in a tower cell is a floor-level slot in the door, barely two inches high, through which bowls of food and water are given to the prisoner. (This is also the only source of light.) These slots can be blocked by hinged covers attached to the outside of the door. The floor of each level of the tower consists of a wooden base, over which a grid of wooden beams is laid. The spaces in this grid are filled with rubble, and a second floor is laid over the grid. This floor is then covered with mortared blocks of heavy stone. Manacles are fitted through rings in the stone floor. There are a total of five cells in the tower, which stands forty feet high to match the height of the city walls.

THE PRISON



STABLES

In many cultures, possession of a horse is a sign of wealth, and a good steed is treated almost as well as its master. Kings and nobles make it a point to own several fine horses, and many wealthy merchants keep a stable full for trading and (in the case of lesser beasts) for work in caravans. Hence, large stables are a familiar sight around many castles and manors. Stables also serve as storage for equestrian gear and quarters for many servants, as well as a convenient place for a clandestine rendezvous.

THE STABLES OF ROWAN THE GOOD

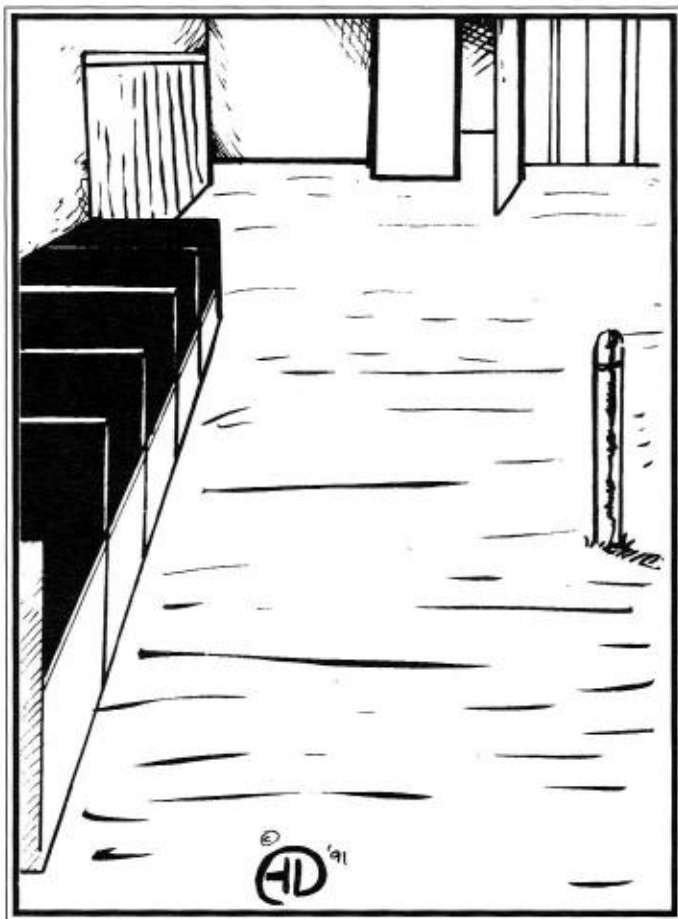
Count Rowan of Tyria is known as "Rowan the Good" chiefly in foreign counties, because of his enormous hospitality to travelling aristocrats. Whatever his political ambitions or alleged shortcomings as a provider for his people, Rowan's wealth and good taste have never been suspect, and he has always impressed his guests with his appreciation of fine things, particularly of horses. His large stable is located on the grounds of his castle, naturally within the bounds of the outer wall — Rowan would never leave his prize mares and stallions unprotected.

GROUNDS

Carriage House: This half timber shelter contains the count's personal carriage (a fine vehicle indeed). A pair of large doors opens into either side of the building: one through which the carriage is driven, and the other through which the horses are removed. The windows have wooden shutters with locks, but also contain panes of leaden glass to allow passers-by to admire the luxurious coach.

Smithy: The smithy, built in half timber and plaster, contains a stone forge, anvil, grindstone, and a rack of tools and iron blanks which the count's farrier uses in his duties. The smithy can be closed with a pair of wide, wooden doors, and the farrier's cot and personal belongings are hidden behind a curtain in one corner.

Paddocks: There are three paddocks in which horses are trained and exercised. Each is enclosed by a wooden fence five feet high. The largest paddock directly adjoins the stables, smithy and carriage house. This area is used for exercise and basic training, and contains a pole to which a training horse may be tied during lessons. A smaller enclosure is designed for breaking young horses, and to this end has several sharp corners in which an animal may be trapped. The third paddock is large and filled with well-kept greenery. Guests may exercise here undisturbed, and the count's own stallions often graze upon the lush grass.



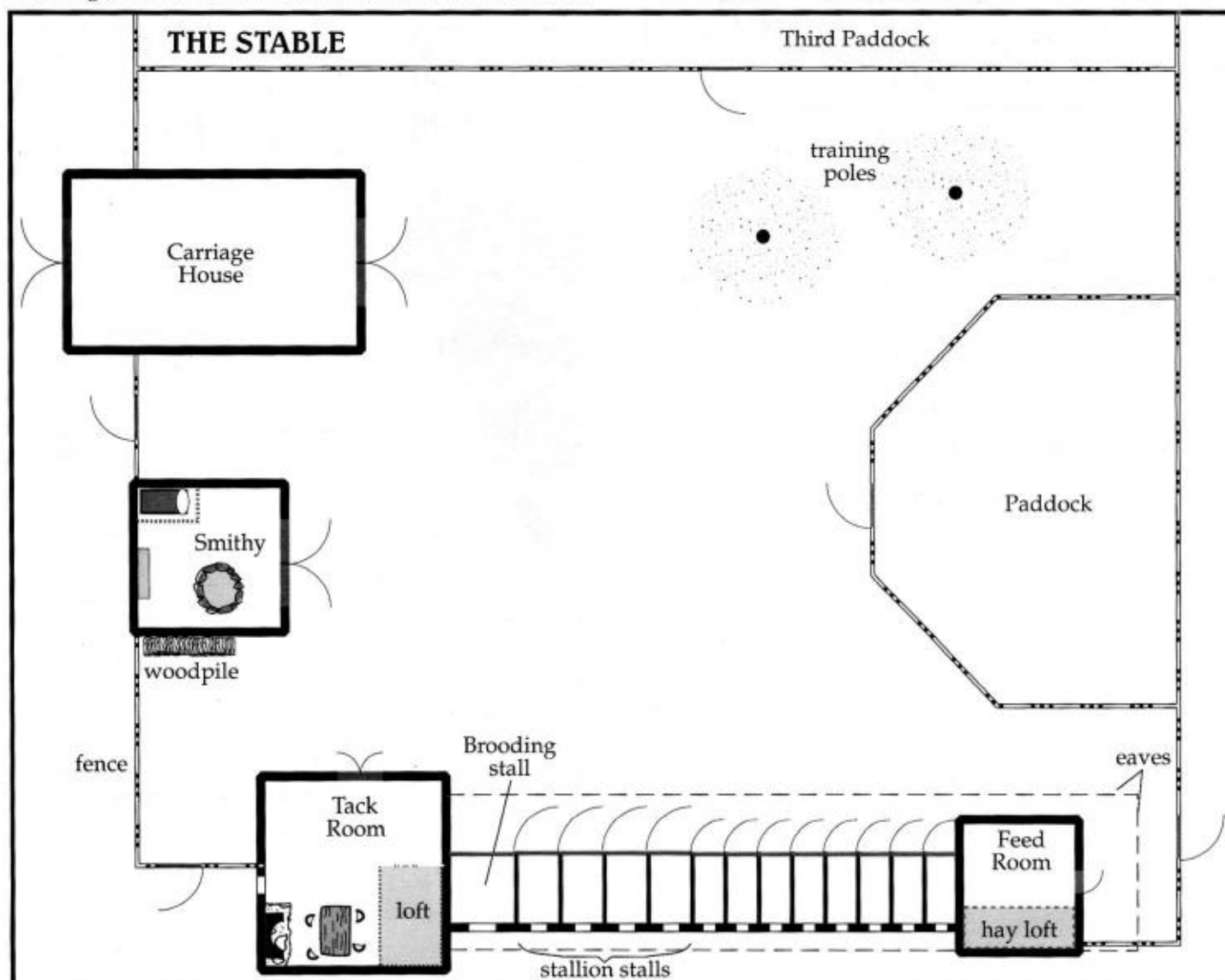
STABLES

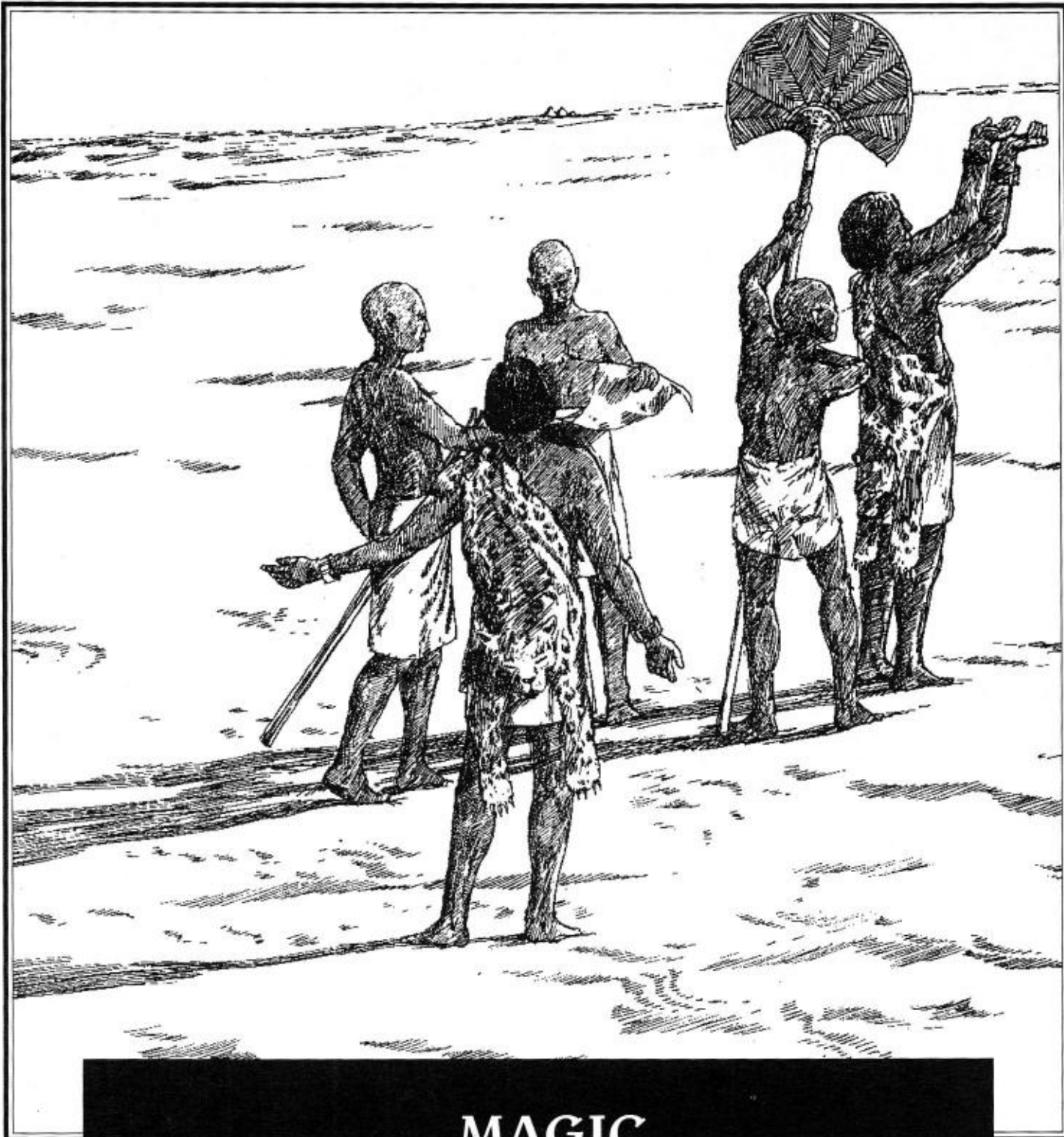
Tack Room: This high room with coarse stone walls serves as storage for most of the stable gear, including blankets, saddles, bridles, barding, whips, etc. There is also space here for travellers to place their nonessential belongings, such as shields, armor, weapons, small cargo, unused luggage, etc. At the far end of the room is a living space equipped with a short table, a few stools, and a large hearth. Servants of the count's guests are lodged here, beneath a ladder and wooden loft which serves as a bed for the count's head groom. On cold nights, the hearth can be used to heat the stone walls of the building, which in turn warms the stalls without a direct threat of fire. This room has open, wood-shuttered windows, a pair of sturdy wooden doors, and a good-sized chimney. The shutters are fitted with interior dead bar locks and the doors with a key lock for security.

Stalls: The actual stalls of the stable come in different sizes for different purposes. Closest to the tack room is the large brooding stall, where mares with colt are housed. Next to the brooding stall are four stallion stalls, two of which contain

the count's prized chargers and two of which are left open for guests. Finally, the eight smallest stalls are equipped for less valuable horses. The rear wall is constructed of the same coarse stone as the tack room, with small windows at the level of a horse's head. The stalls themselves are made of wood, with wooden gates. Running along the inside of the stone wall, through holes in the stall dividers, are two long troughs. The top trough extends lengthwise through a channel in the wall and emerges on the outside, where the groom can feed all of the stabled horses by simply walking along the trough pouring grain from an open bag. The bottom trough is used to hold water, and stretches through another opening into the feed room, where water can be poured into a single reservoir for all of the animals. Shingled eaves overhang on both sides.

Feed Room: This room houses stores of grain, water, and other essential foodstuffs. A basin in the stone wall is used to fill the stable's water trough. Above the floor is the hay loft, accessible through a ladder or a large, shuttered window above the door.





MAGIC

BRANCHES OF MAGIC

A multitude of different types of spellcasters exist, from Fire Wizards to Kleptomancers. The list of available spell colleges is quite extensive. The descriptions of these colleges, and sometimes their names, make it easy to distinguish between a Crystallmancer and a Sonimancer. But the difference between a Mage and a Wizard isn't as obvious.

The difference all depends upon your interpretation of magic, how it works and what it is. Here is a list of common descriptions of magic titles and their uses. This list might help GMs better understand this difference and it may help to improve the internal consistency of your campaign.

GMs should also consider the fact that these many of these branches overlap, and often tend to rely heavily on elements common to all or most, such as astrology.

Note: These definitions are not etched in stone on Mount Sinai. This list was simply compiled for GM use and as an example. Keep in mind that the magician of one land might be the prophet of another.

THE MAGE - Elemental Magic

This type of spellcaster is generally thought of as someone who practices "elemental" magic. Fire Mages and Wind Mages are good examples of elemental spellcasters. The term Elemental does not necessarily have to be limited to the four elements that everyone is familiar with, as it refers to nature as a whole. Shadow Mages, Time Mages and Chaos Mages might all be valid titles if a GM has defined these primeval forces as being "elemental" in nature.

MAGICIAN - Legerdemain

The Magician is a practitioner of the fine art of misdirection. Real world magicians commonly use sleight of hand, invisible wires and flash bombs to achieve the desired results. In a fantasy setting the spell effect might not be much different than our own real world magicians spells. The difference might be, however, that a fantasy magician uses levitation rather than wires. The term is Middle Eastern in origin and referred to a person skilled at illusion and later a summoner of demons. Middle Eastern spellcasters were often extremely powerful and not to be toyed with at all, save by the bravest of heroes.

WITCH - Household Magic

The term witch is perhaps the most distorted of all magical titles. Historically a western civilization witch was more of a caster of earth and household magics. Their skills lie in creating cures for ailments, love potions and the like.

WITCH - Occult

Somewhere along the line an occult tie in with satanist occurred, and now witches are evil women who bear demonic children or ride broomsticks. The cult related witch belonged to a coven or group of witches dedicated to the spreading of evil (black witches) or of fighting evil and healing (white witches). Male witches are often called Warlocks.

MENTALIST - Energy of the Mind

This is a rarer branch of magic which deals with powers of the mind. Spells such as Telepathy and Mind Control. Spells of this type are very subtle and usually required much more control to use.

MEDIUMS - Psychic Energy

This type of magic deals with a wide variety of psychic energy, from fortune telling to dowsing. This magic comes from one's ability to be a medium for communication with spirits. Another definition is that a psychic is able to draw his "soul" or "psyche" to a halfway point between the world of the mundane and the spirit world, that is a medium point.

The level at which they achieve this and raw talent determine what the medium will be best at. For instance, Mediums who can use their "6th" sense to feel what is about to occur might be best at card reading, others might be able to slip into the spirit world and contact deceased relatives would be skilled at holding seances. Others might be skilled at joining their energy with the residual energy of an object, effectively being able to "see" the objects past using psychometry.

NECROMANCY - Magic of Death

Death has always mystified and frightened man so it's no wonder that Necromancy, the magic of death, is one of the most feared of the black arts. Making the dead walk and talk, power over the occurrences of the underworld are all abilities of the necromancer. Stories of death magic can be found the would over, and under different names such as Voodoo.

ALCHEMIST - Magic Scientist

An alchemist performs magical feats through the combination and manipulation of chemical substances. Historically, alchemists were concerned with the discovery of the Philosopher's Stone, and a bi-product of this so called stone, the Elixir of Life. The stone took many forms, depending upon who you asked, and was reputed to have the ability to change base metals into gold or silver. The Elixir of Life was a panacea, or cure-all, which could be used to prolong life. The search for these "magic" items produced a wide variety of substances, such as luminous ink, a waterproofing liquid and a rust inhibitor.

Alchemist were also heavily involved in astrology, as the movements of the stars were believed to influence an alchemist's experiments. Some of the more difficult items could only be manufactured when the alignment of heavenly bodies was favorable. These early scientists even went so far as to correlate each element with its own planet or star, i.e., gold was related to the sun and silver to the moon.

WIZARD - All Encompassing

This brand of spellcaster has its origins in Middle Eastern legends, and once referred to wise men or sages. As the stories grew and were passed on to the Europeans the term came to stand for a spellcaster skilled at many magical arts, especially those of conjuration and illusion. Wizard's were also reputed to be born to their power, and were only required to learn control to advance their skill.

SORCEROR - Catch All

This is also a Middle Eastern word which has become a default phrase used to describe a spellcaster who doesn't really fit into any other category, or as simply an impressive title. Sorcerer is also a title which refers to one who must study magic in order to master it, rather than innate power such as the wizard. For example, Gandalf and Merlin could be considered Wizards, while Aleister Crowley, Elric and Circe might be considered sorcerers.

MAGI - Ancient Priests

A term used to describe powerful occult priests of ancient Persia and Media. Magi gained their powers through contract with supernatural forces, often surrendering their souls or other potent sacrifices to gain their power. Magi were also known as wise men or sages of the east who gained knowledge through astrological divination. Alternately, Magus was used as a title of renown within schools of magic.

SHAMAN - Primitive Spellweaver

Commonly referred to as "medicine-men" of primitive tribes, these spellcasters often displayed powers of prophecy and healing. The shaman most powerful tool, however, was his information gathering abilities and the shaman's Vision Quest was a vital part of this. A Vision Quest was the name given to a shamans magical journey in which he could visit anywhere or anywhen. Vision Quest is a term derived from the Amerind name for these journeys, but tribal spellcasters the world over have surprisingly similar skills and powers.

OPTIONAL MAGIC RULES

MAGICAL RESISTANCE

Oftentimes, GMs wish to allow certain races, individuals, places or even objects to be resistant to the effects of certain types of magic or magic in general. This can be done several ways, the two easiest methods being spell Limitations, and Damage Reduction.

GMs can require that spellcasters apply certain mandatory limitations on some or all of their spells. One such limitation might be Doesn't Effect Elves taken on a sleep spell. This method is quick and easy, but usually isn't limiting enough for a well travelled team of heroes. By that I mean that applying a $-\frac{1}{2}$ Limitation to a sleep spell might be fine at the start of a campaign when the heroes are surrounded by Elves, but once they up and move to the dwarven lands that limitation is now not as limiting.

Using Damage Reduction eliminates that problem. For instance, the Peoples of the Volcanoes might purchase 25% Damage Reduction vs Energy Attacks based on fire for 10 active points. The Only vs Fire Attacks might be worth a $-\frac{1}{2}$ or more depending upon how common fire attacks are. Not just magical fire attacks, but any attack based on fire such as Greek Fire or damage from running through a burning building. This can be put in a racial package deal for all volcano people for only 7 pts. **Note:** *Life Support: Immunity to Extreme Heat, allows the volcano people to survive in this environment, but does not protect them from fire attacks.*

SHARED POWER

Many popular works of fantasy fiction literature often describe magic as a power which can be shared by wizards. A normal person could often be used as a magical battery, the mage simply drawing off energy. A wizard, on the other hand, was often able to increase a fellow spellcaster's power as well as ability by helping to channel that energy. Presented here are several methods to introduce this ability into a campaign without forcing the characters to purchase magic spells to reproduce the effect. These options are designed as a cheap and easy way to reproduce a common occurrence in fantasy literature.

The first step in deciding whether or not to make shared magic a part of your campaign is to determine; a) If magic can be shared at all, and b) To what degree. Presented here are several popular methods of sharing magic and magical energy, GMs are encouraged to pick and choose or design their own methods.

NORMALS TO WIZARDS

Normals do not have the ability to wield magic, save for possibly magical items, but that doesn't necessarily imply that they do not possess magical energy. Wizards in literature are often able to draw power from their friends, and the process is usually very simple. To reproduce this effect, the GM may incorporate the use of the Power Advantage: Usable by Others.

To do this, the GM should simply require that PCs apply the advantage to their END scores, thus allowing other characters to use that END for magical purposes. GMs must also decide whether or not a character donating energy can do anything himself during the transfer. If a PC can be running down a corridor while his magic using friend is using the PCs power, then the Usable By Others must be purchased at the $+\frac{1}{2}$ Advantage Level. If the donor must remain stationary and cannot initiate END requiring action during the transfer, then the advantage is purchased at the $+\frac{1}{4}$ level. If the donor and recipient need not touch during the transfer, the advantage is increased by an additional $+\frac{1}{2}$. Finally, if the donor can channel energy to more than one person at a time the number of recipients can be boosted at a $+\frac{1}{4}$ for each doubling.

Once this advantage is applied, the additional cost should be kept aside, as certain limitations can be placed upon this ability. These limitations apply only to the increased cost, not to the characters regular END. These Limitations include:

END Can only be used for Magic	$-\frac{1}{2}$
Donor Must be willing	$-\frac{1}{4}$
Transfer requires full Concentration (0 DCV to Donor)	$-\frac{1}{2}$
Increased END Cost	$-\frac{1}{2}$
(The donor loses 2 END for every 1 END Transferred)	

These are just some of the limitations available, GMs may create other, more suitable limitations on this ability for their individual campaigns. Some limitations are required, and are therefore not listed as characters do not receive a bonus for them. These limitations are No Range (Heroes must touch), and Full Phase action (The transfer adds time to the casting of the spell).

The GM must decide whether or not he will force the players to pay for this ability, or simply assume that everyone has it for free. Alternately GMs may wish to allow players who desire the ability to grant magical energy to wizards to purchase the advantage, but not force everyone to have this ability.

Example: Malachi wishes to cast a spell but is low on END. Damon volunteers to power the spell, and Malachi agrees. The GM has defined this ability in his campaign as END Usable by others, Donor loses ability to use END (+¼), Donor must Concentrate to DCV 0 (-½) and Extra END (Damon must donate 2 END for every 1 END that Malachi uses) (-½). Malachi's spell requires 5 END and 1 Phase to cast normally. Using Damon's energy to cast his spell will require Malachi spend 2 action phases to use his spell, one to draw the energy and one to cast the spell. Damon, meanwhile, will be at 0 DCV for two phases, must be touching Malachi and he must expend 10 END.

If the GM of this campaign is assuming that everyone has this ability for free then the cost is 0 to both Damon and Malachi. If the GM is requiring that everyone has this ability, but they must pay for it, each hero in this campaign must apply a +¼ Advantage to their END scores, then apply a total of -1 Limitations to the additional points generated by the Advantage. The total advantage and limitation value may vary from campaign to campaign.

Example: Damon's END is 40 which generates 10 additional points ($40 \times 1.25 = 50 - 40 = 10$). This number (10) has a total of -1 worth of limitations applied to it, bringing the final cost down to 5 pts. If the GM has required that everyone pay for this ability, then Damon must pay 5 pts. If the GM has made it optional, then the choice is up to Damon whether or not he has this ability.

To reproduce a person's ability to recharge a wizard's power, rather than allowing the wizard to cast spells directly powered by the donor, apply the above advantages and limitations to the character's REC score rather than his END. This will allow a wizard to recharge his own END faster by using a friend's recuperative abilities to augment one's own.

WIZARD FROM NORMAL

Wizards are the characters who will be benefiting the most from this option, should a GM decide to use it in his campaign. The burden of cost for this ability should, therefore, rest with the wizards. The GM may decide to leave the ability to transfer energy as an option open to all spellcasters. The spellcasters would be required to pay for this ability, keeping one thing in mind. The power to increase one's magical energy by taking the power of another is considered an attack. PC wizards who wish to steal another person's energy should buy a Transfer or Drain spell. The form of energy exchange presented here is strictly on a voluntary basis, the donor must be willing to give a spellcaster his power.

To reproduce this in game terms, the spellcaster should construct his spells with the same advantage which allows a character with an END Reserve to switch between personal and reserve END. The defined sources will be different, however, and should be listed as switching between personal and donor END. For simplicity, call this Advantage: Alternate Power Supply (+¼). This advantage is applied to each of the caster's spells which can run off another person's END.

Certain restrictions automatically apply to this as well, such as Donor must be willing, Transfer requires Full Phase and No Range. Here are several other limitations that might be used by a spellcaster or possibly even a donor:

OAF Object	-1
(END can only be transferred through a focus)	
Transfer Requires Magic Skill Roll	-½
(By either the recipient or donor)	
Side Effects	-½
(The wizard or donor is injured if the transfer is done incorrectly)	

Again, these limitations do not effect the use of this spell all the time, so they should only be applied against the additional cost generated by the Alternate Power Supply advantage. These points are above and beyond the normal spell cost, and this advantage is applied after all other advantages have been applied. The points generated are to be kept separate from the spell, as they have separate advantages and limitations which can be applied to them.

Example: Malachi has a 60 active point spell. He applies the +¼ Alternate Power Supply advantage, thus creating an additional 15 pts. Malachi's player assigned several limitations to this alternate energy supply such as; Transfer Requires Skill Roll (-½), Side Effects (-½) and Transfer Requires Focus (-1). These limitations are applied to the 15 pts, bringing the cost down to 5.

The Alternate Power Supply advantage can be increased by an additional +¼ each time the number of people that energy can be drawn from is doubled. All the restrictions still apply to each person involved, i.e., they must all be touching, each donor must be willing and the spell requires an additional phase casting time for each person. A wizard might be able to cast a very powerful spell by this means, but it will take a long time and controlling it would be no fun.

WIZARD TO WIZARD

This is probably the most common means of augmenting one's magical energy and power. A wizard is much more skilled at the use of his power and the manipulation of magical energy. The time required to transfer energy is, therefore, much less. Wizard to wizard transfers are purchased just like the wizard from normal listed above, with a couple differences.

If wizards are the only people who can transfer energy between themselves, an extra -½ Limitation is applied to the additional spell cast for Alternate Power Source must be another Wizard. If wizards can transfer energy between themselves and normals they should purchase the spell normally. The donor must still be willing, but as wizards can transfer energy with greater skill and accuracy they require no additional time to transfer power. Wizards also have the option of transferring power to another wizard at a distance.

To transfer energy without having to touch, Wizards must apply the Power Advantage: Ranged (+½) to the additional cost of their spells. Alternately the GM might wish to require that wizards purchase some sort of mental communication ability through which to transfer this power. Mindlink is the ideal choice for this and Telepathy will work as well. If energy is being transferred in this manner, the donor is subject to the Breaking Mental Contact rules listed under Telepathy on page 86 of the *HERO System Rulesbook*. That is, if the recipient tries to keep the link up, or drain more energy, the donor must make an EGO roll to break contact.

Example: Malachi and Satee wish to exchange magical energy. Malachi is the donor, Satee the recipient. Satee wishes to cast a spell which requires 6 END. The GM has established in his campaign that END transfer between wizards Requires a Skill Roll and has Side Effects to the recipient should he fail to transfer the energy correctly. Satee casts his spell which requires two skill rolls, one for the spell and one for the energy transfer. The energy transfer is first, and Satee fails his roll. The GM rules that the released energy explodes around Satee for a 6d6 Energy Blast (half the active points of Satee's spell). The ability to do this cost Satee 9 pts ($60 \times 1.25 = 15$. 15×1.25 for usable at Range = 18.75. $18.75 / 2$ for Requires Skill Roll and Side Effects limitations = 9). Malachi's player just chuckles at Satee for spending 9 pts to blow himself up.

Had the spell worked, Satee might have wished to keep the link open and cast another spell powered by Malachi's energy. Malachi would have been forced to make a successful EGO roll to sever the link.

These are just samples of ways in which GMs can work the ability to share energy in his campaign. GMs may use these examples as listed, or mix and match the various components listed above to design their own methods.

COMBINING POWERS

Spellcasters can combine their powers in a variety of ways, dependent of course, on which the GM allows in his campaign. The easiest method of combining magical spell is using the Coordinated Attack rules on pg. 149 of the *HERO System Rulesbook*. While this is fine for increasing the stun of offensive attacks, it falls a little short for Clairvoyance or Teleport spells. Here a couple options that GMs may wish to consider for use in their campaigns.

INCREASING POWER

Occasionally, heroes will run into a situation where they really need a more powerful spell. This usually comes up in combat ("We HAVE to combine our attacks to kill the dragon before he breathes on us again"), but sometimes it may be for more delicate spells ("I need more range on my clairvoyance to find out where the princess is being held").

Here is a simple rule which will allow PC spellcasters to do this. One wizard can increase another wizard's spell by 10 active points for every level of extra time he spends preparing, up to the maximum active points of the first wizard's most powerful spell. The actual boost will require a successful skill roll on the part of the first wizard, and a successful skill roll to control the boosted spell by the second wizard.

Example: Surt the Stone Mage wishes to increase power of Derrin the Crystallmancer's Mind Scan spell. Surt's most powerful spell is 40 active points, so he prepares for 5 minutes. Surt makes his skill roll and can now boost Derrin's spell by 40 active points. Derrin can now use his base 60 active point spell at 100 active points, but is only required to spend 6 END to use the power, as Surt is supplying the rest of the energy. Derrin is now forced, however, to control a 100 active point spell, so his magic skill roll must be made at a -10. The GM quickly checks Derrin's character sheet for the Side Effects limitation.

Surt must continue paying 4 END as long as he is boosting Derrin's spell. The GM may tack on other restrictions as well, such as caster(s) must Concentrate to 0 DCV while boosting, or booster and controller are subject to each other's Limitations (a Side Effect which injures both parties). Additional wizard's may join in the boost, but the controlling wizard will be at a -1 on his skill roll for every 10 active points his spell is boosted.

INCREASING SKILL

Another way to handle this is to allow wizards to aid one another in the actual casting and controlling of their spells. GM's might allow wizards to make complementary skill rolls (*HERO System Rulesbook* pg. 17) to fellow spellcasters in the hopes of aiding them in their casting. Knowledge skills, magic skill rolls and even professional skills might be allowed as a modifier to a wizard's spell.

COMBAT ARCANES

PCs may, on occasion, find themselves about to be toasted with a powerful attack, be it a sword or incoming fireball. More often than not, when this occurs the hero is "stuck in the time between phases", having already acted and waiting for their next phase. When this occurs in melee combat the PC warrior has the option of relying on their natural DCV, attempting to block the attack or attempting to avoid the attack. When confronted with incoming spells, the PC wizard has only one option, hope for the best. Here are some optional combat maneuvers for wizards which may make surviving a little easier.

BLOCK

When a fireball comes shooting in toward the PCs, wouldn't it be nice if the group wizard could do something about it? This maneuver can, at GM option, give the wizard a chance to block the incoming spell with one of his own.

With this maneuver, the character declares his intent to block before it is known whether or not the incoming attack will hit. Once the wizard tries to block, he's committed. The spell that the wizard is trying to block with must require no more than $\frac{1}{2}$ phase to cast. The blocker casts his spell, apply all the required limitations (concentrate could be a bad one here) and rolls his OCV against the attackers OCV. The blocker is at a -1 OCV for every 10 active points his spell is below the spell of the attacker. The blocker is at a +1 OCV if he uses an Area Effect Spell, and is at a -1 OCV if trying to block and Area Effect Spell.

If the blocker succeeds, the spell is blocked, if he fails the spell comes in as normal. Either way the blocker has aborted his next phase and can't act until his action phase following that.

The spell must, of course, be blockable, and this depends upon the attacker's spell and the blocker's spell. The GM will have to consider this carefully. Generally speaking, spells of a focused attack nature, such as ice shards or fire blasts can be blocked, but Change Environment and Clairsentience type spells would be nearly impossible to block, short of using Suppress or Dispel.

Alternately GMs may wish to require that spells of similar effect be used to block one another. For instance, an Energy Blast cannot be used to block an Ego Attack.

DODGING

Aborting to a dodge can be done to increase a characters chance of not getting hit by just about any type of attack spell. Again, the character must state he's trying to dodge before he knows whether or not the attack will land. Certain spells, however, cannot be dodged, and the GM will have to decide these close ones on a case by case basis. For instance, a character might be able to dodge and incoming lighting bolt, but dodging that Mind Scan might be a little harder, if not impossible. GMs may wish to allow dodges, or blocks for that matter, be possible if the character trying to perform the maneuver has the Enhanced Sense: Mental Awareness, or by basing the combat rolls on EGO rather than DEX.

DIVE FOR COVER

This maneuver can be used pretty much straight out of the book (*HERO System Rulesbook* pg. 155). Here again, some area effect attacks simply cannot be avoided by diving away, such as Clairsentience and Mind Scan.

MAGICAL ENERGY

Many stories portray spellcasting as an ability based on sheer willpower. The mage with the strongest mind has the most power. The END characteristic and END Reserves don't capture this feel quite right, so here is method for representing that.

GMs may wish to consider using Mana as the magical equivalent of the END characteristic. Mana, or MAN, would be based on a character's EGO x2, and would recover at a rate of $EGO/5 + INT/5$. A hero, therefore, with an EGO of 20 and an INT of 10 would have 40 MAN and 6 MRC, or Mana Recovery. The cost to increase them would be the same as that to increase END and REC, $\times\frac{1}{2}$ for MAN and $\times 2$ for MRC. Taking a Mana Recovery would follow the same rules as a regular recovery, and the characters would receive one each free at the post 12 phase of combat. Characters would also be able to recover both types at once, so taking a phase to recover would increase MAN, END and STN all at once.

QUICK CONSTRUCT MAGIC ITEMS

Listed below is the basic design for magic weapons which can be found in be added to this basic magic weapon to achieve a variety of effects. The common limitations which can be applied to the killing damage of a magic weapon are STR Min (-1), OAF (-1) and Independent (-2) for a total of -4. The Power Advantage: Reduced END, 0 END (+½) should be applied to the weapon as well. This Reduced END Advantage means that the Killing Attack of the weapon cost the weapon's wielder no END to use, but the STR Min Limitation requires the wielder to pay END on the STR he uses to swing the weapon. The Real Cost of the killing damage for a magic weapon with just the common Power Advantages and Limitations applied is 3 pts per 1d6 of Killing Attack (HKA).

KILLING DAMAGE

This is the base damage for magic weapons which can only be used in hand-to-hand combat.

Ability: 1d6 Killing Attack (HKA), STR Min (Act/2) (-1), OAF Independent.

Active Cost: 15 **Real Cost:** 3

KILLING DAMAGE (CAN BE THROWN)

This is the base killing damage for a magic weapon which can be thrown in addition to being used for hand-to-hand combat.

Ability: 1d6 Killing Attack (HKA), Can be thrown, STR Min (Act/2) (-1), OAF Weapon, Independent.

Active Cost: 22 **Real Cost:** 5

RANGED KILLING ATTACK (RKA)

This is the basic killing damage for magic ranged weapons, such as bows and crossbows. The special weapons powers listed below have all been designed for melee weapons. The Power Advantage: Usable at Range should be placed on the additional weapon effects which require it.

Ability: 1d6 Killing Attack (RKA), OAF Weapon, 1 Recoverable Charge, 2-Handed Weapon (-½), Concentrate to ½ DCV, STR Min (ACT/2) (-1), Independent

Active Cost: 15 **Real Cost:** 2

COMMON EFFECTS CHART

These are the more common powers found in fantasy weapons. The effects have the Power Limitations, O.A.F. Weapon (-1) and Independent (-2), and most have the Power Advantage Reduced END; 0 END Persistent (+1). Listed first are the approximate costs for adding the base power effect to the magic weapon, given in real points per effect level.

Effect	Cost Per Level
Change Environment	1½ pts.
Characteristics	5½ pts.
Combat Level	1¼ pts.
Dispel	3 pts.
Drain	3¾ pts.
Detect Object	5 pts.
Flash	3¾ pts.
Invisibility	7½ pts.
Life Support	2 pts.
Suppress	3¾ pts.
Telekinesis	5½ pts.
Transfer	5½ pts.
Transform	5½ pts.

Here is a breakdown of each of the power effects described above.

CHANGE ENVIRONMENT (LIGHT)

This power allows the weapon to glow, illuminating a 1 hex area. The light can, however, be seen from a much greater distance.

Ability: Change Environment (Light) 1 hex, 0 END, No Range (-½), OAF Weapon, Independent.

Active Cost: 7 **Real Cost:** 2

CHARACTERISTICS

A weapon with this power will add 10 points to whichever characteristic is specified by the weapon's creator. These are 10 character points and should be converted accordingly, i.e., 10 character points of STR is +10 STR, 10 character points of CON is +5 CON, 10 character points of SPD is +1 SPD and so on.

Ability: 10 Character Points, OAF Weapon, Independent.

Active Cost: 10 **Real Cost:** 2



COMBAT LEVELS

This effect adds either +1 OCV or +1 DCV to the wielder's Combat Value when using this weapon in combat. The CV bonus must be chosen when the weapon is purchased, either OCV or DCV.

Ability: +1 OCV or DCV, OAF Weapon, Independent.
Active Cost: 5 **Real Cost:** 1

DISPEL

A Weapon with this power can dispel an effect when the weapon strikes the spell or item containing the spell. The power that can be dispelled must be defined when the weapon is enchanted.

Ability: 3d6 Dispel, 0 END, No Range (-½), OAF Weapon, Independent.
Active Cost: 13 **Real Cost:** 3

DRAIN

A weapon with this effect can drain an opponent's power or characteristic. The power or characteristic must be defined when the item is created.

Ability: 1d6 Drain, 0 END, OAF Weapon, Independent
Active Cost: 15 **Real Cost:** 4

DETECT (OBJECT)

This power allows the weapon's user to detect and locate an object. The object which can be detected must be defined when the item is created and can be practically anything, (i.e., gold, rubies, zombies, etc...). The detect is purchased as a Sense, is Ranged and is Discriminatory. This will allow the wielder to sense the item when it's near, locate the item and determine the quantity or quality of the object.

Ability: Detect Object, Sense, Ranged, Discriminatory, OAF Weapon, Independent.
Active Cost: 15 **Real Cost:** 4

FLASH

A weapon with this power causes a brilliant burst of light to erupt when it strikes a target. Unless protected, this burst will blind the target, should it hit.

Ability: 1d6 Flash, 0 END, No Range (-½), OAF Weapon, Independent.
Active Cost: 15 **Real Cost:** 3

INVISIBILITY

The wielder of a weapon with this power becomes invisible whenever he uses the weapon. The wielder becomes invisible to normal sight, any other senses can be purchased for the same cost.

Ability: Invisibility, 0 END, OAF Weapon, Independent.
Active Cost: 30 **Real Cost:** 7

LIFE SUPPORT

A weapon with this power will allow its owner to survive exposure to harsh environments. The character will be able to breathe in (and not take damage from) the harsh environment specified. The type of environment must be defined when the item is purchased. For example, this weapon might allow a character to breathe underwater and survive the extreme pressure, or survive an area of intense heat and breathe there normally.

Ability: Life Support (5 to breath in environment, 3 to survive it), OAF Weapon, Independent.
Active Cost: 8 **Real Cost:** 2

SUPPRESS

This power allows the wielder to suppress a single magic spell or power that the weapon comes into contact with. The effect which can be suppressed must be defined when the item is created.

Ability: 2d6 Suppress, 0 END, No Range (-½), OAF Weapon, Independent.

Active Cost: 15 **Real Cost:** 3

TELEKINESIS

A weapon with this power has the ability to use STR at a range. The possible uses for this STR are endless, the character is only limited by his imagination (and the GMs approval).

Ability: 10 STR Telekinesis, 0 END, OAF Weapon, Independent

Active Cost: 22 **Real Cost:** 5

TRANSFER

This effect will allow an attacker to temporarily transfer Characteristic or Power points from an opponent to the himself. The type of points transferred must be defined when the item is constructed such as, transfer STR to STR, CON to END or Force Field to Armor. The possibilities are endless, but the target must possess the power specified, and the wielder must have the target power.

Ability: 1d6 Transfer, 0 END, OAF Weapon, Independent

Active Points: 22 **Real Cost:** 5

TRANSFORMATION

This power allows the weapon's wielder to transform an opponent into a pre-defined object. The power has no range so the wielder must strike the opponent with the weapon for the transform to take affect.

Ability: 1d6 Major Transformation, 0 END, No Range (-½), OAF Weapon, Independent.

Active Cost: 22 **Real Cost:** 5

READY MADE MAGIC ITEMS

TRIVIAL ITEMS

FIREBLAST SCROLL

A common tool of Fire Mages, the Fireblast Scroll discharges a ball of exploding fire at a target. The caster has but to read the scroll and point at his target. The caster must hold the scroll throughout the reading so the necessary END can be drawn into the scroll. Should contact be broken, or the caster stops reading before completion, the fireblast will occur in the caster's hex.

Ability: 4d6 Energy Blast (Fire), Explosion, 0 END, Requires Magic Skill Roll, Concentration ($\frac{1}{2}$ DCV), OAF: Scroll, Fragile Focus, Incantations, Conditional (needs good light to read by) ($-\frac{1}{4}$), Independent, Side Effects: 6d6 Energy Blast Explosion, Caster's Magic skill roll reduced by 4 if the scroll is released before completion of spell ($-\frac{1}{4}$), Caster's Magic skill roll reduced by 4 if the caster is interrupted or stops during the reading ($-\frac{1}{4}$).

Active Cost: 50 **Real Cost:** 7

STAFF OF MAGICAL ENERGY

This is a magical endurance reserve which its owner may draw off to power his spells. The use of this staff requires some magic skill. When used incorrectly, this item will actually draw END from its user, rather than provide him with it.

Abilities:

- 1 — 100 pt END Reserve, Requires Magic skill roll to use, Side Effect: 6d6 END Drain, OIF Staff, Independent.
- 2 — 10 Recovery for END Reserve, OIF Staff, Independent.

Active Cost: 20 **Real Cost:** 5

POWER CRYSTALS

Discovered by the Wizard Othario, these crystals enhance the spells of their possessor. Legend says that these crystals were once part of huge crystal obelisks which supplied magic power to a kingdom of sorcerers. The sorcerers of this kingdom were politically divided, between those who wished to conquer the world and those who wished to help mankind. The two factions fought a great war of magic, during which the obelisks were destroyed. Only shards of the crystal obelisks remain, and these are highly sought after by spellcasters.

Ability: 4d6 Aid to END, 0 END, OIF Crystal, Independent.

Active Cost: 15 **Real Cost:** 4

BOTTLE OF ENDLESS WATER

This crude-looking waterskin actually bears an enchantment that has comforted many a traveller of the desert dunes. Once per hour, the bottle will refill any of its empty volume with cool, crystal clear water.

Ability: 1d6 Major Transform (Air into cold water; cancelled if not drunk within 1 hour), 0 END Persistent (+1), Activates once per hour ($-2\frac{1}{2}$), Only to fill up empty space in bottle ($-\frac{1}{4}$), No range ($-\frac{1}{2}$), OAF Bottle (-1), Independent (-2)

Active Cost: 30 **Real Cost:** 4

FAERIE WARD

These little charms are a favorite of hermits and anyone who travels often through enchanted woods. Composed of beads, feathers and dried mushroom caps wrapped together with a leather cord, they dampen the effects of faerie spells and faerie trickery. This protection is, however, rarely foolproof.

Ability: 1d6 Suppress, Affects all faerie powers (+2), 0 END Persistent (+1), Continuous (+1), Always On ($-\frac{1}{2}$), 11-less Activation Roll (-1), No range ($-\frac{1}{2}$), IAF Charm ($-\frac{1}{2}$), Independent (-2)

Active Cost: 25 **Real Cost:** 4

RIDDLE KEY

Riddle Keys are tipped with a small, grotesque face worked in the iron. When inserted into any lock, the face comes to life, mocking the key holder and finally asking of him one question. If the bearer can answer correctly, then the Riddle Key will open the lock. If he cannot answer correctly, then the Riddle Key sneers, the face ceases to be animated, and the lock remains closed.

The Riddle Key will only ask a riddle once per half hour. Note that any lock opened by a Riddle Key will automatically re-lock after the portal is closed (which means another riddle may need to be answered if the key's owner wants to let himself back out!).

Ability: 1d6 Cosmetic Transform (Locked lock into unlocked lock; cancelled after portal is closed again), 0 END (+½), Only if user correctly answers riddle (-½), No range (-½), OAF Key (-1), Independent (-2). **Active Cost:** 7; **Real Cost:** 1

Ability: ½d6 Major Transform (Riddle Key into Living Riddle Key; cancelled when the riddle is answered), 0 END (+½), Trigger (When key is inserted in a lock) (+¼), Only works once per ½-hour (-1), OAF Key (-1), Independent (-2). **Active Cost:** 17; **Real Cost:** 3

Total Active Cost: 33 **Total Real Cost:** 4

BRUSH OF THE MERMAID

A daintily-embroidered hairbrush with soft bristles of luminescent green, the Brush of the Mermaid transforms its user into a vision of beauty. However, she who uses it will also gain a luxuriant, yet unusual mane of green hair, and a jade tint to her skin.

Ability: 4d6 COM Aid, Fade rate = 5 points/5 hours (+1), 0 END (+½), Person gains luxuriant green hair and jade skin (-¼), Gestures (-¼), Extra Time: Full Phase (-½), Concentrate (½ DCV) (-¼), OAF Brush (-1), Independent (-2)

Active Cost: 25 **Real Cost:** 5

CRYSTAL BAND

This silver and red fillet is inlaid with small crystals all around its length. When worn as a headband, the fillet imparts the ability to see through the crystals, literally granting "eyes in the back of your head." The experience is a bit unsettling, but highly useful.

Ability: 360 Degree Sensing (sight), IAF Fillet (-½), Independent (-2)

Active Cost: 10 **Real Cost:** 3

FOOL'S BAG

When an object is placed within this innocuous-looking bag of burlap, it is seemingly transformed into the most finely-crafted specimen there could be, inlaid with gems and precious metals and exquisitely detailed, yet undoubtedly of matchless quality. However, after the item has been removed for a period of 1 hour, the illusion is revealed as the object returns to its original state.

Ability: 2d6 Minor Transform (Any inanimate object into a similar but perfect and very valuable object; cancelled after object has been removed from bag for 1 hour), Invisible Power Effects (completely invisible) (+1), 0 END Persistent (+1), Always On (-½), Object must be placed inside bag (-¼), No range (-½), OAF Burlap bag (-1), Fragile (-¼), Independent (-2).

Active Cost: 60

Real Cost: 11

RANAGA'S SPYING STONE

To aid in his political ambitions, the wizard Ranaga created several of these ordinary-looking bricks when he constructed his tower. These magical bricks are painted on one surface with the stylized image of two eyes. When set in a wall, a spying stone will allow anyone who puts his own eyes up to the painted eyes to see on the other side of the wall as though a hole were present.

Ability: N-Ray Vision, Only to see through the Spying Stone (-2), Concentrate (½ DCV) (-¼), OAF Brick (-1), Immobile (must be set in a wall to work) (-1), Independent (-2)

Active Cost: 20

Real Cost: 3

TRUESIGHT MIRROR

The Truesight Mirror was created by Keldor the Wizard for a the ruler of a small barony which bordered the Enchanted Forest. Because of the proximity to the forest, the Baron's land was plagued by changelings and other shapeshifted creatures. Keldor enchanted a mirror with the ability to see the true nature of things. Visitors to the Baron's keep are marched past a large hall mirror flanked by several guards. Should the mirror show one of the guests to be other than he appears, the guards attack. The mirror even works against those in disguise, such as thieves or assassins.

The mirror will only display true physical forms, and will give no information concerning the target's intentions, beliefs etc..

Ability: Detect True Physical Form, Range, Discriminatory, Sense, OAF Mirror, Bulky Focus, Independent.

Active Cost: 15

Real Cost: 3

WIZARD'S RING

This powerful item has the ability to cast forth the last spell which was cast into it. A wizard has but to cast a spell into the ring, and the ring can discharge the spell later. The ring is merely a storing device for magic, and anyone can activate the magic of the ring once a spell has been put into it. The ring can only cast the same spell which was cast into it, and can only cast the spell once.

Once the spell is discharged from the ring, the ring can only be re-powered by casting another spell into it. The ring may only absorb spells less than or equal to the power of the wizard who created the ring, any extra power is lost.

Ability: Apply Delayed Effect (+¼) and Usable by Others (+¼) to a spell not exceeding 50 Active points, OIF Ring, Independent

Active Cost: 25 **Real Cost:** 6

MAJOR ITEMS

PIGMENTS OF PROPHECY

This set of oddly-scented paints is collected into a series of ceramic pots. These pigments are instilled with a unique enchantment: When they are used to create a painting, the subject of the picture (be it a person, object, place or whatever) will slowly transform itself, showing what the future holds for the subject.

The skill of the painter is not important, but if the subject is painted unclearly, the magic may mistake it for something else. Any picture, even a simple line, will be interpreted by the magic of the paints in some fashion (a line could represent a spear, a river, a sword wound, the top view of a wall, etc. A splotch could represent a lake, the boundaries of a country, a battle formation, a person's heart, etc.). The jars of paint contain magic enough to show the future 10 times, after which they become ordinary paints.

Ability: Precognition (sight), Limited to subject of painting (-1), Only to trigger Transform (-½), Interpretation of subject depends upon accuracy of picture (-¼), Picture must be painted (-¼), 10 Charges (-¼), Charges do not recover (-2), OAF: Paints (-1), Independent (-2). **Active Cost:** 40; **Real Cost:** 5

Ability: 1d6 Transform (Original picture into vision of the future; cancelled if paint is subjected to prolonged heat), Transform takes place slowly (from 1 hour to 1 day; longer if the painting is watched) (-¼), 10 Charges (-¼), Charges do not recover (-2), OAF: Paints (-1), Independent (-2). **Active Cost:** 15; **Real Cost:** 2

Total Active Cost: 55 **Total Real Cost:** 7

WIZARD'S KNOT

It is possible to tie this elaborate knot into any sort of string or rope in such a way that it will capture an incoming magical attack. The knot is then charged with magical energy coursing through its intricate curves. At some point in the future, the knot may be untied, at which time the magic spell will be released at any target desired.

Ability: Reflection to Any Target, +10 OCV to catch spell, Trigger (Reflected attack discharges when knot is untied) (+¼), 1 Charge (-2), Charge does not recover (-2), Extra Time: 1 Turn (to untie knot) (-1), OAF Knot (-1), Independent (-2)

Active Cost: 87 **Real Cost:** 11

HORSESHOES OF LIGHTNING

The metal used to forge these horseshoes was drawn from a magical cleft in the earth, gouged by a primal lightning bolt in the beginnings of the world. When a horse's hooves are outfitted with Horseshoes of Lightning, the creature's ground speed increases dramatically, and at a gallop bright flashes of lightning can be seen between hoof and earth, leaving burnt hoof prints. In addition, if the horse should kick an object or person, a spark of lightning will snap, searing the target.

Ability: +10" Running, OIF Horseshoes (-½), Independent (-2). **Active Cost:** 20; **Real Cost:** 6

Ability: 5d6 EB, 0 END (+½), Linked with hoof attacks (-½), No range (-½), OIF Horseshoes (-½), Independent (-2). **Active Cost:** 37; **Real Cost:** 8

Total Active Cost: 57 **Total Real Cost:** 14

BOW OF THE HUNTER

This heavy re-curved bow of the finest craftsmanship is carved over its surface with reliefs of many different creatures. When the archer desires, he may touch the image of a certain animal, and if such a creature is present in the area, a tingling sensation will spread through his hand. In addition, the bow is very powerful but built so that a small person may use it.

Ability: Detect x 7 (Deer, boar, rabbit, fox, game fowl, predator, human), Range, +2 Telescopic Sense, 360 Degree Sensing, OAF Bow (-1), Independent (-2). **Active Cost:** 44; **Real Cost:** 11

Ability: 1½d6 RKA, 8STR Min (-¾), Can't add damage with STR Min (-½), 2-Handed Weapon (-½), 1 Recoverable Charge (-1¼), Concentrate (½ DCV) (-½), OAF Bow (-1), Independent (-2). **Active Cost:** 25; **Real Cost:** 4

Total Active Cost: 66 **Total Real Cost:** 15

VEIL OF SHELTER

A voluminous veil of silk, in multiple layers of ethereal colors and edged in gold thread, the Veil of Shelter is more than just a beautiful piece of cloth. When held at arm's length and catching the wind in its fullness, the veil forms a small dome of shelter into which a few people may seek solace from any harsh climates outside. The cloth is filmy and it is possible to see in and out of the walls of the shelter. The dome can be removed simply by clutching the flap of its small doorway and tugging briskly.

Ability: 2 PD/2 ED Force Wall, 0 END Persistent (+1), Only to form a 1-hex closed dome (-¼), No range (-½), Gestures (-¼), OAF Veil (-1), Independent (-2). **Active Cost:** 20; **Real Cost:** 4

Ability: Change Environment (comfortable temperature & humidity), 1 hex, 0 END Persistent (+1), Linked to Force Wall (-½), Only within Force Wall (-¼), No range (-½), Gestures (-¼), OAF Veil (-1), Independent (-2). **Active Cost:** 10; **Real Cost:** 2

Total Active Cost: 30 **Total Real Cost:** 6

NYCROD'S DRUM

It is said Nycrod, the maker of the Galley Drum, was a foul sorcerer who enslaved the souls of captive oarsmen. The Galley Drum is useful aboard ships which employ oars. By beating on the drum, the drummer can cause the oars to row by magical force, as though four rowers were manning each oar. Increasing the tempo of the drumming will increase the speed of the boat, and complex maneuvering is also possible by varying the beat of each separate drumstick. Note that the drum must be placed at the end of the aisle between the port and starboard oars, and the ends of each oar must extend into the center row of hexes.

Ability: 16 STR Telekinesis, Fine Work (15- less), Area Effect: 12" Line (+1), 0 END (+½), Only to row oars (-2), No range (-½), Gestures Throughout (-½), Noisy (-¼), Extra Time: 1 Turn to begin (-1), OAF Drum (-1), Bulky (-½), Independent (-2)

Active Cost: 72 **Real Cost:** 8

CHARTS OF THE ELEMENTS

Charts of the Elements are extremely thin, onionskin scrolls which can be placed over existing maps. When the exact location of the chart is marked with a pin, the surface become cloudy for a few seconds and an image appears on the scroll which shows in stylized detail the weather conditions as they stand in a large radius (up to almost 16 miles) around the pin. Of course, the map over which a Chart of the Elements is placed must be accurate; the less true the map, the less true the weather patterns the chart will show.

Ability: Clairsentience (sight), 12,800" range, 0 END (+½), Only to see weather patterns & determine accuracy of map (-1), Must be placed over existing map of the area (-1½), Limited to the scope of the map (-½), Extra Time: 1 Turn (-1), OAF Onionskin chart (-1), Fragile (-¼), Independent (-2). **Active Cost:** 82; **Real Cost:** 10

Ability: Images (sight), 0 END (+½), Linked to Clairsentience (-½), Only to show stylized weather patterns on the surface of the chart (-1), Accuracy depends upon accuracy of map (-½), OAF Onionskin chart (-1), Fragile (-¼), Independent (-2), Linked (-½). **Active Cost:** 15; **Real Cost:** 2

Ability: 360 Degree Sensing (Clairsentience), OAF Onionskin chart (-1), Fragile (-¼), Independent (-2). **Active Cost:** 10; **Real Cost:** 2

Total Active Cost: 107 **Total Real Cost:** 14

GLAMOR ROSES

Glamor Roses can be raised in any environment that will accommodate ordinary roses, and in fact appear identical to the common variety in every way. However, Glamor Roses have the special quality that, for several hours after they are picked, they exude a magical fragrance which causes everyone who smells them to fall prey to the arrows of Cupid. Those who are affected will continue to feel amorous even after separating from the rose, until the magical fragrance dissipates or the rose is crushed.

Ability: 10d6 Mind Control, Continuous (+1), Area Effect: 1 Hex (+½), Telepathic Command (+¼), Single Command ("Love") (-½), 1 Continuing Charge (5 hours) (-¼), Charge does not recover (-2), OAF Rose (-1), Fragile (-¼), Independent (-2).

Active Cost: 137 **Real Cost:** 19

HERBS OF ALERTNESS

These magical seeds and leaves, grown only in a remote grove in a land plagued with trolls and giants, impart to those who partake of them an exceptional degree of alertness. Their senses become heightened to an astonishing level. One dose of the Herbs of Alertness lasts an ordinary person an entire day.

Ability: +5 to all PER Rolls, Linked to Danger Sense (-½), 1 dose lasts 1 day (-¼), Independent (-2). **Active Cost:** 15; **Real Cost:** 5

Ability: Danger Sense, 14-less roll, Keeps character from being surprised out of combat, Detects danger in character's immediate vicinity, 1 dose lasts 1 day (-¼), Independent (-2). **Active Cost:** 26; **Real Cost:** 8

Ability: Lightsleep, Linked to Danger Sense (-½), 1 dose lasts 1 day (-¼), Independent (-2). **Active Cost:** 3; **Real Cost:** 1

Total Active Cost: 44 **Total Real Cost:** 14

TELL-TALE MIRROR

This simple-looking mirror of polished metal actually contains an interesting magic, for it can recreate the reflections of every event it sees. However, the watcher cannot control which events the mirror will show him unless he is skilled in the arts of magic, and even then he may only do so with difficulty.

Ability: Images (sight), 0 END (+½), Magic Skill roll required at -5 or no conscious control (-1), Only replays reflections (-1), OAF Mirror (-1), Fragile (-¼), Independent (-2). **Active Cost:** 15; **Real Cost:** 2

Ability: Eidetic Memory (remembers all reflections in the mirror), OAF Mirror (-1), Fragile (-¼), Independent (-2). **Active Cost:** 10; **Real Cost:** 2

Total Active Cost: 25 **Total Real Cost:** 4

PEGASUS BARDING

This magical armor of the richest craftsmanship can be fitted to any horse or horse-like animal. When its rider commands, the exquisite wings which are etched in the side of the barding burst forth to become real, shimmering wings on which the horse and rider can take to the sky. The weight of the armor is negligible.



Ability: 20" Flight, Incantations (Rider must command wings to appear) (-¼), OIF Barding (-1), Real Armor (-¼), Independent (-2). **Active Cost:** 40; **Real Cost:** 9

Ability: +8 PD/+8 ED Armor, Covers locations 4-5 & 9-14 (-1), OIF Barding (-1), Real Armor (-¼), Independent (-2). **Active Cost:** 24; **Real Cost:** 4

Total Active Cost: 64 **Total Real Cost:** 13

BRIDGE OF THE SPHINX

This stone bridge is guarded at either end by the regal statue of a sphinx. When approached, the statue will ask each person one question. Those who answer correctly may pass. If a riddle cannot be answered, then the person is warned not to cross; if he dares anyway, he is gifted with a small curse.

Ability: Images (sight + hearing), 0 END (+½), Trigger (When bridge is approached) (+¼), Only to give the appearance of the statue asking a riddle (-1), OAF Sphinx statue (-1), Immobile (-1), Independent (-2), Linked (-½), **Active Cost:** 26; **Real Cost:** 4

Ability: 10d6 Cosmetic Transform (Hair growth, embarrassing rash or other such curse; cancelled when the victim leaves the bridge on the same side he came from), 0 END (+½), Trigger (If person steps on bridge without correctly answering riddle) (+¼), OAF Bridge (-1), Immobile (-1), Independent (-2) **Active Cost:** 87; **Real Cost:** 17

Total Active Cost: 113 **Total Real Cost:** 21

CRYSTAL SHIELD

This round shield of glittering crystal will shatter when struck with sufficient force, spraying forth a slicing burst of crystal shards. These shards quickly dissolve into nothingness, while the shield itself grows into its original shape after 1 Phase.

Ability: +2 DCV, Does not work for 1 Phase after RKA is set off (-½), 5 STR Min (-1), OAF Shield (-1), Independent (-2). **Active Cost:** 10; **Real Cost:** 2

Ability: 1d6+1 physical RKA, Area Effect: 1 Hex (+½), 0 END (+½), Trigger (When shield takes a 8+ BODY hit) (+¼), No Conscious Control (-1), No Range (-½), Must reform for 1 Phase after being Triggered (-½), OAF Shield (-1), Independent (-2). **Active Cost:** 45; **Real Cost:** 7

Total Active Cost: 55; **Total Real Cost:** 9

ROD OF THE SHAMAN

Crafted of finely-carved and painted bamboo, this rod is actually a magical blowgun which activates specially-prepared darts. When the user fires a particular dart from this tube, its impact produces the startlingly-realistic illusion of a particular jungle creature, shrieking and fleeing or snarling and charging to attack. This magic is useful in hunting both animals and men.

Ability: Images v.s. Sight group, Hearing Group, Smell/Taste Group, 1 hex, -7 PER, 10 Continuing Charges (Each dart produces an image that lasts for 1 Turn) (+¼), Can only create pre-determined images based on special darts (-1), Gestures (Must blow dart from blowgun) (-¼), Concentrate (½ DCV when firing) (-¼), 1½- Handed Weapon (-¼), OAF Blowgun/Darts (-1), Independent (-2). **Active Cost:** 70; **Real Cost:** 12

Ability: ½d6 RKA, Concentrate (½ DCV) (-¼), 1 Recoverable Charge (-1¼), 1½-Handed Weapon (-¼), OAF Blowgun (-1), Indep. (-2). **Active Cost:** 10; **Real Cost:** 2
Total Active Cost: 80 **Total Real Cost:** 14

FROST FLOWER

This blossom can only be picked on the Elemental Plane of Ice, but in the world of men it becomes an ever-cold flower of glass which imparts to its bearer the ability to freeze liquids. The bearer can even walk across the surface of water, freezing little stepping-stones along the way. The Frost Flower also absorbs the effects of cold environments, protecting its bearer.

Ability: Change Environment (-30°F), 2" radius, 0 END (+½), Gestures (must point the flower and squeeze it gently) (-¼), OAF Flower (-1), Fragile (-¼), Independent (-2). **Active Cost:** 15; **Real Cost:** 3

Ability: 6" Flight, Only on the surface of water (-2), OAF Flower (-1), Fragile (-¼), Independent (-2). **Active Cost:** 12; **Real Cost:** 2

Ability: Life Support (cold conditions), OAF Flower (-1), Fragile (-¼), Indep. (-2). **Active Cost:** 3; **Real Cost:** 1
Total Active Cost: 30 **Total Real Cost:** 6

SWORD OF SOOTHING

This shimmering broadsword is composed of folded crystal rather than folded steel. Its glittering surface is translucent and hypnotic, and possesses unique psychic qualities. The crystal will absorb all intense emotions near it, in a calming yet disturbing manner.

Ability: 2d6 HKA, 5 STR Min (-¼), OAF Sword (-1), Independent (-2). **Active Cost:** 30; **Real Cost:** 7

Ability: 8d6 Mind Control, Area Effect: 5" radius (+1), 0 END Persistent (+1), Continuous (+1), Telepathic Command (+¼), Single Command ("Calm yourself") (-½), Mind Control does not continue outside radius of effect (-½), Always On (-½), OAF Sword (-1), Independent (-2). **Active Cost:** 170; **Real Cost:** 31

Total Active Cost: 200 **Total Real Cost:** 38

CHARIOT OF THE SUN

This grand chariot, shining in carved silver with inlaid gold accents, has the ability to summon forth a pair of giant, beautiful swans, their sleek bodies composed entirely of sunflame. On the wings of these magical birds, the chariot can soar brightly through the air.

Ability: 18" Flight, 0 END Persistent (+1), Area Effect: 1 Hex (+½), Usable By Others (up to 4 people) (+1), Incantations (Swans must be summoned by name: "Arios" and "Helia") (-¼), Extra Time: Full Phase (-½), Gestures throughout (Must control swans with reins or they will dissolve) (-½), OAF Chariot (-1), Bulky (-½), Independent (-2)

Active Cost: 126 **Real Cost:** 22

OBSCURING RING

This ring can hide its wearer from magical scrying, the perfect item for a character being hunted by a spellcaster.

Ability: Invisibility, 0 END Persistent, Only vs. Clairsentience (Sight) (-1½), Always On, IIF Ring, Independent.

Active Cost: 40 **Real Cost:** 8

SPEAR OF FIRE AND ICE

When the rulers of the Kingdom of Fire and the Lords of the Northern Reaches signed a truce, the most powerful wizards from both communities combined efforts to create a powerful item which would symbolize their union. The Spear of Fire and Ice was to be that symbol.

The spear is comprised of a huge, metal-shod shaft set with a rune-etched spearhead at either end. The spear can be tossed with either head forward, each having a different effect. The spear head made by the ice wizard transforms the spear into a large shaft of ice. This shaft can pierce practically any surface. When the opposite end of the spear, forged by the fire mage, is used the spear becomes a searing shaft of flame which can seriously injure, if not kill, its target. The spear can also be used as a hand to hand weapon, the special effect of which depends upon which end of the spear the wielder is using.

Abilities:

- 1 — Ice Spear, 2 ½d6 RKA, STR Min -5 (15 STR) (-½), 1 Recoverable Charge, OAF Spear, Independent.
- 2 — Fire Spear, 8d6 Energy Blast, STR Min -5 (15 STR) (-½), 1 Recoverable Charge, OAF Spear, Independent.
- 3 — 2d6 HKA, STR Min -5 (15 STR) (-½), OAF Spear, Independent.

Active Cost: 110 **Real Cost:** 21

SPELL-EATER CHAINMAIL ARMOR

This magic suit of chainmail armor not only protects its wearer from physical attack, but from magical attacks as well. Any spells which hit the person wearing this armor are decreased in power.

Abilities:

- 1 — 6PD, 6ED Armor, OIF Chainmail, Independent, Real Armor, Half Mass (12 kg) (-½), Coverage (Locations 4-5, 9-13) (-1).
- 2 — 5d6 Suppress, Damage Shield (+½), Any Single Incoming Spell (+¼), 0 END Persistent, Always On, OIF Chainmail, Independent.

Active Cost: 87

Real Cost: 22

DEATH DAGGER

This weapon is one of the few items that the majority of people will instantly consider repulsive. It is an uncommon weapon used by assassins who have orders to make sure that the person they are hired to kill can not ever be brought back to life. The reason is that when this dagger is used to give the death strike, that is the blow that kills the target, it will attempt to destroy the target's soul or spirit. With no soul or spirit the person can neither be brought back to life or enjoy the afterlife, he is truly dead in body and soul. When this type of dagger is unsheathed everyone near it can feel its evil and the black blade is unmistakable. Where the dagger comes from is generally unknown, only master assassins or heads of assassin guilds seem to know. Please realize that the transformation is permanent, the only theorized way of reversing the transformation is to travel back in time and rescue the target.

Abilities:

- 1 — 2d6 HKA, Armor Piercing, OAF-dagger, Independent, STR Min of 8 (-1)
- 2 — 6d6 Major Transformation (destroy target's soul or spirit), OAF-dagger, No Range (-½), Only on the Death Stroke of the Target (-1)

Total Active Cost: 195 Real Cost: 51

ENCHANTED WOLF SKIN

This item is normally only used by trusted and well trained assassins of the Wolf Cult in order to perform their public executions. However there are non-cult members who have obtained their own wolf skins, normally by killing the previous owner. People who wear this skin openly and are not cult members are inviting great danger.

To use this item all the user has to do is place the skin over his shoulders with the head of the wolf covering the user's head so that he is looking out of the eye sockets of the wolf. To all onlookers it would appear as if the skin was starting to merge with the body of the user and the eyes glow red. At the end of the transformation the user has become a man-wolf. All of the owner's possessions transform with him except for what he may have had in his hands.

Abilities:

- 1 — Shapeshift into a man-wolf, OIF-wolfskin, Independent, 0 END
- 2 — 2d6 HKA, OIF-wolfskin, Independent, 0 END, Reduced Penetration (2x1d6)
- 3 — 3d6 SPD Aid, OIF-wolfskin, Independent, Persistent (+1/2)
- 4 — 4d6 PRE Aid, OIF-wolfskin, Independent
- 5 — Infrared Sight, OIF-wolfskin, Independent
- 6 — Damage Reduction 50% Resistant vs. Physical Attacks, OIF-wolfskin, Independent

Total Active Cost: 167 Real Cost: 38

ARTIFACTS

MIND DEVOURER

This dark blade is known and feared far and wide, and for good reason. Its ebony steel bears the twisting inscriptions of an ancient sorcerer who despised all common mortals, believing them to be little more than animals. Out of his hatred came the Mind Devourer, a terrible bastard sword which reduces its victims to mindless, soulless husks. Its use is very dangerous, however, since the wielder is also affected by this mind draining effect, albeit at a much slower rate.

Ability: 1d6 EGO Drain, Recover 5 pts./5 decades (+3), 0 END (+½), Side Effects (1 pip Cumulative Transform: Wielder into same character except with 1 INT and 1 EGO; Aid and similar powers will restore lost Characteristics as though they had been Drained) (-1), HKA must draw blood (-¼), OAF Bastard sword (-1), Independent (-2). **Active Cost:** 90; **Real Cost:** 17

Ability: 1d6 INT Drain, Recover 5 pts./5 decades (+3), 0 END (+½), Linked with EGO Drain (-½), OAF Bastard sword (-1), Independent (-2). **Active Cost:** 45; **Real Cost:** 10

Ability: 2d6 HKA, 15 STR Min (-¾), 1½-Handed Weapon (-¾), OAF Bastard sword (-1), Independent (-2). **Active Cost:** 30; **Real Cost:** 6

Ability: +3 OCV, OAF Bastard sword (-1), Independent (-2). **Active Cost:** 6; **Real Cost:** 1

Total Active Cost: 171; Total Real Cost: 34

ANVIL OF THE DWARVEN GODS

Cast of magical iron mined from the home of the dwarven gods, this anvil is incredibly beneficial to any metalworker, and particularly to one who is forging a magical item. In ordinary smithing, the anvil speeds the process and makes metalworking phenomenally easier. In magical smithing, the anvil actually imparts its own mystical power to the spell or spells being placed in the magic item. However, the anvil only contains a limited amount of magical energy, and after this is spent the anvil becomes an ordinary piece of iron.

Ability: +5 to all metalworking skills, Works as long as there are charges left in the Aid (-¼), OAF Anvil (-1), Bulky (-½), Independent (-2). **Active Cost:** 25; **Real Cost:** 14

Ability: 3d6 Aid, Fade rate = 5 pts./millennia (+3¾), Aids any Independent spell forged on the anvil (up to ½ real points in spell) (+2), 15 Charges (+0), Charges don't recover (-2), OAF Anvil (-1), Bulky (-½), Independent (-2). **Active Cost:** 101; **Real Cost:** 15

Total Active Cost: 134 **Total Real Cost:** 29

CROWN OF SLEEP

The Crown of Sleep, an aged but valuable tiara of silver and precious stones, is actually one of a pair of very old, magical artifacts. The other is the Ring of Wakening, an equally timeworn and valuable band of etched gold. When the Crown of Sleep is donned, the person falls into an unbreakable trance of sleep. Not even magic spells may rouse the sleeper. The only way to break the spell is by touching the crown with the Ring of Wakening. However, when the magic of the crown is activated, the ring teleports far away (up to 400 miles) to a random place where it is rarely simple to locate. If and when the ring and crown are reunited, the sleeper will awaken, and the magical pair of artifacts will vanish.

Ability: 10d6 Minor Transform (Person into sleeping person with crown permanently attached to the head; cancelled when crown is touched with the Ring of Wakening), Trigger (When crown is donned) (+¼), 1 Charge (-2), Charge does not recover (-2), OAF Crown (-1), Independent (-2). **Active Cost:** 125; **Real Cost:** 16

Ability: 30 points Power Defense, Only v.s. Transforms & spells to revive sleeper (-½), Focus: Crown (-0), Vanishes with crown (-¼), Independent (-2). **Active Cost:** 30; **Real Cost:** 8

Ability: 10" (327,680" noncombat) Teleportation (Teleports ring to a random spot within the range of the Teleportation), Trigger (When crown is donned) (+¼), 0-Phase Noncombat (+½), Noncombat only (-0), Random location (-½), 1 Charge (-2), Charge does not recover (-2), OAF Ring (-1), Independent (-2). **Active Cost:** 166; **Real Cost:** 19

Ability: Extra-Dimensional Movement, Any Location in Any Dimension (Ring & Crown vanish), Trigger (When sleep Transform is cancelled by touching ring to crown) (+¼), 1 Charge (-2), Charge does not recover (-2), Random location (-½), OAF Ring & Crown (-1), Independent (-2). **Active Cost:** 50; **Real Cost:** 6

Total Active Cost: 371 **Total Real Cost:** 49

ENDLESS POPPIES

Endless Poppies are a magical variety of flower, related to the Glamor Rose. When a person wanders into a field of Endless Poppies, it suddenly occurs to him that the field extends to the horizon in all directions. Although the person is not actually walking, it will appear as though he is wandering endlessly. This illusion is so powerful that lone travelers or people with little willpower can potentially be stranded long enough to starve to death. However, if the person is removed from the poppy field, the spell is broken.

Ability: 13d6 Mental Illusions (poppy field extends forever, character no longer interacts with real environment, requires EGO+30), Area Effect: 13" radius (+1 ¼), 0 END Persistent (+1), Continuous (+1), Always On (-½), Illusion does not extend beyond area of effect (-½), OIF Poppy field (-½), Immobile (-1), Independent (-2)

Active Cost: 276

Real Cost: 50

STAFF OF SHADOW

Malachi the Summoner, Lord of Shadow, created this powerful item to aid his allies in their struggle against mutual enemies. The Staff of Shadow is a powerful item indeed, with the power to transport up to eight people anywhere in the world. The staff also has the ability to let its users see through shadow to any place in the world. The viewers will be able to see their surroundings and to hear any sounds associated with it.

The staff has a large pool of magical energy stored within it and has the ability to recharge itself after use. The item must be placed in total darkness for the magical energy to return, as it draws its power from the shadow realm. Malachi stole the power required to make the item from several powerful shadow demons. These demons are always on the lookout for the staff's use, as they can detect when their power is being drawn upon. Should the spellcaster using the item fail to do so correctly, the demons will spot the item and send servants to fetch it back.

Abilities:

1 — Shadow Walk: Teleport 10", x1048576 Extra Distance (world-wide), x8 extra mass, OAF Staff, Independent, Gestures, Incantations, Concentrate (0 DCV), Requires a Magic skill roll, Side Effects: Summon two 90 pt. Shadow Demons (-1)

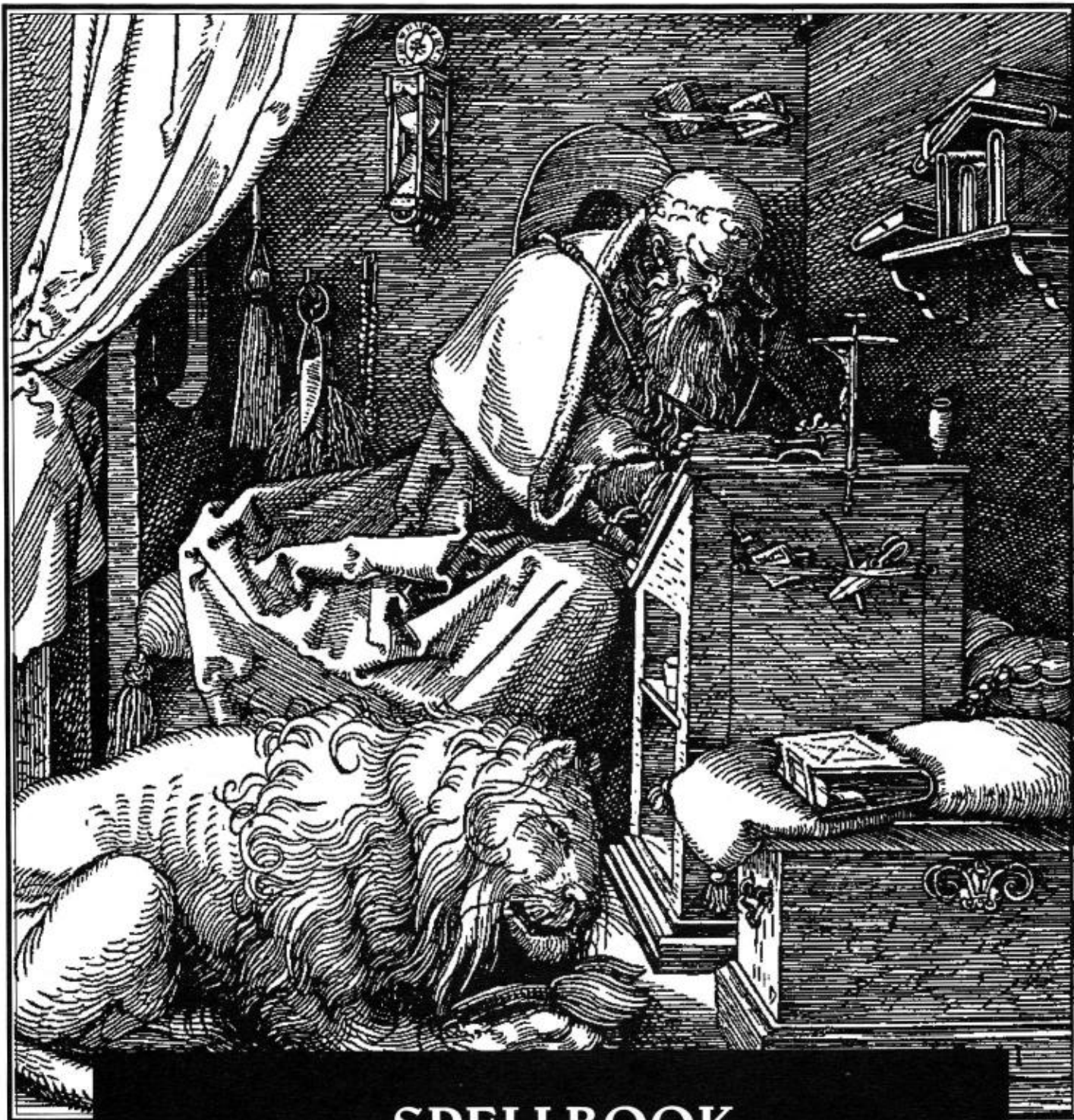
2 — Shadow Sight: Clairvoyance, Sight and Sound, Range is 8,192,000" (world-wide), Usable by 8 others at the same time (+1 ¼), OAF Staff, Independent, Gestures, Incantations, Concentrate to 0 DCV throughout (-1), Requires a Magic skill roll, Side Effects: Summon two 90pt. Shadow Demons (-1)

3 — END Reserve (50 END), OAF Staff, Independent.

4 — END Recovery (5 REC), OAF: Staff, Independent, Only recovers in absolute darkness (-¼).

Active Cost: 327

Real Cost: 47



SPELLBOOK

DREAM MAGIC

A force powerful enough to require humans to give up a third of their lives to it is definitely a force to be reckoned with. The college of Dream Magic is a style of magic which attempts to harness that power. Those who study the art of dream magic are powerful indeed, and those that master its subtle ways can truly be called a Dream Master.

The spells of the Dream college are powerful, and those that use them do so knowing the price of failure.

Common Limitations: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sand (-1).

Most Dream Spells have Side Effects (-½) and Extra Time: Full Phase to Cast.

BASIC SPELLS

PROBE

The spellcaster uses this spell to determine whether or not the victim is magically protected. The spell can also be used to discover magic in general.

Power: Detect Magic

Modifiers: +1 to PER Roll, Ranged, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sand (-1), Costs END (-½). **Active Cost** = 10 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 2

SEE STARS

The victim will be temporarily blinded when hit with this spell. The caster will become the victim should he fail his skill roll.

Power: 2d6 Flash Attack

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sand (-1), Side Effects: 3d6 Flash (-½). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 5

DISPEL FATIGUE

This spell allows the caster to temporarily negate the need for sleep in either himself or for another. The spell will last for 24 hours, after which the recipient must rest. If the spellcaster fails his roll, his own fatigue will become overbearing.

Power: Life support: No sleep or food required

Modifiers: 0 END Persistent (+1), Usable on Others: Up to eight people at the same time at range (+1 ¾), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sand (-1), Only lasts 24 hrs. (-½), Side Effect: 6d6 END Drain (-½), Extra Time: Full Phase (-½), Concentrate: 0 DCV while casting (-½). **Active Cost** = 19 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 1 Phase

Real Cost: 3

BODY SLEEP

This spell allows the victim to protect himself by fooling his body into thinking it's asleep. The body becomes resistant to pain as the sleep state of the body isn't as sensitive it would be in the waking state.

Power: 8 PD/ED Damage Resistance

Modifiers: 0 END (+½), Only up to 8 def (-½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sand (-1), Spell Costs END (-½). **Active Cost** = 12 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 3

COLLEGE SPELLS

SLEEP TALKING

The caster can talk to a sleeping person, and the sleeper will respond fully and truthfully. This spell is a great way to get information but the talking may wake others. Should the caster fail his magic skill roll, he will fall asleep himself.

Power: 10d6 Telepathy

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sand (-1), Must Verbalize (-½), Side Effect (12d6 Mind Control: Go to Sleep) (-1), Extra Time: Full Phase to Cast (-½), Concentrate: 0 DCV while casting (-½), Only vs. sleeping target (-½). **Active Cost** = 50 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** 1 Phase

Real Cost: 7

SLEEP WALKING

With this spell the caster is able to close his eyes and "walk" to wherever he wishes to go.

Power: 10" Flight

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sand (-1), Extra Time: Full Phase to Cast (-½), Concentrate: 0 DCV while casting (-½). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 1 Phase

Real Cost: 5

MIND'S EYE

This spell allows the caster to make his victim see whatever the caster can imagine. The difference between this and the Daydream spell is that this spell only effects one target. If the caster fails to weave the spell correctly, the caster will be temporarily blinded.

Power: 10d6 Mental Illusions

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sand (-1), Side Effect (3d6 Flash) (-½), Extra Time: Full Phase to Cast (-½), Concentrate: ½ DCV while casting (-¼), **Active Cost** = 50 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** 1 Phase

Real Cost: 9

DREAM WEAPON

A Dream Sorcerer is never completely helpless while he has this spell. The caster has but to imagine a weapon, utter its name and motion as though he had the actual weapon, and he is able to launch an attack against an opponent. The weapon is really there, but the caster must be able to call out its name and move as though he were actually wielding the weapon. Should the caster fail his roll, he uses the weapon incorrectly and takes the appropriate damage himself.

Power: 2d6 RKA

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sand (-1), Side Effects: 2d6 HKA against caster (-½). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 7

BAD NIGHT

This spell allows the caster to make the victim feel as though he rested poorly the previous night. The victim will feel tired, move sluggishly and yawn continually. If the caster fails his roll, he will become tired himself.

Power: 1d6 Dex Drain

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sand (-1), Side Effect: Caster Suffers intended fate (-½), **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 7

DREAM SIGHT

While in a dreamlike trance, the caster is able to use this spell to see and hear events in distant locations. If the caster fails his roll, he will not return to consciousness correctly and will be paralyzed.

Power: Clairsentience

Modifiers: Sights and Sounds, 0 END, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sand (-1), Side Effects: 6d6 Entangle (-1), Extra Time: Full Phase (-½), Concentrate to 0 DCV throughout (-1). **Active Cost** = 37 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** Full Phase

Real Cost: 6

DREAM STATE

This spell allows the caster to enter into the dream real, his physical body taking on a ghostlike form. He will be able to pass through solid objects, and can only be harmed by magic weapons or spells.

Power: Desolidification

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sand (-1). **Active Cost** = 40 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ Phase

Real Cost: 11

DREAM FEAR

This spell causes the victim to recall the feeling of helplessness often associated with scary dreams. The victim will be unable to move, despite the knowledge that danger is near. Once the victim physically overcomes his fear, he will be entirely free. If cast incorrectly, the caster himself will suffer the effects of the spell.

Power: 4d6 Entangle

Modifiers: Takes no Damage from outside attacks (+½), Entangle has 1 body (-½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sand (-1), Side Effects: same as spell (-1), Extra Time: Full Phase (-½), Concentrate to ½ DCV (-¼). **Active Cost** = 60 points.

END Cost: 6; **Magic Roll:** -6; **Casting Time:** 1 Phase

Real Cost: 10

SUGGEST

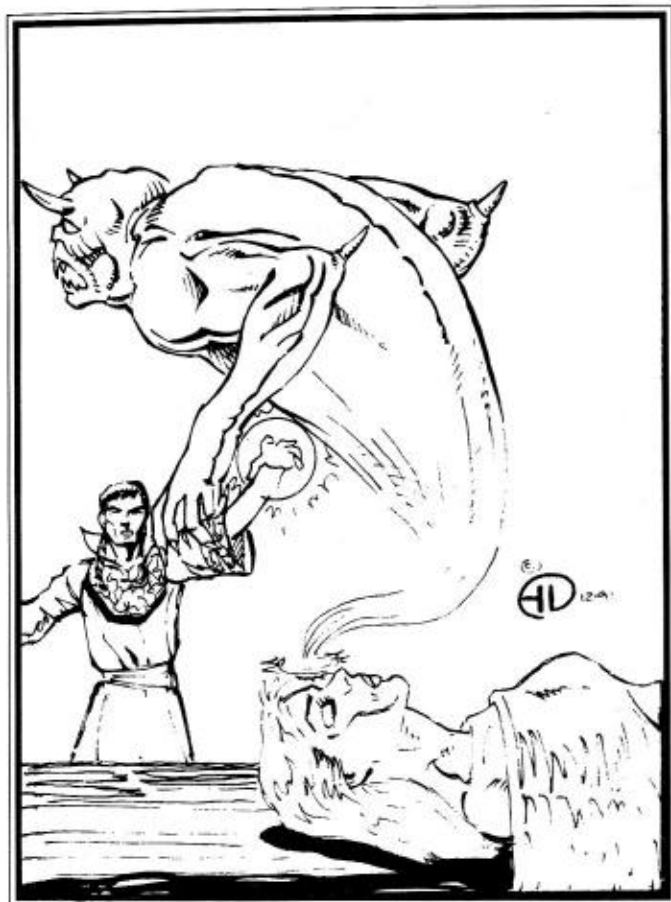
This spell allows the caster to plant a post-hypnotic suggestion within the mind of his victim. The suggestion can be whatever the caster desires, but the victim won't act on it until a key event occurs in the victim's presence, such as a key word being spoken or at the toll of a bell.

Power: 10d6 Mind Control

Modifiers: Trigger (+¼), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sand (-1), Only vs. sleeping target (-1½), Concentrate to 0 DCV while casting (-½), Extra Time: Full Phase (-½). **Active Cost** = 62 points.

END Cost: 6; **Magic Roll:** -6; **Casting Time:** Full Phase

Real Cost: 10



UNIQUE SPELLS

NIGHTMARE

This spell allows the caster to summon forth a horrible creature — some monster right out of a dream. The creature is not real, it is only a dream, but it is a dream which can kill. If the victim tries to defend himself or fight the creature, he will be hurt, possibly even killed. However, should the victim simply cover his eyes and wait, monster cannot harm him and will eventually disappear. The creature will remain a full 12 seconds, all the while attacking. If the victim has his eyes closed the monster will stalk around him, growling and hissing, waiting for him to open his eyes.

Power: 1½d6 RKA

Modifiers: 0 END (+½), Continuous (+1), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sand (-1), Target not attacked if his eyes are closed (-1), Only lasts 1 turn (-1), The creature is the visible effects of the spell. **Active Cost** = 62 points.

END Cost: 6; **Magic Roll:** -6; **Casting Time:** ½ Phase

Real Cost: 11

ETERNAL SLEEP

This spell forces the victim into a magical deep sleep. The caster has to touch the target for the spell to work. The victim can only be awoken at dawn while hearing a rooster crow.

Power: 3d6 Transformation

Modifiers: Cumulative (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sand (-1), Extra Time; Full Phase (-½), Concentrate to ½ DCV while casting (-¼), No Range (-½). **Active Cost** = 67 points.

END Cost: 7; **Magic Roll:** -7; **Casting Time:** 1 Phase

Real Cost: 14

DAYDREAM

The caster makes his target(s) see what he wishes them to, and he's the only one who knows that the daydream is not real. Should the caster fail his roll, the image is only real to him, and the image will proceed to choke the caster.

Power: Images

Modifiers: All normal senses, -4 per rolls, 2" radius (+¼), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sand (-1), Side Effects (3d6 NND Choke) (-½), Concentrate to ½ DCV (-¼), Extra Time: Full Phase to cast (-½). **Active Cost** = 52 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** 1 Phase

Real Cost: 11

THE COLLEGE OF SHAPERS

Sorcerers of this college believe that rather than altering their needs to fit the world around them, they should alter the world to suit their own needs. All of the spells of this college revolve around change, either changing people or objects but never themselves. Most Shapers carry a piece of rope or other pliable object as their focus, drawing on sympathetic magic to work their wonders.

Common Limitations: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Rope (-1). Most Shaper Spells have Side Effects (-½).

BASIC SPELLS

IDENTIFY ABILITIES

This spell permits the Shaper to analyze the true nature of a magical spell or object. In this manner a Shaper may first determine what the item or spell can or cannot do before he or she alters it.

Power: Detect Magic

Modifiers: Discriminatory, +3 to PER Roll, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Rope (-1), Side Effects (-½), Costs END (-½). **Active Cost** = 14 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 3

TOUGHEN CLOTHING

A Shaper can alter the fabricate of his clothing, making it effectively as tough as armor with this spell. The armor will last until it is no longer needed, but only covers part of the body. Failing the casting of this spell can be embarrassing, as it removes the caster's clothing altogether.

Power: 6 PD/ED Armor

Modifiers: 0 END (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Rope (-1), Side Effects: 6d6 Transformation Clothing into leaves (-½), 14-Activation Roll (-½), Costs END (-½). **Active Cost** = 27 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 5

WEAKEN OBJECT

This spell diminishes the durability of a person or object, making them more fragile and susceptible to damage. If the caster weaves the spell incorrectly, he himself is subject to the effects.

Power: 2d6 Drain vs. BOD

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Rope (-1), Side Effects: 1½d6 BOD Drain (-½), No Range (-½). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 4

ALTER SURROUNDINGS

The world around the Shaper can be changed through the use of this spell. The Shaper can call up light snow, a breeze, rain or fog. The Shaper can, however, only alter the environment in one manner and the effect must be decided upon when the spell is learned (purchased). If the caster fails his magic skill roll, the desired effect only takes place in the caster's hex, only for a moment and with damaging results.

Power: Change Environment

Modifiers: 32" Radius, 0 END (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Rope (-1), Extra Time: Full Phase (-½), Side Effects: 6d6 Blast (-½), Concentrate to 0 DCV while casting (-½). **Active Cost** = 45 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 1 Phase

Real Cost: 4

ENHANCE OBJECT

This spell allows the caster to increase the amount of sustainable damage that a person or object can take. The spell wears off rather quickly and is therefore most useful on things or people who are about to engage in combat.

Power: 4d6 Body AID

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Rope (-1), Side Effects (-½), No Range (-½). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 4

COLLEGE SPELLS

ALTER OBJECT

A Shaper can use this spell to totally change the nature of an object. The object's size and mass cannot be altered, but it's shape may be changed. The spell does not effect people or animals, and the object to be changed must be shaped by hand, as would a clay pot be shaped by a potter.

Power: 2d6 Transformation

Modifiers: Any object into any other object of similar size and mass, Cumulative (+ $\frac{1}{2}$), Gestures (- $\frac{1}{4}$), Incantations, (- $\frac{1}{4}$), Character Must have at least 20 points from college (- $\frac{1}{2}$), Requires Magic Skill Roll (- $\frac{1}{2}$), OAF Rope (-1), Extra Time: Full Phase (- $\frac{1}{2}$), No Range (- $\frac{1}{2}$), Not vs. people or Animals (-1). **Active Cost** = 45 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** $\frac{1}{2}$ Phase

Real Cost: 8

ENLARGEMENT

The spellcaster can use his magic to temporarily increase the size of someone or something. The target must be touched for the magic to work. If the caster fails his roll, his hands and feet will swell up, making it almost impossible for him to move.

Power: 3 Levels of Growth

Modifiers: Usable Against Others (+1), Up to 200 Kg mass for inanimate objects (+ $\frac{1}{4}$), Gestures (- $\frac{1}{4}$), Incantations, (- $\frac{1}{4}$), Character Must have at least 20 points from college (- $\frac{1}{2}$), Requires Magic Skill Roll (- $\frac{1}{2}$), OAF Rope (-1), Side Effects: 1d6 DEX Drain (- $\frac{1}{2}$); **Active Cost** = 34 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** $\frac{1}{2}$ Phase

Real Cost: 8

COMPACTMENT

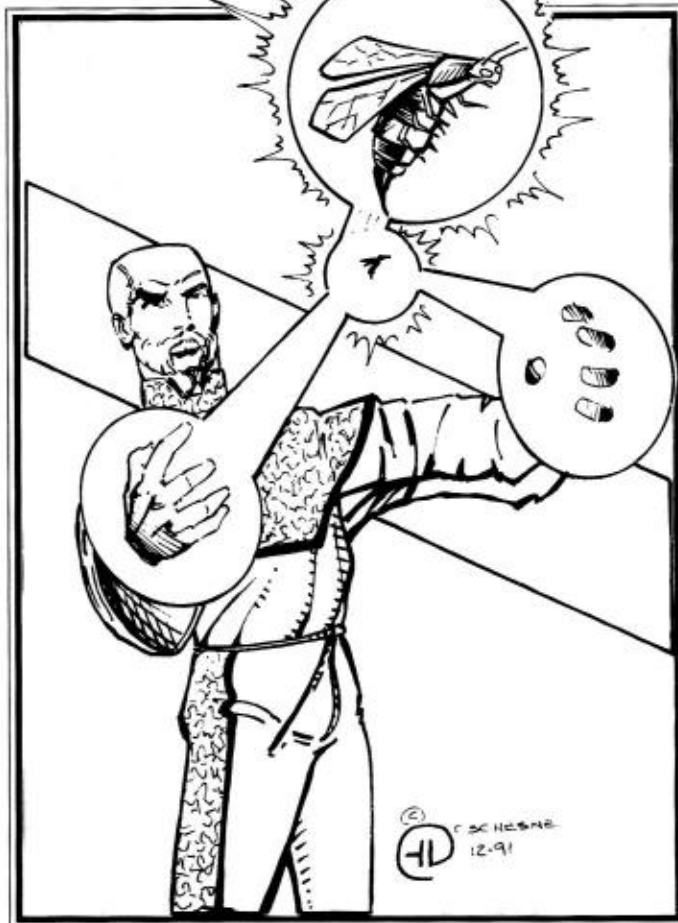
This spell does just the opposite of the Enlargement spell, it shrinks and object or opponent down to size. The opposite is also true of spell failure here, the casters hands and feet shrink down, but the overall outcome is still the same.

Power: 1 Level of Shrinking

Modifiers: Usable Against Others (+1), Up to 200 Kg mass for inanimate objects (+ $\frac{1}{4}$), Gestures (- $\frac{1}{4}$), Incantations, (- $\frac{1}{4}$), Character Must have at least 20 points from college (- $\frac{1}{2}$), Requires Magic Skill Roll (- $\frac{1}{2}$), OAF Rope (-1), Side Effects: 1d6 DEX Drain (- $\frac{1}{2}$). **Active Cost** = 22 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** $\frac{1}{2}$ Phase

Real Cost: 5



INCREASE MASS

This spell permits the caster to momentarily alter the physical mass of a person or object. No more than 200 Kg can be altered at a time and a failure to cast the spell correctly will result in the loss of some of the caster's own mass.

Power: 2 Levels Density Increase

Modifiers: Usable Against Others (+1), Up to 200 Kg mass for inanimate objects (+ $\frac{1}{4}$), Gestures (- $\frac{1}{4}$), Incantations, (- $\frac{1}{4}$), Character Must have at least 20 points from college (- $\frac{1}{2}$), Requires Magic Skill Roll (- $\frac{1}{2}$), OAF Rope (-1), Side Effects: $1\frac{1}{2}$ d6 BOD Drain (- $\frac{1}{2}$). **Active Cost** = 22 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** $\frac{1}{2}$ Phase

Real Cost: 5

ALTER BARRIER

This spell allows the Shaper to create an opening within an obstruction, such as a wall or portcullis. If the caster fails to use his magic correctly, the opening will close up before he has passed through, and he will be trapped within.

Power: 4" Tunneling

Modifiers: Gestures (- $\frac{1}{4}$), Incantations, (- $\frac{1}{4}$), Character Must have at least 20 points from college (- $\frac{1}{2}$), Requires Magic Skill Roll (- $\frac{1}{2}$), OAF Rope (-1), Side Effects: 3d6 Entangle (- $\frac{1}{2}$). **Active Cost** = 20 points.

END Cost: 4; **Magic Roll:** -2 **Casting Time:** $\frac{1}{2}$ Phase

Real Cost: 5

STRENGTHEN OBJECT

This spell allows the Shaper to increase the outer shell of an object, making it able to resist damage better than normal.

Power: 4 PD/ED Armor

Modifiers: 0 END (+½), Usable Against Others (+1), Up to 200 Kg mass for inanimate objects (+¼), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Rope (-1), Costs END (-½), **Active Cost** = 33 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 8

UNIQUE SPELLS

ALTER EXISTENCE

This is one of a Shaper's more powerful spells and with it he can change the very structure of his target. This spell allows the caster to alter an enemy, to change him into something else entirely. The shaper must define what the spell effect will be when he learns the spell, such as person into stone or person into wood. If the spell is cast incorrectly, the caster will be hit with a powerful backlash of energy.

Power: 3d6 Transformation

Modifiers: Cumulative (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Rope (-1), Side Effects: 7d6 Energy Blast (-½), Extra Time: Full Phase (-½), Concentrate to ½ DCV (-¼). **Active Cost** = 67 points.

END Cost: 7; **Magic Roll:** -7; **Casting Time:** 1 Phase

Real Cost: 14

RELEASE MAGIC

This spell allows the wizard to alter the magic he may encounter. This spell will release whatever magic it encounters, be it a spell or an item. Failing to alter the magic within an item or spell correctly will cause a backlash of magical energy to strike the caster.

Power: 4d6 Dispel

Modifiers: Cumulative (+½), Works vs All Magic Effects (+2), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Rope (-1), Side Effects: 8d6 Energy Blast (-½). **Active Cost** = 42 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ Phase

Real Cost: 10

ALTER SPACE

With this spell a Shaper can alter the fabric of space in such a way as to allow him to move quickly from one place to another. If the spell is cast incorrectly the spellcaster will alter his own pattern causing extreme pain.

Power: 20" Teleport

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Rope (-1), Side Effects: 3d6 NND (-½). **Active Cost** = 40 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ Phase

Real Cost: 10

THE COLLEGE OF BUILDERS

Spellcasters of this college use magical foci for all their spells. These sorcerers are trained to harness energy through a focus, and that as each spell is unique, so is its focus. The Builder spellcaster is limited only by his imagination, as he could conceivably create a device to do whatever he desired. None of a Builder's foci are magical on their own, and can, in most cases, be easily reconstructed.

The Builder must reconstruct the item to exact specifications, and it requires skill in the appropriate craft to do so. A Builder's spell foci are, therefore, often made of similar material, such as wood or fabric.

The magic which passes through the item, however, does take its toll, and most items can only survive a few uses before having to be reconstructed. The foci for a Builder's spells can be anything, but is usually something easy to carry and construct if need be.

GM's might wish to use these foci as actual magic items. To do this simply apply the Power Advantage: Usable by Others and the Power Limitation: Independent.

Common Limitations: Gestures (to activate item) (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Item (-1)

Most Builder spells are constructed with Charges: 4 uses (-1) and are Expendable: Easy to Recover (-¼)

BASIC SPELLS

DETECTION

This spell is a Builder's primary means of discovering when and where other magic is being used. The focus for this spell is a magical wind chime which chimes a different pitch for different types of magics it encounters. The Builder can interpret these chimes and determine what type of magic is being used.

Power: Detect Magic

Modifiers: Ranged, Discriminatory, +1 to PER roll, Gestures (to activate item) (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Item (-1), Spell costs END (-½), Charges: 4 uses (-1), Expendable Foci: Easy to Recover (-¼). **Active Cost** = 15 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 3

PUNCHING STICK

This spell gives the caster the ability to fire off a blast of concussive force. The focus for this spell could be anything, presented here is a staff. The staff has a brass head shaped like a fist. When the spell is used, the fist fires forward at high velocity, injuring whatever gets in its way. The fist has to be recovered between uses. The fist is only durable enough to survive 4 blows, and a new fist must be built when the first is destroyed.

Power: 6d6 Physical Blast

Modifiers: Gestures (to activate item) (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Item (-1), Charges: 4 uses (-1), Expendable Foci: Easy to Recover (-¼). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 7

SHIELD

The Builder uses this spell to magically enhance a shield so that it will defend the caster on its own. The shield will hover around the caster, deflecting incoming blows. The shield will only defend against the first attack which hits each phase and will not function properly in windy conditions. Each time the shield absorbs a hit which exceeds its defense, it loses a little of its magic and it slows down a bit. Eventually the shield's magic will be lost and the spell will have to be recast.

Power: 8 PD/ED Force Field

Modifiers: 0 END (+½), Ablative (-1), Gestures (to activate item) (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Shield (-½), Only vs. first attack each phase (-½), Will not work in windy conditions (-¼). **Active Cost** = 24 points.

END Cost: 0; **Magic Roll:** -3 **Casting Time:** ½ Phase

Real Cost: 5

COLLEGE SPELLS

DISSIPATE

This spell utilizes the foci theory in reverse. The Builder uses his magical focus to release the magic of his target, be it spell or item. This spell can be used on any magic effect encountered, but the Builder's focus is destroyed once the spell is used.

Power: 12d6 Dispel

Modifiers: Vs any magical power effect (+¼), Gestures (to activate item) (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Item (-1), Charges: 1 use (-2), Expendable Foci: Requires a skill roll to construct a new item (-¼). **Active Cost** = 45 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ Phase

Real Cost: 8

CALL FRIEND

This spell allows a Builder to contact someone over great distances. The person to be contacted must be preselected, however, and can only be called 4 times. The Builder constructs two magical bells, giving one to the person whom he wishes to call. To cast the magic, the Builder simply rings his bell, and the bell given to his friend will ring. The two have but to talk into the bells and can hear each other's voices. The Builder's friend cannot call the Builder.

Power: Mindlink

Modifiers: Any One Mind, Any Distance, Gestures (to activate item) (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Item (-1), Charges: 4 uses (-1), Expendable Foci: Requires a skill roll to construct a new item (-¼). **Active Cost** = 15 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 3

FRESH AIR

The Builder constructs a piece of magical cloth for use with this spell. The cloth is tied around the caster's face, covering his mouth. The caster can then breathe through the cloth, and it will filter out any bad material such as pollen, gas or even water.

Power: Life Support

Modifiers: Breathing is Self Contained, 0 END (+½) Gestures (to activate item) (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Item (-1), Charges: 4 uses (-1), Expendable Foci: Requires a skill roll to construct a new item (-¼). **Active Cost** = 15 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 3

WARDING STONES

These stones, when combined with the Builder's own magical energies, will erect a magical barrier which is extremely resilient. The barrier in this example is made of stone, but the Builder can choose any material to construct his ward with, such as wood or metal. The stones require a moment to activate, but will remain active until the Builder requests otherwise. The shape of the wall will depend upon the positioning of the stones. There are six stones, and these will form a junction for each wall section. Thus a straight wall 36' in length or a circle which surrounds an entire hex can be created.

Power: 12 PD Forcewall

Modifiers: 0 END Persistent (+1), Gestures (to activate item) (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Item (-1), Charges: 4 uses (-1), Expendable Foci: Requires a skill roll to construct a new item (-¼). **Active Cost** = 24 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 5

STEEL CLOTH

This spell increases the defense capabilities of ordinary cloth, making a Builder's clothing the equivalent of a suit of chain armor. The advantage here is that the shirt weighs next to nothing, the disadvantage is that the Builder will have to buy a lot of shirts!

Power: 6 PD/ED Armor

Modifiers: 0 END (+½), Gestures (to activate item) (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Item (-1), Charges: 4 uses (-1), Expendable Foci: Requires a skill roll to construct a new item (-¼). **Active Cost** = 27 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 6

WATCHDOG

A Builder can set up a perimeter defense with this spell, and eliminate the need for guard watches. The caster sets up his focus, in this case a small figurine carved in the likeness of a dog, and activates the magic. When someone or something other than those people and creatures present when the magic was cast, enters the area of effect, the dog begins to bark.

Power: Detect Intruder

Modifiers: Ranged Sense, 0 END Persistent (+1), Gestures (to activate item) (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Item (-1), Charges: 4 uses (-1), Expendable Foci: Requires a skill roll to construct a new item (-¼). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 4

COMMUNICATION BOX

This spell, a favorite of travelling Builders, utilizes a box to translate spoken languages. Any words spoken near the box are magically translated so that all can understand them.

Power: Universal Translator

Modifiers: 0 END (+½), Only vs spoken languages (-¼), Spell Costs END (-½), Gestures (to activate item) (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Item (-1), Charges: 4 uses (-1), Expendable Foci: Requires a skill roll to construct a new item (-¼). **Active Cost** = 30 points.

END Cost: 0; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 6

DISPEL DARKNESS

This spell enables the caster to shine light from within a hollow tube. The light is an ideal way to send signals across an area, but remember; if your friends can see you, so can your enemies.

Power: 1" Images

Modifiers: 0 END (+½), Gestures (to activate item) (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Item (-1), Charges: 4 uses (-1), Expendable Foci: Requires a skill roll to construct a new item (-¼). **Active Cost** = 15 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 3

MAGIC MOUSETRAP

Builders who leave their homes for long periods often use this spell to protect their possessions. The trap is a small piece of fishing net which is placed on or near the item or area to be protected. The Builder cast his spell and sets a circumstance for the net to watch for, such as "anyone who enters but me," or "anyone who opens this chest." Once the event occurs, the net enlarges and traps whoever or whatever is near. The spell is difficult to cast and requires a few seconds, but if it saves the Builder's goods, it's probably worth it.

Power: 4d6 Entangle

Modifiers: Trigger (+½), Gestures (to activate item) (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Item (-1), Charges: 4 uses (-1), Expendable Foci: Requires a skill roll to construct a new item (-¼), Extra Time: 1 Turn (-1), Concentrate to 0 DCV (-½). **Active Cost** = 60 points.

END Cost: 6; **Magic Roll:** -6; **Casting Time:** 1 Turn

Real Cost: 10

NIGHT SIGHT

This spell was designed to help the Builder's work at night, but it can be used to help them do other things at night as well. The Builders focus for this spell is a strip of cloth with a pair of cats eyes embroidered on one side. The caster activates the eyes and can see through them into darkness.

Power: +4 Sight Perception

Modifiers: 0 END (+½), Gestures (to activate item) (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Item (-1), Charges: 4 uses (-1), Expendable Foci: Requires a skill roll to construct a new item (-¼), Spell Costs END (-½)

Power: UV Vision

Modifiers: 0 END (+½), Gestures (to activate item) (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Item (-1), Charges: 4 uses (-1), Expendable Foci: Requires a skill roll to construct a new item (-¼), Linked to Additional PER (-½), Spell Costs END (-½). **Active Cost** = 19 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 3

UNIQUE SPELLS

BRAD'S MAGIC BINDER

This spell enables a Builder to bind an opponent with magical energies. The Builder has but to throw a piece of rope at his opponent for the spell to activate. The rope extends and wraps around the target, binding him until the spell is deactivated or until he breaks out.

Power: 4d6 Entangle

Modifiers: Gestures (to activate item) (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Item (-1), Charges: 4 uses (-1), Expendable Foci: Requires a skill roll to construct a new item (-¼). **Active Cost** = 40 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ Phase

Real Cost: 9

SIEGE WEAPON

Builders are often hired to use this spell in particular. Siege Weapon is a spell which Builders use to tear holes in the sides of castle walls and gates. Once cast, the hole remains open, making it an ideal entrance for soldiers. The focus here is a piece of chalk used to draw a circle on the castle wall to be penetrated.

Power: 1" Tunneling

Modifiers: +6 DEF, Tunnel stays open, Gestures (to activate item) (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Item (-1), Charges: 4 uses (-1), Expendable Foci: Requires a skill roll to construct a new item (-¼). **Active Cost** = 33 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 7



MAGIC DOOR

This spell enables the Builder to open a magical portal to a distant area. The focus is a brass door handle and The caster merely places the handle against a real door to activate the spell. Once the spell is activated the door becomes a magical portal, and those that enter will appear at the destination selected by the Builder. The magic used to cast this spell is indeed powerful, and thus the magic door handle must be reconstructed after every two uses.

Power: 10" Teleport

Modifiers: To 640" $\frac{3}{4}$ of a mile), Up to Eight People, Gestures (to activate item) (- $\frac{1}{4}$), Character Must have at least 20 points from college (- $\frac{1}{2}$), Requires Magic Skill Roll (- $\frac{1}{2}$), OAF Item (-1), Charges: 4 uses (-1 $\frac{1}{2}$), Expendable Foci: Requires a skill roll to construct a new item (- $\frac{1}{4}$), Full Phase to cast (- $\frac{1}{2}$), Concentrate to 0 DCV (- $\frac{1}{2}$). **Active Cost** = 65 points.

END Cost: 6; **Magic Roll:** -6; **Casting Time:** 1 Phase

Real Cost: 11

SUN PRIESTS

Priests of this sect worship the sun, and thus draw all their magical energy from their god. All of the spells of a Sun Priest revolve around heat and light. The powers of these priests are formidable, and include not only heat and light generating effects, but the deprivation of these elements as well.

Common Limitations: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sun Disk(-1), Side Effects (-½), Religious Restrictions (-½)

BASIC SPELLS

DETECT

Sun priests can use this spell to determine whether or not magic is being used in an area. Once cast, any magic in the area will glow and give off faint heat trances. A sun priest may also use this spell to track any magic which has moved, such as a magical item being carried by someone, by following the heat traces. If this spell is cast wrong, the caster may not be able to use any of his magic for a while.

Power: Detect Magic

Modifiers: Sense, Ranged, Tracking Scent with Sense, 0 END (+½) Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sun Disk(-1), Side Effects: 6d6 END Drain (-½), Religious Restrictions (-½), Spell Costs END (-½). **Active Cost** = 30 points.

END Cost: 0; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 6

SEE HEAT

This spell enables the caster to see heat trances given off by people or animals. The heat traces are most clear when seen at night, making this an excellent spell for spotting enemies in the dark. The caster will blind himself if he does not cast his spell precisely as planned.

Power: Infrared Vision

Modifiers: 0 END (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sun Disk(-1), Side Effects: 3d6 Flash (-½), Religious Restrictions (-½), Spell Costs END (-½). **Active Cost** = 7 points.

END Cost: 0; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 1

BLINDING LIGHT

The blinding abilities of the sun are put to full use with this spell, as whoever is hit by it will see nothing but spots for a while. The priest can use this spell to temporarily blind an opponent, but he might blind himself if he's not careful.

Power: 2d6 Flash

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sun Disk(-1), Side Effects: 3d6 Flash (-½), Religious Restrictions (-½). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 4

COLLEGE SPELLS

HEAT BLAST

With this spell the priest is able to produce a wash of intense heat. This heat is then directed at an opponent and he or she is severely burned. The heat is negated if the target is wearing white clothing or very shiny armor. The spell may also be blocked with a reflective shield or other object such as a mirror. If the priest incorrectly casts the spell, the heat is directed at the caster.

Power: 4d6 Energy Blast

Modifiers: No Normal Defense (+1), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sun Disk(-1), Side Effects: 3d6 NND (-½), Religious Restrictions (-½). **Active Cost** = 40 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ Phase

Real Cost: 9

LIGHT BOLT

The priest can use this spell to cast forth a bolt of solid light, which will strike a target very forcefully. The caster will be hit with his own energy if he should cast his magic incorrectly.

Power: 8d6 Physical Blast

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sun Disk(-1), Side Effects: 6d6 PD Blast (-½), Religious Restrictions (-½). **Active Cost:** 40 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ Phase

Real Cost: 9

COOL DOWN

Just as a priest of the sun can heat someone up, he can also cool them down. The target's blood will start to run cold, and his body will not respond as quickly as it once did. The effects are only temporary, which is good because the priest himself is subject to the same fate should he cast his magic poorly.

Power: 1d6 DEX Drain

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sun Disk(-1), Side Effects: 1d6 DEX Drain (-½), Religious Restrictions (-½). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 7

HEALING LIGHT

A priest is often called upon to heal the sick, and the priests of this sect are no exception. Thus they have mastered the ability to heal the sick as well as injure their enemies. The priest must take care when using this spell, as he may injure himself accidentally. The spell is powerful but takes a few seconds to work.

Power: 4d6 BOD Aid

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sun Disk(-1), Side Effects: 1½d6 BOD Drain (-½), Religious Restrictions (-½), Only to starting value (-½), Extra Time: 1 Turn (-1). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 1 Turn

Real Cost: 4

RESIST HEAT

Priest of this college are trained to avoid the damage associated with the heat of the sun. This spell enables the priest to resist the high temperatures and continue with his ceremonies. If uses poorly, the magic will draw the heat from the caster's body.

Power: Life Support: Immunity to Extreme Heat

Modifiers: 0 END Persistent (+1), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sun Disk(-1), Side Effects: 3d6 NND (-½), Religious Restrictions (-½). **Active Cost** = 6 points.

END Cost: 0; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 1

SHADE

This spell enables the sun priest to shade a large area from the heat of the sun. The effect isn't significant on lighting in an area, but can prove useful in helping to prevent sun-strokes and heat exhaustion. The priest might be subject to a heat stroke himself, should he fail the spell.

Power: Change Environment

Modifiers: Shade in 64" Radius, 0 END (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sun Disk(-1), Side Effects: 3d6 NND (-½), Religious Restrictions (-½). **Active Cost** = 52 points.

END Cost: 0; **Magic Roll:** -5; **Casting Time:** ½ Phase

Real Cost: 12

SUNGLOW

A priest should never be without his faith, and this spell helps a sun worshipper keep his. A priest may use this spell to create a little sunlight no matter where he may be. Miscalculating the power of the spell can be dangerous, as the caster may end up blinding himself.

Power: Images

Modifiers: Create Sunlight, 4" Radius effect (+½), 0 END Persistent (+1), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sun Disk(-1), Side Effects: 3d6 Flash (-½), Religious Restrict. (-½). **Act. Cost** = 25 points.

END Cost: 0; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 6



SUN SHIELD

This spell gives the priest the ability to call on the divine protection of his deity. This aid takes the form of a glowing field of energy which surrounds and protects the priest. The aid must be called upon correctly or a dark void which restricts movement will surround the caster.

Power: 8PD/ED Force Field

Modifiers: 0 END (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sun Disk(-1), Side Effects: 3d6 NND (-½), Religious Restrictions (-½). **Active Cost** = 24 points.

END Cost: 0; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 5

UNIQUE SPELLS

MIRAGE

Extreme heat and light can effect a person's mind. The priests of the sun god have taken advantage of this and perfected the ability to magically reproduce this. The caster can make his target believe practically anything, putting an image into his mind. The target may realize what is happening, however, as he will start to sweat and his mouth will feel extremely dry. Should the priest not call upon the sun deity's power correctly, he will be struck with severe heat.

Power: 10d6 Mental Illusions

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sun Disk (-1), Side Effects: 3d6 NND (-½), Religious Restrictions (-½). **Active Cost** = 50 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** ½ Phase

Real Cost: 11

SUN CHARIOT

This spell enables the caster to temporarily use the transport powers of the sun to journey where he will. The speed of travel will be considerable and the priest may take several people with him on the journey.

Power: 12" Flight

Modifiers: x4 Noncombat (48"), Usable by 8 others simultaneously (+¾), 0 END (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Sun Disk(-1), Side Effects: 3d6 NND (-½), Religious Restrictions (-½). **Active Cost** = 65 points.

END Cost: 0; **Magic Roll:** -6; **Casting Time:** ½ Phase

Real Cost: 14

CRYSTALMANCY

The earth holds many secrets, and the College of Crystalmanancers gain their power from knowledge they've gained by studying just one of those secrets. The crystalmanancer uses crystals to achieve his purpose, he has unlocked the secrets of the stones that others admire for their beauty. The crystalmanancer has come to admire another type of beauty that crystals possess, that is magic. The crystal mage is bound only by his knowledge, and the more study that is done on crystals the more it is realized by these mages that crystals can be used to achieve practically anything.

Common Limitations: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Crystal (-1)

BASIC SPELLS

POWER CRYSTAL

This spell enables a crystal mage to draw magical energy from a crystal. This energy can be used to fuel another of the mages spells or to simply revitalize him.

Power: 2d6 Aid to END

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Crystal (-1). **Active Cost** = 10 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 3

CRYSTAL SHIELD

A mage must protect himself, and this spell is just the thing for battling crystal mages. The caster carries with him a small crystal shard, which is the focus for this spell. The mage has but to activate his magics and the crystal will erect a field of energy around the caster. The energy isn't impervious to damage, but it will absorb a hefty amount. The spell takes a moment to activate.

Power: 8 PD/ED Force Field

Modifiers: 0 END (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Crystal (-½), Extra Time: 1 Phase (-½). **Active Cost** = 24 points.

END Cost: 2; **Magic Roll:** -2 **Casting Time:** 1 Phase

Real Cost: 7

CRYSTAL LIGHT

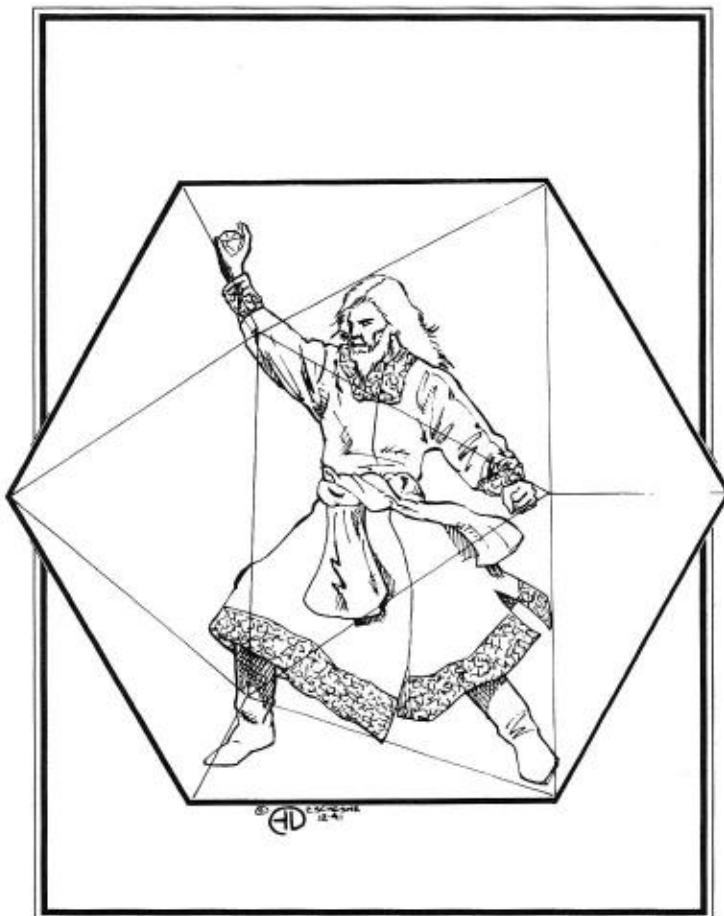
The caster can use this spell to project a destructive beam of magical energy at a target. The energy is light-based, and will not work in darkness.

Power: 6d6 Energy Blast

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Crystal (-1), Spell will not work in darkness (-¼). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 8



CRYSTAL FOOD

Crystal mages tend to carry many crystals on their journey. As these crystals are heavy, the mages seldom had room for other items, such as food in their packs. The mages, therefore, developed this spell so they could carry crystals and not worry about their next meal.

Power: 1d6 Transformation

Modifiers: Crystals into Food, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Crystal (-1).

Active Cost = 15 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 4

CRYSTAL LOCATOR

This spell is one which allows the mage to discover magic in a certain area. The mage carries a small, arrow-head shaped crystal which he uses for this spell. When the spell is cast, the arrow-head will point at any magical objects it sees, one at a time.

Power: Detect Magic

Modifiers: Ranged, +1 PER, 0 END (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Crystal (-1), Spell Costs END (-½) **Active Cost** = 15 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 4

CRYSTAL SHARDS

A crystal mage is better able to defend himself using this spell, as it could cause damage equivalent to a great sword. The caster tosses a handful of small shards at an enemy, and they speed toward the target causing painful wounds should they hit.

Power: 2d6 RKA

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Crystal (-1). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 8

METAL TO CRYSTAL

A mage can render an enemy virtually harmless in no time with this spell. The mage can magically transform an enemy's weapon into a very brittle piece of crystal. The wielder of this new crystal sword must be extremely careful, as any pressure exerted on the crystal will cause it to shatter. The spell is a powerful and can be used on any metal object, even armor.

Power: 2d6 Transformation

Modifiers: Metal to crystal, Cumulative (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Crystal (-1), Extra Time: Full Phase (-½). **Active Cost** = 45 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 1 Phase

Real Cost: 11

SHARPEN WEAPON

As the crystal mage can harm an enemy, so can he help an ally. This spell enables the crystal mage to enhance the quality of his ally's sword by giving it a razor edge. The mage simply rubs a crystal down the length of the weapon and it is ready for battle.

Power: 4d6 Aid to HKA

Modifiers: Aid in Points, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Crystal (-1), Extra Time: Full Phase (-½). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 1 Phase

Real Cost: 5

CRYSTAL SIGHT

This spell is classic of the crystal mages and many people hire crystal mages for this spell alone. With this spell, the mage can see what is happening great distances away.

Power: Clairsentience

Modifiers: Normal Sight Only, 1600" range (1.8 miles), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Crystal (-1). **Active Cost** = 40 points.

END Cost: 4; **Magic Roll:** -4 **Casting Time:** ½ Phase

Real Cost: 11

MIND TRAP

Crystalancers have mastered the art of stealing an enemies thoughts through the use of this spell. The caster has but to cast the spell and touch a crystal to his target. The target's mind will then be trapped within the crystal.

Power: 8d6 Mental Illusions

Modifiers: 0 END (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Crystal (-1), No Range (-½), Extra Time: Full Phase (-½). **Active Cost** = 60 points.

END Cost: 6; **Magic Roll:** -6; **Casting Time:** 1 Phase

Real Cost: 13

MIND SPEAK

Crystalancers have discovered how to communicate over great distances, and do so using this spell. The caster has but to project his thoughts into his crystal and aim those thoughts toward the crystal of the person he wishes to contact. The person to be contacted must also possess a crystal for the spell to work.

Power: Mind Link

Modifiers: Any Distance, Any One Mind, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Crystal (-1), Target must possess a crystal (-¼). **Active Cost** = 15 points.

END Cost: 1; **Magic Roll:** -1 **Casting Time:** ½ Phase

Real Cost: 4

WARP LIGHT

A crystalmancer can use this spell and his crystal foci to magically bend the light around himself. The light is warped in such a way as to make the mage seem invisible. The warping is evident if one looks closely enough.

Power: Invisibility

Modifiers: Normal Sight Only, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Crystal (-1). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 8

CRYSTAL TRANSPORT

A powerful ability indeed, this spell enables the caster to instantly teleport great distances. The caster requires his crystal foci and can only transport to the location of another crystal within his range.

Power: 10" Teleport

Modifiers: x128 Multiple to 1280" (app. 1.5 Miles), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Crystal (-1), Extra Time: Full Phase (-½), Only to teleport to another crystal (-½). **Active Cost** = 55 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** 1 Phase

Real Cost: 12

THE UN-CRYSTAL

The mages of this school, in their quest for crystal knowledge, have discovered the ability to un-make magic. The mage has but to use this power on an existing spell or item, and the magic that is targeted will cease to work. The spell is difficult to cast, and requires a little more time and concentration than other spells. It is also more dangerous, and inaccuracy may result in the caster losing his own magics.

Power: 10d6 Dispel

Modifiers: Any Single Magic Power (+¼), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Crystal (-1), Extra Time: Full Phase (-½), Concentrate to ½ DCV (-¼), Side Effects: 10d6 Dispel (-½). **Active Cost** = 37 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 1 Phase

Real Cost: 8

THE COLLEGE OF KLEPTOMANCY

This is a strange and elusive college of magic, even among sorcerers. The practitioners of this art must steal their magic from others so that they cast spells themselves. The variety of magic which a sorcerer of this type might possess is practically endless, and the casters themselves are prone to being unpredictable. It is also the magic most frequently used by spirits and undead. The foci of these mages are made of silver, oddly enough, as this metal is known for its enchantment-breaking qualities.

A Kleptomancer, like most mages, has a limited supply of magical energy at his disposal. Unlike most mages, however, a Kleptomancer's magic does not return over time. A Kleptomancer must steal the energy of others to be able to use his own powers.

Common Limitations: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Silver item (-1)

BASIC SPELLS

MAGIC POOL

This is the power through which the Kleptomancer is able to use his magics. The pool is not a constant, it does not recharge on its own. The Kleptomancer must steal magic in order that he might use magic.

Power: 50 pt END Reserve

Modifiers: 15 REC, END only recovers when magic is Absorbed, Aided or Transferred (+2), Requires Silver Foci to use END or Recover END (-½). **Active Cost** = 65 points.

END Cost: 0; **Magic Roll:** 0; **Casting Time:** N/A

Real Cost: 7

ENERGY FOCUS

This spell enables the caster to expel a powerful bolt of energy at an enemy. Kleptomancers usually prefer a more subtle approach, but often times brute force is what's required.

Power: 6d6 Energy Blast

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Silver item (-1). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 8

RE-DIRECT MAGIC

Using this single spell, a Kleptomancer can power one of his own spells with the magical energy provided by an attacker. When activated, this spell will channel part of the power of an attacker's spell to one of the Kleptomancer's spells. The Kleptomancer must decide which spell or ability will be enhanced when he first learns the spell.

Power: 5d6 Absorption

Modifiers: Energy To END, Any single spell (+¼), 0 END (+½), Gestures (-¼), Incantations, (-¼), Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Silver item (-1), Extra Time: Full Turn to Cast (-1), Concentrate to 0 DCV (-½). **Active Cost** = 44 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 1 Turn

Real Cost: 9

COLLEGE SPELLS

REMOVE ENERGY

Sorcerers of this type have the ability to drain an enemy's power. The caster usually prefers to steal this energy, but this spell removes more power from its target than the sorcerers ability to absorb magic. This spell is, therefore, used when the Kleptomancer wishes to remove large amounts of energy from an enemy.

Power: 8d6 END Drain

Modifiers: Drain to Char Points, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Silver item (-1). **Active Cost** = 40 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ Phase

Real Cost: 11

STEAL POWER

This is the spell Kleptomancers are most noted for, and it is the spell which is most vital to their continued magical use. As mentioned before, the Kleptomancer has a limited supply of magical energy, a supply which can only be replenished one or two ways. This is the Kleptomancers easiest and most effective way of resupplying himself with power.

Power: 2d6 Transfer vs. END

Modifiers: Transfer Char Points, 0 END (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Silver item (-1), Extra Time: Full Phase (-½), Concentrate to ½ DCV (-¼). **Active Cost** = 45 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 1 Phase

Real Cost: 10



STEAL LIFE

A Kleptomancer specializes in the theft of magical energy, and life-force energy is within that realm. The mage has but to cast his spell, and the target he hits will begin to grow old. The effects can be negated by bathing in a pool of clear water, but the caster isn't about to tell his victim that.

Power: 3d6 Transformation

Modifiers: Minor Changes (person into older person), Cumulative (+½), Gestures (-¼), Incantations, (-¼), Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Silver item (-1). **Active Cost** = 45 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ Phase

Real Cost: 13

ENERGY ARMOR

A mage must, after all, protect himself against normal attacks as well as magical ones. This spell enables the spellcaster to do that. The spell creates a suit of magical, energy-armor, for the caster to wear. The armor is weightless, and doesn't restrict movement at all, but it does glow slightly and is obviously magical in nature.

Power: 6 PD/ED Armor

Modifiers: 0 END (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Silver item (-1), Activation Roll: 14- (-½), Extra Time: Full Phase (-½), Spell Costs END (-½). **Active Cost** = 27 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 1 Phase

Real Cost: 5

DETECT ENERGY

To steal magic, a Kleptomancer must first find magic. This spell helps the caster to locate magic and determine its nature. Should the magic be unprotected, the mage can then proceed to steal the energy.

Power: Detect Magic

Modifiers: Ranged, Discriminatory, +1 PER, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Silver item (-1). **Active Cost** = 15 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 4

UNIQUE SPELLS

STEAL FORM

Certain Kleptomancers have gained the ability to assume the shape of magical creatures they've encountered. How useful this spell will be depends on how well travelled the sorcerer is and how many magical creatures he's seen.

Power: Shapeshift

Modifiers: Any magical creature, 0 END (+½), Gestures (-¼), Incantations, (-¼), Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Silver item (-1), Extra Time: Full Phase (-½). **Act. Cost** = 30 pts.

END Cost: 0; **Magic Roll:** -3; **Casting Time:** 1 Phase

Real Cost: 7

RESIST ATTACK

Spellcasters of this college, possessing the abilities they do, are capable of preparing themselves to resist attacks of a magical nature. They, therefore, possess the ability, through the use of this spell, to resist a portion of all incoming magical attacks. This resistance does apply to magical attacks which contain silver.

Power: 25% Resistant PD/ED Damage Reduction

Modifiers: 0 END, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Silver item (-1), Concentrate to 0 DCV (-½), Extra Time: 1 Turn (-1), Only vs. Magical attacks (-1), Spell Costs END (-½). **Active Cost** = 45 points.

END Cost: 0; **Magic Roll:** -4 **Casting Time:** 1 Turn

Real Cost: 7

THE COLLEGE OF AUGMENTATION

Spellcasters of this school do not possess the magical variety that some of the others do. Their spells aren't the most powerful, nor are they the most impressive. These spellcasters are, however, one of the most sought after types of mages in the world. An Augmentor is essentially a magical battery, able to enhance the quality of everything around him, especially things of magical nature. Although their spells aren't as fierce as those of other colleges, an Augmentor can nonetheless be great ally or a devastatingly powerful enemy.

Common Limitations: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Gem Stone (-1)

BASIC SPELLS

DETECT

Spellcasters of this college specialize in the use of raw magical energy, and can, therefore, determine when and where such energy is being used around them.

Power: Detect Magic

Modifiers: Ranged, +1 to PER Roll, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Gem Stone (-1). **Active Cost** = 10 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 3

FLARE

With this spell, and Augmentor can discharge bright bolts of blinding energy. The target will see nothing but bright colors, should the spell connect. This spell, as others, was not refined as some combat spells are, and thus requires more energy than it perhaps should.

Power: 2d6 Flash

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Gem Stone (-1), Extra END: x3 (-1). **Active Cost** = 20 points.

END Cost: 6; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 4

DISPEL

This spell allows the caster to entirely drain the energy out of a magical target, be it spell or item. The Augmentor can remove the energy from even the most powerful of spells, although the more powerful the target is, the longer it will take to destroy it.

Power: 5d6 Dispel

Modifiers: Cumulative (+½), Any single spell (+¼), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Gem Stone (-1). **Active Cost** = 26 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 7

ENERGY DISCHARGE

The Augmentor is normally content to aid the spells and abilities of others, but can, if necessary, defend himself. An Augmentor can discharge a blast of energy at a target, although he does not possess the fine control of other mages.

Power: 6d6 Energy Blast

Modifiers: 1 Hex Area Effect (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Gem Stone (-1), Extra Time: Full Phase (-½). **Active Cost** = 45 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 1 Phase

Real Cost: 11

COLLEGE SPELLS

ENHANCE PEOPLE

This spell allows the Augmentor to help people. With this spell an Augmentor can enhance the abilities of others around him, making them stronger, faster or smarter. The effects are only temporary, but much can be accomplished in a short time.

Power: 3d6 Aid

Modifiers: Aid in Points, 0 END (+½), Any Single Characteristic (+¼), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Gem Stone (-1). **Active Cost** = 26 points.

END Cost: 0; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 7

ENHANCE MAGIC

This spell is identical to the one listed above, but instead of augmenting people, the caster uses this spell to augment other magic. The spell can augment any magic spell, but only one spell at a time may be enhanced.

Power: 3d6 Aid

Modifiers: Aid in Points, 0 END (+½), Any Single Magic Spell (+¼), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Gem Stone (-1). **Active Cost** = 26 points.

END Cost: 0; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 7

DAMPEN ABILITIES

As an Augmentor gives power, so can he take it away. This spell allows the caster to suppress a person's abilities, making them appear weak, slow or stupid.

Power: 3d6 Suppress

Modifiers: Drain Points, Any single characteristic (+¼), 0 END (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Gem Stone (-1), Extra Time: Full Phase (-½). **Active Cost** = 26 points.

END Cost: 0; **Magic Roll:** -4; **Casting Time:** 1 Phase

Real Cost: 6

SUBDUE MAGIC

This spell allows the caster to de-energize a spell. The caster can suppress any magical spell, but only one spell can be effected at a time.

Power: 5d6 Suppress

Modifiers: Drain Points, Any single spell (+¼), Gestures (-¼), Incantations, (-¼), Character must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Gem Stone (-1), Extra Time: Full Phase (-½). **Active Cost** = 31 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 1 Phase

Real Cost: 8

FIELD CHARGE

This spell is very dangerous to perform and also very dangerous to be near. With this spell, the Augmentor simply releases his stored energy, which erupts from his body in all directions.

Power: 8d6 Energy Blast

Modifiers: Explosion (+½), Hole in the Middle (1 hex radius) (+¼), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Gem Stone (-1), Side Effects: 3d6 NND Blast (-½), Extra Time: Full Phase (-½), Increased **END Cost:** x3 (-1). **Active Cost** = 70 points.

END Cost: 21; **Magic Roll:** -7; **Casting Time:** 1 Phase

Real Cost: 14

SLOW MOVE

With this spell an Augmentor can decrease the efficiency at which his target's body operates. The enemies muscles will respond slower, and each movement will require more effort than normal.

Power: 15 STR Telekinesis

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Gem Stone (-1), Only to grab and hold target (-1). **Active Cost** = 22 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 5

MIND ATTACK

Augmenting someone's abilities can be beneficial, but too much power can be bad. This spell capitalizes on just that point. The caster, using this spell, can "overload" a target's mind with too much power.

Power: 3d6 EGO Attack

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Gem Stone (-1), Increased **END Cost:** x2 (-½). **Active Cost** = 30 points.

END Cost: 6; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 7

UNIQUE SPELLS

QUICK HEAL

This spell enables the caster to augment his own natural healing ability. The healing is not instantaneous, but does shorten the time required to heal.

Power: Regeneration

Modifiers: +2 BOD per Turn, 0 END (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Gem Stone (-1), Spell Costs **END** (-½). **Active Cost** = 30 points.

END Cost: 0; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 7

AID ALLIES

This spell embodies the true essence of the Augmentor College. This spell enables the caster to revitalize all friends surrounding the caster. This spell will replace some of the spent energy of the allies around the caster, enabling them to fight longer or cast more spells.

Power: 4d6 END Aid

Modifiers: Aid in Char Pts., Area Effect Radius (+1), Increased Range: 8" Radius (+¼), Selective (+¼), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Gem Stone (-1). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 8

SPIRIT MAGIC

This college of magic specializes in the power gained through the contact and manipulation of the spirit world. Spirit sorcerers can call spirits to do their bidding or use their spirit senses to divulge information about different times, far away places and even people. Most of the spirit mages magic comes slowly, and requires much concentration.

Common Limitations: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1), Extra Time: Full Phase (-½), Concentrate to ½ DCV (-¼)

BASIC SPELLS

SENSITIVE TO MAGIC

Using this spell a mage will be able to determine where magic is being used in the immediate area. The mage calls upon a magic-sensitive spirit, and the spirit scours the area, rattling all magic items and spell objects that he finds.

Power: Detect Magic

Modifiers: Ranged Sense, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1), Extra Time: Full Phase (-½), Concentrate to ½ DCV (-¼). **Active Cost** = 10 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** 1 Phase

Real Cost: 2

VIEW PERSONALITY

With this spell, a spirit mage can determine general information about a certain person. The spell will reveal what type of person the target is in general. It will not reveal specifics but it will give the caster a little more to go off than a first impression. The spell will cause the target to glow slightly, the color reflecting his personality type. The mage is, however, the only one who can interpret the color scheme.

Power: 6d6 Telepathy

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1), Extra Time: Full Phase (-½), Concentrate to ½ DCV (-¼), Only to determine personality (-1). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 1 Phase

Real Cost: 6

CONTACT SPIRIT

A spirit mage uses this spell rarely, but usually with great effectiveness. The mage, using this spell, could contact the spirit of a deceased person. The contact is draining, and can only be used for short conversations, but much can be learned in a few words.

Power: 6d6 Telepathy

Modifiers: Transdimensional: Spirit World (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1), Extra Time: 1 Turn (-1), Concentrate to ½ DCV (-¼), Increased END Cost: x2 (-½). **Active Cost** = 45 points.

END Cost: 8; **Magic Roll:** -4; **Casting Time:** 1 Turn

Real Cost: 9

COLLEGE SPELLS

CALL SPIRIT

This spell allows the mage to pull a spirit from his home and bring him to this world. The spirit is in no way obligated to do what the mage asks, and may even be upset at having been brought here. The mage can, of course, bribe or force the spirit to cooperate.

Power: Summon Ghost

Modifiers: Creature at Base Level, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1), Extra Time: Full Phase (-½), Concentrate to ½ DCV (-¼). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 1 Phase

Real Cost: 7

BANISH SPIRITS

As a spirit mage can summon spirits, so can he banish them as well. This spell enables a mage to send spirits back to their home, where ever that may be.

Power: 10d6 Dispel

Modifiers: Only vs. Summoned Creatures, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1), Extra Time: Full Phase (-½), Concentrate to ½ DCV (-¼). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 1 Phase

Real Cost: 7



LOCATE OBJECT

With this spell a spirit mage can call upon the knowledge of the dead to locate a lost object. The object can be anything, but the mage must describe it in detail to the spirits before they can locate it. The mage must be in the general vicinity of the lost object, or the spirits will lose their purpose as they wander.

Power: Detect Object

Modifiers: Ranged, Discriminatory, +1 PER, Any Single Object (+¼), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1), Extra Time: Full Phase (-½), Concentrate to ½ DCV (-¼). **Active Cost** = 19 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 1 Phase

Real Cost: 4

LEVITATE

Lifting things is an easy task for spirits, and the caster of this spell can coerce spirits into lifting things for him. The spirits are quite strong, but the mage quickly tires using this spell.

Power: 30 STR Telekinesis

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1), Extra Time: Full Phase (-½), Concentrate to ½ DCV (-¼), Only to lift Object (-1), Increased END Cost: x2 (-½). **Active Cost** = 45 points.

END Cost: 8; **Magic Roll:** -4; **Casting Time:** 1 Phase

Real Cost: 8

VIEW ALTERNATE TIME

A spirit mage can call upon the knowledge of the spirits to reveal to him events of the past or future. The spirits will reveal what they know, but it will undoubtedly be beneficial to the mage.

Power: Clairsentience

Modifiers: Past and Future Only, Sight Only, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1), Extra Time: 1 Turn (-1), Concentrate to ½ DCV (-¼), Increased END Cost: x2 (-½). **Active Cost** = 40 points.

END Cost: 8; **Magic Roll:** -4; **Casting Time:** 1 Turn

Real Cost: 8

SPIRIT VIEW

This spell enables a spirit mage to "see" through the eyes of a distant spirit. The mage will be able to control the movements of the spirit, as though the mage were there and looking on his own. The mage cannot interact with the world, however, and is limited to watching only.

Power: Clairsentience

Modifiers: Sight Only, 1600" Range (app. 1.8 miles), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1), Extra Time: 1 Turn (-1), Concentrate to ½ DCV (-¼), Increased END Cost: x2 (-½). **Active Cost** = 40 points.

END Cost: 8; **Magic Roll:** -4; **Casting Time:** 1 Turn

Real Cost: 8

TRAVEL INTANGIBLY

Becoming a spirit is essentially what this spell allows the casting mage to do, as the mage becomes just as non-corporeal as the spirits he contacts. Once cast, the mage can walk through walls, doors or any other solid objects. As a spirit, however, the mage cannot effect the things around him.

Power: Desolidification

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1), Extra Time: Full Phase (-½), Concentrate to ½ DCV (-¼). **Active Cost** = 40 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 1 Phase

Real Cost: 9

SPIRIT RELEASE

With this spell a mage is able to release the magic collected in another spell or item. The magic is free to return whence it came, but the power of the spell or item will be lost.

Power: 8d6 Dispel

Modifiers: Any Single Spell (+¼), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1), Extra Time: Full Phase (-½), Concentrate to ½ DCV (-¼). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 1 Phase

Real Cost: 7

UNIQUE SPELLS

PSYCHOMETRY

This spell enables the mage to determine the origin, history and purpose of any item, or place that he desires. The mage has but to cast his spell, and touch the object for the spell to take effect. Obscure items may be more difficult to analyze.

Power: Detect Purpose, Origin and History of Objects

Modifiers: Discriminatory, +6 PER, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1), Extra Time: Full Phase (-½), Concentrate to ½ DCV (-¼). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 1 Phase

Real Cost: 5

SPIRIT CURSE

This spell allows the mage to curse someone in a preselected manner. When the mage learns the spell, he must decide what change his curse will enact on a target, such as changing their skin color, or making them appear old. The curse can easily be lifted in a manner befitting the curse, and this too must be decided upon when the spell is learned. For example, the cure for an old age curse might be to bath in babies milk. The curse will have no effect on the target's combat ability, but can be embarrassing.

Power: 8d6 Transformation Attack

Modifiers: Cosmetic Changes, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1), Extra Time: Full Phase (-½), Concentrate to ½ DCV (-¼). **Active Cost** = 40 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 1 Phase

Real Cost: 9

DRAGON MAGIC

Dragons are perhaps the most fearsome creatures known to man. And the most frightening of all dragons are those highly intelligent ones which have survived for centuries using not only their brawn and might but also their wit and cunning. The oldest and most intelligent of these have developed a discipline of magic specifically suited to the needs of dragons. Dragon Magic is also utilized by other creatures such as demons, giants, and sphinxes, and even many humans have learned its secrets. The discipline, however, is very specialized, and man-sized humanoids meet with much difficulty in casting its spells. Its incantations more resemble hisses, growls and roars than vocal speech, and its gesturing has an eerie, serpentine flow. The effect seems particularly unnatural upon humans and humanoids.

Common Limitations: Gestures (-¼), Incantations (-¼), Side Effects (-½), Character must have 20 points in Dragon magic (-½), Requires a Skill Roll (-½), -3 to Skill Roll for humanoids (-¼)

BASIC SPELLS

DRAGONFLAME

Not all dragons, and certainly few other creatures, possess the innate ability to breathe gout of fire. While this spell pales in comparison to a true dragon's flame, it is nevertheless quite effective on most lesser enemies. If this spell is miscast, the dragonflame erupts within the caster's mouth.

Power: 2d6 RKA

Modifiers: Gestures (-¼), Incantations (-¼), Side Effects (6d6 EB)(-½), Character must have 20 points in Dragon magic (-½), Requires a Skill Roll (-½), -3 to Skill Roll for humanoids (-¼). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 9

SILVER SCALES

Oftentimes, ancient dragons have enemies powerful enough to pose a threat even to their normal iron-like hide. With a hissing incantation, the dragon can transform its own scales into shimmering, magical silver, increasing its toughness. Spellcasters who do not possess scales find themselves covered in shiny, silver scales. Failure to properly cast this spell results in a bloody, cracking malady of the skin which wracks the caster with agony.

Power: +6 PD/+6 ED Force Field

Modifiers: Gestures (-¼), Incantations (-¼), Side Effects (6d6 EB)(-½), Character must have 20 points in Dragon magic (-½), Requires a Skill Roll (-½), -3 to Skill Roll for humanoids (-¼). **Active Cost** = 12 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** 0 Phase

Real Cost: 4

DETECT MAGIC

Upon growling the proper chant, the dragon's eyes flash with a sparkling red fire, at which time it is able to see all magic around itself. If the caster fails its skill roll, its eyes glaze over crimson and it is unable to see for a moment.

Power: Detect Magic

Modifiers: Costs END (-½), Gestures (-¼), Incantations (-¼), Side Effects (3d6 Flash v.s. sight) (-½), Character must have 20 points in Dragon magic (-½), Requires a Skill Roll (-½), -3 to Skill Roll for humanoids (-¼). **Active Cost** = 3 points.

END Cost: 1; **Magic Roll:** 0; **Casting Time:** ½ Phase

Real Cost: 1

DISPEL

The dragon breathes forth a serpentine cloud of fog with chilling tendrils, which lingers about a spell until the magical energy has been choked and dissipated. Improperly casting this spell results in the fog drifting over the dragon instead, clouding its thoughts.

Power: 10d6 Dispel

Modifiers: Affects any 1 spell (+¼), Gestures (-¼), Incantations (-¼), Side Effects (2d6 INT drain, recover 5 pts./Turn) (-½), Character must have 20 points in Dragon magic (-½), Requires a Skill Roll (-½), -3 to Skill Roll for humanoids (-¼). **Active Cost** = 37 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ Phase

Real Cost: 11

COLLEGE SPELLS

FRAIL SPEECH

Some dragons have the natural capability to speak in the languages of men and other humanoids. For those who do not, and for those dragons who have slept for centuries while man's languages evolved, this spell allows its caster to understand and converse in the "frail speech" of humanoids. If the skill roll is missed, the dragon's ability to hear and make any sounds becomes impaired for a short time.

Power: Universal Translator

Modifiers: Gestures (-¼), Incantations (-¼), Side Effects (1 hex Darkness v.s. Hearing Group, centered on caster's head; lasts for 1 Turn) (-½), Character must have 20 points in Dragon magic (-½), Requires a Skill Roll (-½), -3 to Skill Roll for humanoids (-¼). **Active Cost** = 20 points.

END Cost: 0; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 6

LAIR WATCH

This spell allows a dragon to sleep soundly, knowing that a magical eye keeps watch over its den. A gentle, mental summons warns the caster that its abode has been intruded upon. A failed skill roll means that the dragon's senses are momentarily disrupted.

Power: Infrared Vision + 360° Sensing for Mind Link

Modifiers: Infrared Vision: Only to Trigger Mind Link (-1); Mind Link: Trigger (when intruders are spotted) (+¼), Only to warn caster of intruder (-1); Both: Gestures (-¼), Incantations (-¼), Side Effects (1d6 Flash v.s. all senses) (-½), Character must have 20 points in Dragon magic (-½), Requires a Skill Roll (-½), -3 to Skill Roll for humanoids (-¼). **Active Cost** = 15 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 4

COUNT HOARD

With a rumbling incantation, the dragon can immediately inventory the contents of its lair to determine if anything is missing. To make this spell possible, it must first meticulously memorize each and every object in its hoard. It will not notice the presence of any additional matter, but it will know exactly whether or not the predetermined objects are present. New objects may be added to its magical inventory at a rate of 1 item per Phase. Miscasting this spell disrupts the dragon's thoughts for several minutes.

Power: Detect "Inventory", Range, Discriminatory

Modifiers: All items in inventory must be previously memorized (-¼), costs END (-½), Gestures (-¼), Incantations (-¼), Side Effects (2d6 INT Drain, recover 5 pts./Turn) (-½), Character must have 20 points in Dragon magic (-½), Requires a Skill Roll (-½), -3 to Skill Roll for humanoids (-¼). **Active Cost** = 13 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 3

DETECT HUMANOIDS

Humanoids such as men, elves, dwarves and the like are either very welcome (if they are weak and tasty) or very unwelcome (if they are heavily armed or wield magic) in a monster's lair. In either case, it behooves a dragon to be able to sniff out their presence; and this spell sifts the particular scents of humanoids from other, extraneous smells and heightens their intensity. If the caster fails its skill roll, its sense of smell becomes extremely confused.

Power: Detect Humanoids

Modifiers: Ranged, +5 to PER Roll, Costs END (-½), Gestures (-¼), Incantations (-¼), Side Effects (3d6 Flash v.s. smell) (-½), Character must have 20 points in Dragon magic (-½), Requires a Skill Roll (-½), -3 to Skill Roll for humanoids (-¼). **Active Cost** = 18 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 5

OUTERWORLD EYES

From the depths of its den, a dragon may yet be interested in the affairs of the world of sunlight. Using Outerworld Eyes, it can learn much without the need to venture forth itself. Failure to properly chant this spell results in the dragon's Outerworld Eyes staring blindly into the sun.

Power: Clairsentience

Modifiers: 1600" Range, Gestures (-¼), Incantations (-¼), Side Effects (3d6 Flash v.s. sight) (-½), Character must have 20 points in Dragon magic (-½), Requires a Skill Roll (-½), -3 to Skill Roll for humanoids (-¼). **Active Cost** = 40 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ Phase

Real Cost: 12

NETHERLAIR

Dragons are generally very selective about the climate of their abodes. The availability of this spell makes it possible to create a specialized environment in an area that would otherwise be unpleasant. For instance, stifling heat, murky humidity or a freezing chill can be established. If this spell is incorrectly performed, the effects of the desired climate will concentrate violently upon the spellcaster.

Power: Change Environment

Modifiers: 16" Radius, 1 other Environment, Reduced END: 0 END (+½), Persistent (+½), Extra Time: 5 minutes (-2), No range (-½), Gestures (-¼), Incantations (-¼), Side Effects (6d6 EB) (-½), Character must have 20 points in Dragon magic (-½), Requires a Skill Roll (-½), -3 to Skill Roll for humanoids (-¼). **Active Cost** = 50 points.

END Cost: 0; **Magic Roll:** -5; **Casting Time:** 5 Minutes

Real Cost: 9

HYPNOTIC GAZE

Oftentimes, brutishly biting or clawing an enemy is not sufficient when more a delicate approach is required, especially when the enemy is small and fragile. This spell allows the caster to freeze a group of people in their tracks with a hypnotic stare, immobilizing them. Miscasting this spell results in a temporary loss of concentration.

Power: 3d6/3 DEF Entangle

Modifiers: Area Effect: 7" cone (+1), Entangle takes no damage (+½), EGO or PRE may be used instead of STR to break free (-½), Must keep eye contact on each person or Entangle disappears for that person (-1), No range (-½), Gestures (-¼), Incantations (-¼), Side Effects (2d6 INT Drain, recover 5 pts./Turn) (-½), Character must have 20 points in Dragon magic (-½), Requires a Skill Roll (-½), -3 to Skill Roll for humanoids (-¼). **Active Cost** = 75 points.

END Cost: 7; **Magic Roll:** -7; **Casting Time:** ½ Phase

Real Cost: 14



LOCATE NEMESIS

Sometimes a single person in the world of men will attract a dragon's interest, particularly if that person is an age-old enemy. This spell searches the countryside in an attempt to discover the person's whereabouts. If the caster fails its skill roll, it temporarily loses its ability to concentrate.

Power: 5d6 Mind Scan

Modifiers: +10, Concentrate (0 DCV) (-½), Extra Time: 1 Turn (-1), Gestures (-¼), Incantations (-¼), Character must have 20 points in Dragon magic (-½), Requires a Skill Roll (-½), -3 to Skill Roll for humanoids (-¼), Side Effects (2d6 INT Drain, recover 5 pts./Turn) (-½). **Active Cost** = 45 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 1 Turn

Real Cost: 9

CREATE LAIR

Using this spell, the caster can fashion a new underground lair, or add new rooms to an existing den. The process is tedious, but it is far more precise than using ordinary claws. A failed skill roll results in a shower of boulders and rocks.

Power: Tunnelling, 7 DEF, 5"/Phase

Modifiers: Concentrate throughout (½ DCV) (-½), No range (-½), Extra Time: Full Phase (-½), Gestures throughout (-½), Incantations throughout (-½), Side Effects (6d6 EB) (-½), Character must have 20 points in Dragon magic (-½), Requires a Skill Roll (-½), -3 to Skill Roll for humanoids (-¼). **Active Cost** = 43 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 1 Phase

Real Cost: 9

DISGUISE HOARD

Once this enchantment is set in place, the dragon's den appears to be empty even though it may be spilling over with treasure. If the spell is miscast, the contents of the lair seem to sparkle and gleam as though every item had been carefully polished and brightened.

Power: Images v.s. Sight Group and Smell Group

Modifiers: -3 to PRE Rolls, 16 hex radius (+1), Reduced END: ½ END (+¼), Only to make contents of room unnoticeable (-1½), No range (-½), Extra Time: 1 Turn (-1), Gestures (-¼), Incantations (-¼), Side Effects (Same Images spell: Contents of room stand out) (-1), Character must have 20 points in Dragon magic (-½), Requires a Skill Roll (-½), -3 to Skill Roll for humanoids (-¼). **Active Cost** = 97 points.

END Cost: 5; **Magic Roll:** -10; **Casting Time:** 1 Turn

Real Cost: 14

FEAR

This is a powerful enhancement to a dragon's already terrifying presence. An aura of immense fear exudes from the serpent, horrifying even the stoutest beings with a roar. Miscasting this spell has exactly the opposite effect, temporarily lessening the dragon's fearfulness.

Power: 5d6 PRE Aid, return 5 pts./Turn

Modifiers: Extra PRE only causes fear (-1), Gestures (-¼), Incantations (-¼), Side Effects (3d6 PRE Drain, recover 5 pts./Turn) (-½), Character must have 20 points in Dragon magic (-½), Requires a Skill Roll (-½), -3 to Skill Roll for humanoids (-¼). **Active Cost** = 25 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 6

UNDERWORLD DARKNESS

With a hissing growl, the dragon can darken its lair so that even torchlight will provide no illumination. This spell may only enhance existing darkness, such as the darkness of night or the underworld. The dragon itself has no difficulty penetrating the murk. If the caster fails its skill roll, the darkness only blocks its own vision.

Power: Darkness v.s. normal sight, 3" radius

Modifiers: Personal Immunity (+¼), Only to enhance existing darkness (-½), No range (-½), Gestures (-¼), Incantations (-¼), Side Effects (3d6 Flash v.s. sight) (-½), Character must have 20 points in Dragon magic (-½), Requires a Skill Roll (-½), -3 to Skill Roll for humanoids (-¼). **Active Cost** = 37 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 0 Phase

Real Cost: 9

DEATHSLEEP

A clever dragon can dupe its enemies into thinking that it lies dead, when in fact this spell only gives the appearance of death. Failing a skill roll results in the dangerous effects outlined in the *HERO System Rulesbook* under Simulate Death.

Power: Simulate Death

Modifiers: Costs END to activate (END is subtracted after awakening) (-½), Gestures (-¼), Incantations (-¼), Side Effects (same mechanics as for rushing; see Simulate Death in the *HERO System Rulesbook*, p.50) (-½), Character must have 20 points in Dragon magic (-½), Requires a Skill Roll (-½), -3 to Skill Roll for humanoids (-¼). **Active Cost** = 3 points.

END Cost: 1; **Magic Roll:** 0; **Casting Time:** 5 Minutes (see *HERO System Rulesbook*)

Real Cost: 1

UNIQUE SPELLS

WIZARD BANE

Created by an ancient dragon with many a sorcerer as an enemy, Wizard Bane creates a misty atmosphere which stifles all magic except Dragon Magic. If the spell is miscast, the dragon's own intelligence will begin to slip away as a bestial nature will temporarily overtake it.

Power: 4d6 Suppress

Modifiers: Affects all magic except Dragon Magic (+2), Area Effect: 16" radius (+1¼), Continuous (+1), Suppress does not continue outside of area or if area of effect is turned off (-1), Extra Time: 1 Phase (-½), No range (-½), Gestures (-¼), Incantations (-¼), Side Effects (11½d6 Minor Transform of caster to a bestial nature, BODY is "recovered" at 1 BODY/day until Transform disappears) (-1), Character must have 20 points in Dragon magic (-½), Requires a Skill Roll (-½), -3 to Skill Roll for humanoids (-¼). **Active Cost** = 115 points.

END Cost: 11; **Magic Roll:** -11; **Casting Time:** 1 Phase

Real Cost: 20

HUMANOID FORM

With this spell, the dragon can assume the shape of a humanoid such as an elf, dwarf, human, or whatever, and thereby walk through the world of men unnoticed. If this spell is improperly performed, the dragon's body will be wracked with pain that weakens it for sometime.

Power: Shape Shift & 7 lvls Shrinking

Modifiers: Any Humanoid, Shape Shift: Linked to Shrinking (-½); Both: Reduced END:0 END (+½), Persistent (+½), Spell is cancelled if caster is called by true name (-½), Extra Time: 1 Hour (-2 ½), Gestures (-¼), Incantations (-¼), Side Effects (11d6 STR Drain, recover 5 pts./Turn) (-1), Character must have 20 points in Dragon magic (-½), Requires a Skill Roll (-½), -3 to Skill Roll for humanoids (-¼). **Active Cost** = 110 points.

END Cost: 0; **Magic Roll:** 11; **Casting Time:** 1 Hour

Real Cost: 15

THE COLLEGE OF ANIMATION

The practitioners of this college of magic gain their power from ability to control other people and objects. The Animator mage has the world around him do his bidding, and can control sentient beings as well as lifeless objects. An animator is required to carry a focus for his spells, such as a staff or wand, and occasionally requires multiple foci to use certain spells.

Common Limitations: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1)

BASIC SPELLS

CONTROL PERSON

An Animator can use this spell to control the actions of a person and make that person do whatever the mage wishes. The more opposed the target is to performing a given command, the more difficult time the mage will have controlling him. The commands are, therefore, usually kept fairly basic.

Power: 6d6 Mind Control

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF staff (-1). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 8

CONTROL OBJECT

Whereas the the Control Person spell controlled people, this spell controls inanimate objects. With this spell, and animator can control an object around him, making it do what he commands. Simple commands are all that the object can follow however, so the mage is somewhat limited. Commands such as, grab my opponent or block the stairs are easily achieved with this spell and can be very useful when the time arises. The object controlled is limited by what shape it is. For instance, a round rock has no appendages with which to grab an enemy, but it can smash into someone.

Power: 20 STR Telekinesis

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF staff (-1), Requires item to animate and is limited by that item (-½). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 7

DETECT MAGIC

An animator may use this spell to determine whether or not magic is present in a given area. Once cast, any magic items or spells will respond by calling out "I'm magic!, Me too! "

Power: Detect Magic

Modifiers: Ranged, 0 END (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF staff (-1), Spell Costs END (-½). **Active Cost** = 12 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 3

PROTECT MAGE

This spell enables the caster to protect himself in combat by commanding small objects around him to protect the mage. The spell will not work if there are no objects around, so most mages carry a handful of rocks or some other similarly small objects.

Power: 6 PD/ED Force Field

Modifiers: 0 END (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF staff (-1), Small Objects: OIF (-½). **Active Cost** = 24 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 6

COLLEGE SPELLS

HIDDEN MAGE

This spell enables the mage to call up a cloud of dust, leaves or other weightless objects. The objects will fly and swirl around an area, making it practically impossible to see.

Power: Darkness vs Normal Sight

Modifiers: 4" Radius, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Staff (-1). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 8

RISE OR DESCEND

With this spell, animators are able to rise up or descend down with the help of the objects around them. To rise, the animator might make the ground simply fold and lift, or perhaps a tree will bend over and lift the mage. Lowering is achieved in a similar manner, perhaps with rocks staggering to form stairs or a pole shrinking while the caster holds onto it.

Power: 10" Flight

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1), Only to raise or lower (-½). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 5

SEIZE HIM!

Stopping an enemy is fairly easy with the use of this spell. The caster has but to command the world around a target to grab that person and it will be attempted. The object grabbing the target can be anything, the ground, vines or a horse's saddle, but whatever it is, it won't let go on its own unless them mage orders it to do so.

Power: 4d6 Entangle

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1). **Active Cost** = 40 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ Phase

Real Cost: 11

INCOMING !

Animators developed this spell as their primary offensive attack, and it seems to work. Once commanded, an object near the mage will launch itself at a designated target, causing considerable damage should the target be hit. The object will take a moment to get its bearings, then lookout.

Power: 6d6 Physical Blast

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1), Extra Time: Full Phase (-½). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 7

SHAKEDOWN

This attack spell is very useful, and also rather humorous. The animator commands the clothing and possessions carried by his target to come to life and move back and forth sporadically. This has the effect of shaking the target silly. The spell will not work on someone wearing very heavy armor (8 DEF or greater), or anyone magically shielded.

Power: 2d6 NND

Modifiers: Defense is heavy armor or force field, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 6



UNIQUE SPELLS

PRECISION CONTROL

An animator can use this spell for a variety of reasons, particularly for precision accuracy. This spell enables the caster to control an object with very accurate moves. The caster could use this spell to animate a sword to fight with, to pick a lock from across the street (provided he has that skill), or to perform other similar tasks which accurate manipulation.

Power: 10 STR Telekinesis

Modifiers: Fine Control, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1). **Active Cost** = 25 points.

END Cost: 2; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 7

DISSUADE OBJECT

Incoming attacks are usually a nuisance, and this spell helps the caster rid himself of a pest. When physical objects are coming in to strike, the animator can use this spell to convince the objects to veer off and miss or to strike another target.

Power: Missile Deflection

Modifiers: Thrown objects and projectiles, Reflect to any other target, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1), Spell Costs END (-½). **Active Cost** = 40 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 1 Phase

Real Cost: 10

BLINDSIDE

This power enables the mage to animate a target's hair, helmet or other object so that it blocks the targets vision.

Power: 2d6 Flash

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 6

NONCOMMITAL

This spell is similar to the one above, only the targets clothing and possessions are animated. The target's objects will resist any actions initiated by the target, severely limited his combat and other abilities.

Power: 2d6 STR Drain

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF item (-1). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 6

THE COLLEGE OF CHAOS

SORCERY

Chaos sorcerers derive their power from chaos, and it is a dangerous profession indeed. The spells are powerful and relatively easy to learn, but one miscalculation can result in disaster. Chaos sorcerers are very akin to priests, that is they travel around spreading their faith. They don't, however, teach any doctrine nor do they follow any rules, so they really only preach by example.

Common Limitations: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Chaos Medallion (-1), Side Effects (-1)

BASIC SPELLS

DETECT

This spell helps a chaos sorcerer discover any magic being used in the area. Failing to cast this spell correctly can be annoying to the caster, for doing so will randomly teleport all his possessions in different directions.

Power: Detect Magic

Modifiers: Ranged, +1 PER, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Chaos Medallion (-1), Side Effects: 30" Teleport possessions in a random direction (-1). **Active Cost** = 10 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 2

CHAOTIC EMANATIONS

One of the favorite spells of these sorcerers, Emanations is direct and brutal. This spell is a simple unleashing of energy which can cause serious damage in its target should it hit. The spell is very difficult to defend against, however, as it can come from any direction. If cast incorrectly, the spell will affect the caster.

Power: 5d6 Energy Blast

Modifiers: Indirect (+3/4), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Chaos Medallion (-1), Side Effects: 7d6 Indirect Energy Blast (-1). **Active Cost** = 44 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ Phase

Real Cost: 10

CHAOS SHIELD

This spell protects the caster by shielding him with the energy of chaos. If the caster fails to cast his spell in the proper fashion, the shield will attract attacks.

Power: 8 PD/ED Force Field

Modifiers: 0 END (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Chaos Medallion (-1), Side Effects: 20 STR TK, Area Effect Radius, Only to draw in attacks (-1). **Active Cost** = 36 points.

END Cost: 0; **Magic Roll:** -4; **Casting Time:** 1 Phase

Real Cost: 8

CHAOS WALL

This defensive wall is a spell which not only protects the caster from attack, but destroys any incoming attack as well. Unless it is used properly, however, the wall will surround the caster and not permit him to move.

Power: 10 PD Force Wall

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Chaos Medallion (-1), Side Effects: 6d6 Entangle (-1).

Power: 1d6 HKA

Modifiers: DamageShield (+½) Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Chaos Medallion (-1), Side Effects: Same as above (-1), Linked (-½).

Active Cost = 47 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** ½ Phase

Real Cost: 11

COLLEGE SPELLS

CHAOTIC THOUGHTS

This spell, when cast correctly, will make a target believe that he is insane. The insanity will last as long as the caster wishes, or until the target sleeps a full night. Failing to use the magic properly will strip all coherent thoughts from the mind of the caster.

Power: 10d6 Mind Control

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Chaos Medallion (-1), Side Effects: 6d6 INT Drain (-1). **Active Cost** = 50 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** ½ Phase

Real Cost: 11

VIEW OF CHAOS

When the intended victim looks into the eyes of the caster the view becomes total chaos, effectively blinding the target. The caster will truly release chaos upon himself if he casts this spell wrong.

Power: 2d6 Flash

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Chaos Medallion (-1), Side Effects: 3d6 Flash & 3d6 NND Energy Blast (-1). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 4

WARNING

Servants of chaos are always being hunted, which makes this spell even more important to the sorcerers of chaos. This spell enables the caster to set up a protective area through which only the caster can pass without setting off the alarm. Should anyone else pass through, a loud, piercing scream shall be heard. Should the caster incorrectly cast his magic, he will be transported in a direction that he doesn't want to go.

Power: Sound Images

Modifiers: Normal hearing only, Trigger: Someone other than caster passing through the area (+¼), 8" Radius Effect(+¼), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Chaos Medallion (-1), Side Effects: Teleport 2560" (app. 6 Miles) toward danger (-1). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 4

REMOVE MAGIC

This spell utilizes the randomizing effects of chaos to strip a spell or item of its magical power. If a chaos sorcerer should cast this spell improperly, the caster's magics shall leave him.

Power: 10d6 Dispel

Modifiers: Any Single Magical Spell (-¼), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Chaos Medallion (-1), Side Effects: 7d6 Dispel vs ALL magic (-1). **Active Cost** = 37 points.

END Cost: 4; **Magic Roll:** -4 **Casting Time:** ½ Phase

Real Cost: 8



UNIQUE SPELLS

SUMMON CHAOS

The power of this spell allows the caster to create a portal through which a creature of chaos might pass. The creature possesses skills and stats roughly equivalent to those of a human, but is ferocious and wild, attacking anyone in his way. The caster will become the beast, should he fail to manipulate his magics correctly.

Power: Summon

Modifiers: Base level creature, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Chaos Medallion (-1), Side Effects: 12d6 Mind Control: Become wild animal (-1). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 7

CHAOTIC SIGHT

This spell enables the caster to project any image he wishes into the mind of his target. Most chaos sorcerers believe that the more chaotic the image, the better. The spell is a powerful one, but also dangerous as the caster will be subject to the effects of the spell if isn't careful.

Power: 7d6 Mental Illusions

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Chaos Medallion (-1), Side Effects: 12d6 Mental Illusions: See the world upside down (-1). **Active Cost** = 35 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 8

CHAOTIC BEHAVIOR

This spell will force a target to dance and hop around in a chaotic fashion unless he or she is strong enough to break the power of the spell. The same results will befall the caster should he throw his spell incorrectly.

Power: 4d6 Entangle

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Chaos Medallion (-1), Side Effects: 6d6 Entangle (-1). **Active Cost** = 40 points.

END Cost: 4; **Magic Roll:** -4 **Casting Time:** ½ Phase

Real Cost: 9

CHAOS CREATURE

This spell permits the caster to transform his enemy into a chaos horror. The target will become a chaotic sludge, unable to perform any actions. The spell will reverse if the sludge is poured back into a suit of the target's clothing or armor. The caster will believe he's a chaotic horror, should his magic skill roll be failed.

Power: 3d6 Transformation

Modifiers: Cumulative (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Chaos Medallion (-1), Side Effects: 12d6 Mind Control: Believe you're a sludge (-1), Extra Time: Full Phase (-½). **Active Cost** = 67 points.

END Cost: 7; **Magic Roll:** -7; **Casting Time:** 1 Phase

Real Cost: 13

THE PRIESTS OF ORDER

The magical college of the Priests of Order is a far-reaching one indeed, as the priests have temples in practically every corner of the world. These priests worship the abstract quantity called Law or Order, and all their magic and spells reflect this fact.

The priests of Order preach a belief of total and absolute obedience and law, and their judgements are often thought cold and unsympathetic. The desire to the world to reach a level of daily status quo, one in which stagnation would surely result.

Common Limitations: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Geometric Shape(-1), Religious Restrictions (-½)

BASIC SPELLS

SEE MAGIC

Magic, according to the priests of Law, is inherently chaotic, very unlike the power granted unto the priest from the power of Law. This spell enables the priest to discover this "magic," by allowing them to see it wherever it is.

Power: Detect Magic

Modifiers: Sense, Ranged, 360 Degrees, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Geometric shape(-1), Religious Restrictions (-½). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 4

HEAR ME

With this spell a priest of Order is able to command non-believing peoples to follow lawful ways of life. The spell can, of course, be used for other things as well but the church refuses to comment on that.

Power: 8d6 Mind Control

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Geometric Shape (-1), Religious Restrictions (-½). **Active Cost** = 40 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ Phase

Real Cost: 10

CORRECT NATURE

This spell empowers the priest with the ability to alter the weather within an area, changing it back into what he believes it should be before. That is, what it was before someone else magically altered it to fit their selfish needs.

Power: Change Environment

Modifiers: 32' Radius, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Geometric Shape (-1), Religious Restrictions (-½). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ phase

Real Cost: 7

TIP THE SCALES

A priest of Law can use this spell to give a temporary advantage to an ally, and thus a temporary disadvantage to an enemy, just the way it was meant to be.

Power: 3d6 Aid

Modifiers: Aid in Points, Aid Any single characteristic (+¼), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Geometric Shape(-1), Religious Restrictions (-½). **Active Cost** = 19 points.

END Cost: 2; **Magic Roll:** -2 **Casting Time:** ½ Phase

Real Cost: 5

DISPERSE MAGIC

Even magic must obey the laws of the universe, and the priest of Order can use this spell to order magic to do just that. This spell permits the caster to order magic out of an item or spell, and of course, the priests of law are the ultimate authority on what does and doesn't belong.

Power: 10d6 Dispel

Modifiers: Any single spell (+¼), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Geometric Shape(-1), Religious Restrictions (-½). **Active Cost** = 37 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ Phase

Real Cost: 9

COLLEGE SPELLS

TO NOT BE SEEN

Priests of Law, in their never ending struggle to right the wrongs of the world, have found it necessary to occasionally gather information covertly. This spell enables the priests to do that, by altering their existence so that no one notices them.

Power: Invisibility

Modifiers: No Fringe, Normal Sight Only, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Geometric shape(-1), Religious Restrictions (-½). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 7

PUZZLE OF ORDER

This spell is so simple it makes most priests laugh just thinking about it. The priests are all taught the basics on the Lawful structure of the universe, and by repeating these coded phrases to an untrained person, that person can be trapped within that structure. It takes a strong man to resist this spell, but it will not harm anyone who is well studied.

Power: 4d6 Entangle

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Geometric shape(-1), Religious Restrictions (-½), Doesn't effect anyone with scholar or more than three KSs (-½). **Active Cost** = 40 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ Phase

Real Cost: 9

SHAPE OF ORDER

This spell is a minor defense spell, which can also help to avoid armed combat. The spell enables the priest to change an enemy's weapon into a simple geometric shape of his choosing. A sword, for instance, can be changed into a metal ball, a bow into a wooden dowel. The weapon has but to be cleaned (oil the sword, wax the bow) in order to return them to their proper shape.

Power: 3d6 Transformation

Modifiers: Weapon into Shape, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Geometric shape(-1), Religious Restrictions (-½). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 7



LAWFUL SHAPES

This spell allows the caster to create an image of a geometrically shaped object, such as a wagon or a building. The object is just an image, and will easily be detected as such should the priest try any fancy maneuvers with his image.

Power: Images

Modifiers: Normal sight and hearing, 2" Radius Effect (+¼), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Geometric shape(-1), Religious Restrictions (-½), Geometric Shapes only (-1). **Active Cost** = 19 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 4

RESIST MAGIC

As stated before, priests of Law believe that magic is inherently chaotic, and have therefore, taken steps to protect themselves from it. This spell activates much of the priests teachings, and allows them to resist the damaging effects of most magics.

Power: 25% PD/ED Damage Reduction

Modifiers: Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Geometric shape(-1), Religious Restrictions (-½), Only vs Magical attacks (-1). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 4

UNIQUE SPELLS

SPREAD THE WORD

The priesthood of Law is widespread indeed, and thus requires that the priests to much travelling. In order that they might spread their word better, the priests have devised this spell to help them communicate with all races.

Power: Universal Translator

Modifiers: 0 END (+½), Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Geometric shape(-1), Religious Restrictions (-½), Spell Costs END (-½). **Active Cost** = 30 points.

END Cost: 0; **Magic Roll:** -3 **Casting Time:** ½ Phase

Real Cost: 7

SUPPRESS CHANGE

This spell enables the priests of Law to do battle with those creatures which alter the universe, especially in a chaotic nature. This spell will weaken the changing ability possessed by some creatures, and helps the priests identify them.

Power: 5d6 Suppress

Modifiers: Only vs. Shapechange, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Geometric shape(-1), Religious Restrictions (-½). **Active Cost** = 25 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 6

DISCOVER FLAW

The caster of this spell has the ability to see the forces which protect an enemy and to analyze those protective powers to the fullest. Their is no room for error in the Church of Law, and its priest will make sure the same goes for the battlefield.

Power: Find Weakness

Modifiers: For All attacks, Gestures (-¼), Incantations, (-¼), Character Must have at least 20 points from college (-½), Requires Magic Skill Roll (-½), OAF Geometric shape(-1), Religious Restrictions (-½), Spell Costs END (-½). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

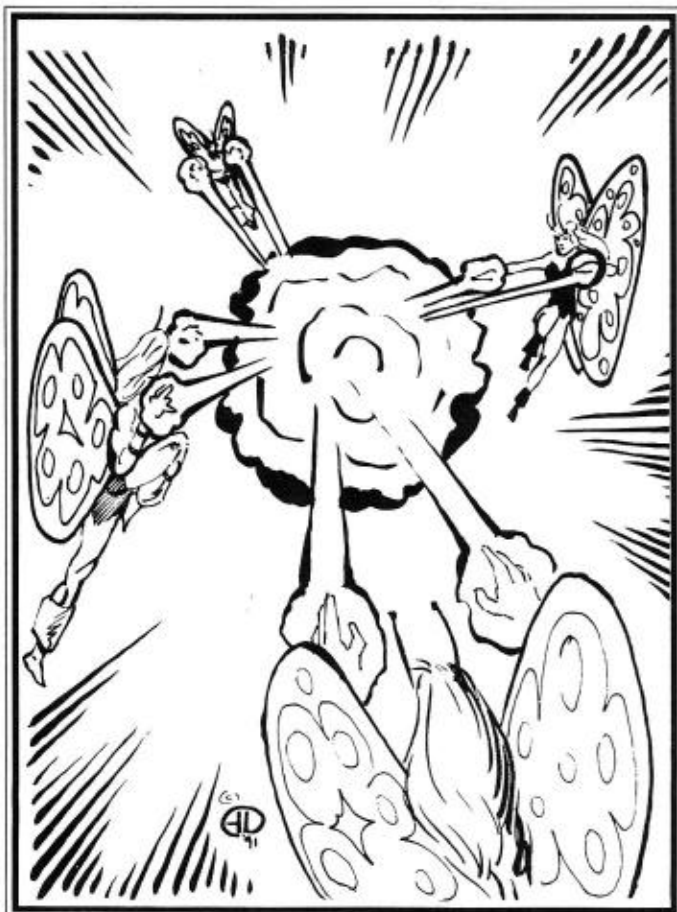
Real Cost: 7

COLLEGE OF FAERIE MAGIC

Faeries are commonly known to be highly magical creatures. What is less commonly known is that the faerie elders have developed a specific discipline of magic, just capricious enough to be utilized by the more magically-advanced of their race. In a large troop of faeries, usually at least one will be learned in faerie magic. In fact, many elven spellcasters have tapped this interesting source as well, and through them faerie magic has become available to members of any race who care to search enough for its secrets.

Faerie magicians will always be found with some sort of wand, which can be anything from a twisted twig to a walking staff to a flower stalk or the frond of a fern. The only limitation is that the wand must have its origins in some plant or vegetation. A broken or lost wand may be replaced, but at least one day must be spent preparing the replacement. No faerie magic may be cast without the faerie's wand.

Because faeries are on the whole largely undisciplined, no skill roll is required to cast faerie magic. However, the magic remains uncertain, and occasionally a spell does go wrong (when the 15- Activation Roll is blown).



Common Limitations: Gestures (-¼), Incantations (-¼), 15- Activation Roll (-¼), OAF: Faerie Wand (-1), Character must have 10 points in spells from College of Faerie Magic (-¼), Side Effects (-½)

BASIC SPELLS

FAERIE DART

The spellcaster draws his wand back as though it were an arrow knocked in a bow, speaks a magic phrase, and an ethereal missile flies at its target. Its effect is peculiar, in that if it penetrates the target's defenses, the damage is inflicted internally. Often it is called an elf-stroke, which can be easily mistaken for the medical phenomenon of the same name. If the Activation Roll is not made, the caster's wand is actually hurled away as though it were fired from a bow.

Power: 1d6 RKA

Modifiers: Gestures (-¼), Incantations (-¼), 15- Activation Roll (-¼), OAF: Faerie Wand (-1), Character must have 10 points in spells from College of Faerie Magic (-¼), Side Effects (Wand is hurled away with a 20 STR Telekinesis) (-½). **Active Cost** = 15 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 4

FEY SHIELD

A small shield of gold, studded with jewels, appears to float before the caster when this spell is cast. The shield is nimble, always eluding those who try to grab it; but only occasionally does it fail to leap in the way of incoming attacks (remember the Activation Roll). If the Activation Roll is missed when the spell is first cast, then the shield leaps over the caster's eyes and blinds him for a short amount of time.

Power: 5 PD/5 ED Force Field

Modifiers: Gestures (-¼), Incantations (-¼), 15- Activation Roll (-¼), OAF: Faerie Wand (-1), Character must have 10 points in spells from College of Faerie Magic (-¼), Side Effects (3d6 Flash v.s. normal sight) (-½). **Active Cost** = 10 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** 0 Phase

Real Cost: 3

ELF HOUND

This spell gets its name because, when cast, the wizard gains the ability to actually sniff out magic, to the extent that he can distinguish between magicks simply by their aromas. A failed Activation Roll means that the wizard will exude a horrible smell, not unlike a wet dog, for 5 minutes.

Power: Detect Magic + Discriminatory

Modifiers: Gestures (-¼), Incantations (-¼), 15- Activation Roll (-¼), OAF: Faerie Wand (-1), Character must have 10 points in spells from College of Faerie Magic (-¼), Side Effects (Change Environment, 4" radius: Extremely bad smell) (-½). **Active Cost** = 8 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 2

DISPEL

With a wave of his wand, the wizard entangles the magical elements of the target spell, knotting them tighter and tighter until they burst into spark like pieces. If the Activation Roll fails, the spell resists the entanglement and a spray of stars backlashes upon the wizard himself.

Power: 8d6 Dispel

Modifiers: Any 1 magic spell (+¼), Gestures (-¼), Incantations (-¼), 15- Activation Roll (-¼), OAF: Faerie Wand (-1), Character must have 10 points in spells from College of Faerie Magic (-¼), Side Effects (3d6 NND EB) (-½). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 8

COLLEGE SPELLS

PINCH

This capricious spell is useful to awaken sleeping apprentices, punish lazy housekeepers, distract inconvenient guards or drive away pesky gremlins. The target feels a sharp pinch in any location the caster desires. The defense is simply crossing one's fingers. Failing the Activation Roll will barrage the caster's own body with pinches.

Power: 1 pip physical EB

Modifiers: NND (Defense is crossing one's fingers) (+1), Gestures (-¼), Incantations (-¼), 15- Activation Roll (-¼), OAF: Faerie Wand (-1), Character must have 10 points in spells from College of Faerie Magic (-¼), Side Effects (6d6 STUN only EB) (-½). **Active Cost** = 6 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 2

GLAMOR

It is common for a faerie spellcaster to completely alter the appearance of himself and his surroundings. Faerie glamor is one of the most useful and one of the most powerful spells available to faerie wizards. The only weakness of Glamor is that illusory substances have no taste, and illusory surfaces have no texture or temperature. If the Activation Roll is missed, the wizard will find his thoughts filled with jumbled images of the illusion he tried to create, scrambling his concentration for awhile.

Power: Images v.s. normal sight, hearing & smell, 8" radius, -4 PER

Modifiers: 8" radius (+3/4), Reduced END: ½ END (+¼), Gestures (-¼), Incantations (-¼), 15- Activation Roll (-¼), OAF: Faerie Wand (-1), Character must have 10 points in spells from College of Faerie Magic (-¼), Side Effects (2d6 INT Drain, Recover 5 pts./Turn)(-½). **Active Cost** = 64 points.

END Cost: 3; **Magic Roll:** -6; **Casting Time:** 0 Phase

Real Cost: 18

DISGUISE

Speaking a magic word, the wizard uses his wand to trace a new outline for himself, which immediately becomes his new form. His original form will return instantly once the spell is cancelled. By missing the Activation Roll the wizard causes his form to shift randomly every Turn for 5 minutes.

Power: Shape Shift, any humanoid

Modifiers: Gestures (-¼), Incantations (-¼), 15- Activation Roll (-¼), OAF: Faerie Wand (-1), Character must have 10 points in spells from College of Faerie Magic (-¼), Side Effects (30 pt. Shape Shift into random forms for 5 minutes) (-½). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 0 Phase

Real Cost: 8

CHARM

Faerie Charm can be used as a favor or as a weapon. The spellcaster chants his incantation, points to the target's heart and fires into it a stream of sparkling light, and then either points to another person or speaks out a name. The other person so designated instantly becomes the object of infatuation for the target. Charm can be cast without designating another person; in such a case, the target will become enamored of the first person he sees. If the Activation Roll fails, the wizard himself becomes infatuated with the target of the spell.

Power: 8d6 Mind Control

Modifiers: Telepathic Command (+¼), Single Command (Immediately infatuated with specified person or first person seen if no one is specified) (-½), Gestures (-¼), Incantations (-¼), 15-Activation Roll (-¼), OAF: Faerie Wand (-1), Character must have 10 points in spells from College of Faerie Magic (-¼), Side Effects (6d6 Mind Control, caster is infatuated with specified person) (-½). **Active Cost** = 50 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** ½ Phase

Real Cost: 12

WILL-O'-THE-WISP

A light can be seen bobbing in the darkness, not too far away. Is it a lantern or a torch, or something else? The target can't exactly tell, but a little voice in his head will beckon him to follow... And the faerie wizard can lead his target anywhere he likes. Failure of the Activation Roll causes the wizard himself to aimlessly follow the wandering light.

Power: Images v.s. normal sight Linked with 4d6 Mind Control

Modifiers: Images: Dancing light only (-1), Linked with Mind Control(-½); Mind Control: Telepathic Command (+¼), Single Command("Follow") (-½); Both: Gestures (-¼), Incantations (-¼), 15- Activation Roll (-¼), OAF: Faerie Wand (-1), Character must have 10 points in spells from College of Faerie Magic (-¼), Side Effects(7d6 Mind Control: caster follows randomly-moving light) (-½). **Active Cost** = 35 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 8

POKE

This stinging spell is a harsher companion to Pinch. The target feels a sharp pain and a small wound appears in his skin, as though he has been stabbed with a tiny spear. Armor is no protection against a Poke. If the Activation Roll is missed, the caster becomes the target of a poke.

Power: 1 pip RKA

Modifiers: Penetrating (+½), Gestures (-¼), Incantations (-¼), 15- Activation Roll (-¼), OAF: Faerie Wand (-1), Character must have 10 points in spells from College of Faerie Magic (-¼), Side Effects (Caster is takes 1d6+1 Penetrating RKA) (-½). **Active Cost** = 15 points (due to min. cost on RKA).

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 4

FAERIE SIZE

To use this spell, the wizard begins by slowly intoning an arcane phrase, sluggishly tracing patterns in the air. He then repeats the phrase and the patterns twice as fast, then doubles his speed again and again until twelve seconds have past. Once the casting is complete, the wizard is surrounded by a sparkling glow and he shrinks to one-sixteenth his normal size. A normal man will end up about five inches high. A small faerie will finish at half an inch high! However, there are drawbacks to being so small: the wizard's strength and toughness decrease as well, and he will be stuck at his smaller size until the hour of midnight strikes (at which point he can choose to restore himself to normal, or continue at this size until the following midnight). Note that the caster's wand will remain its original size (roughly equivalent to a tall walking stick, if it is a common wand).

If the Activation Roll is failed, the caster's body becomes wracked with wrenching pain.

Power: 40 pts. Shrinking (5" tall)

Modifiers: Reduced END: 0 END (+½), Extra Time: 1 Turn to cast (-1), Must remain shrunk until midnight (-¼), ¼ x STR, CON, STUN, PD and ED while shrunk (-1), Gestures (-¼), Incantations (-¼), 15-Activation Roll (-¼), OAF: Faerie Wand (-1), Character must have 10 points in spells from College of Faerie Magic (-¼), Side Effects(6d6 STUN only EB) (-½). **Active Cost** = 60 points.

END Cost: 0; **Magic Roll:** -6; **Casting Time:** 1 Turn

Real Cost: 10

INVISIBILITY

This spell begins when the wizard sings an unintelligible couplet. Then, with broad strokes of his wand, he paints himself away until he can longer be seen. The invisibility lasts until the caster snaps his fingers, or initiates any kind of hostile action. If the spell fails, the caster is blinded momentarily by a burst of sparkles.

Power: Invisibility v.s. normal sight

Modifiers: Cancelled if any hostile action is taken (-½), Gestures(-¼), Incantations (-¼), 15- Activation Roll (-¼), OAF:Faerie Wand (-1), Character must have 10 points in spells from College of Faerie Magic (-¼), Side Effects (3d6 Flash v.s. sight) (-½). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 0 Phase

Real Cost: 5

NOISES

Faeries delight in distracting humans with thumps and bumps and ethereal music; but a creative wizard can put this spell to greater use. The wizard must describe the noises he wishes to create in a short couplet, and to change them he must compose a new verse. Miscasting this spell results in the caster going deaf momentarily.

Power: Images v.s. normal hearing, -3 PER

Modifiers: Gestures (-¼), Incantations (-¼), 15- Activation Roll (-¼), OAF: Faerie Wand (-1), Character must have 10 points in spells from College of Faerie Magic (-¼), Side Effects (3d6 Flash v.s. hearing) (-½). **Active Cost** = 19 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 0 Phase

Real Cost: 5

VANISH

The wizard's wand dashes back and forth in violent strokes, and with a magical word, he disappears in a colorful cascade of sparkles. Luckily, his reappearance within 20 meters is far less spectacular. Failure to properly cast Vanish results in a similar cascade of sparkles which blinds and burns the caster, but which does not teleport him.

Power: 10" Teleport

Modifiers: Gestures (-¼), Incantations (-¼), 15- Activation Roll (-¼), OAF: Faerie Wand (-1), Character must have 10 points in spells from College of Faerie Magic (-¼), Side Effects (4d6 STUN only EB + 1d6 Flash v.c. sight) (-½). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** Variable

Real Cost: 6

CHANGELING

This is a faerie enchantment of infiltration. The Changing spell allows the wizard to snatch a person away and take his place as a duplicate. If properly performed, the deception will only be noticed by someone who is watching at the exact moment of the exchange, at which time the target will be seen in double. To prepare for the switch, a special mark must be placed on the target. To commence the change, a ten-minute ritual must be performed within 40" of the target. The spellcaster then transforms into the likeness of the target, appears beside him, touches him, and the target vanishes to reappear where the ritual was cast. (The target need not be within sight of the wizard when the spell is cast.) The wizard must remain in his new form until he confronts the original target, or until he is called by his true name. (Note that this spell does not impart the mannerisms or the exact looks of the target. Much research should be carried out to convincingly carry off the deception, and the skill Disguise would greatly help. Now you know why most Changelings are babies!)

If the Activation Roll is missed, the caster finds himself transformed into an undesirable humanoid form, unable to return to normal.

Power: Shape Shift, any humanoid + 40" Teleport, 2 floating locations

Modifiers: Shape Shift: Reduced END: 0 END (+½), Persistent (+½), Must remain Shape Shifted until called by true name, at which point the spell is cancelled (-½), only after Teleport (+¼); Teleport: Usable Against Others (+1), Only usable to appear next to victim and teleport him back to ritual point (-1), Victim must be marked (-½), Concentrate (0 DCV) (-½), Increased END: x2 END (-½); Both: Extra Time: 5 Minutes to cast (-½), Gestures (-¼), Incantations (-¼), 15- Activation Roll (-¼), OAF: Faerie Wand (-1), Character must have 10 points in spells from College of Faerie Magic (-¼), Side Effects (Caster Shape Shifts into a random, undesirable humanoid form, Always On, with 1 level of Difficult to Dispel (120 Active points to Dispel)) (-½). **Active Cost** = 140 points.

END Cost: 16; **Magic Roll:** -14; **Casting Time:** 5 Minutes

Real Cost: 18

FAERIE FOOD

For carefree faeries, sometimes hunting for meals several times a day can become quite tedious. To remedy this nuisance, the recipe for Faerie Food was developed. A few bites of these tasty concoctions are enough to sustain a person for one full week. The spellcaster must prepare any sort of food, and the enchantment is placed on the ingredients during the casting. One preparation of Faerie Food will serve up to 8 people. If the caster fails his Activation Roll, he is stricken with sudden, intense hunger pains.

There is another sort of Faerie Food, which has the reverse effect. The unlucky person who eats enough of this cursed food will be seized by a ravenous hunger. He must consume 10 meals every day for an entire week, lest the hunger pains grow intolerable. Under the effects of this spell, it is literally possible to starve to death in a matter of hours! The curse will be lifted if a Dispel Magic is cast upon the victim, if he eats a bite of the benevolent Faerie Food, or after one week has passed. If the caster fails his Activation Roll, he is himself affected by the cursed food.

Benevolent Faerie Food

Power: Life Support: Character doesn't need to eat

Modifiers: Usable By Others (up to 8 people) (+1 ¼), Extra Time: 5 Minutes to prepare (-2), must prepare actual food (-½), food must be eaten (-¼), effects run out after 1 week (-¼), Concentrate (½ DCV) (-¼), Gestures (-¼), Incantations (-¼), 15- Activation Roll (-¼), OAF: Faerie Wand (-1), Character must have 10 points in spells from College of Faerie Magic (-¼), Side Effects (6d6 STUN only EB) (-½). **Active Cost** = 11 points.

END Cost: 0; **Magic Roll:** -1; **Casting Time:** 5 Minutes

Real Cost: 2

Cursed Faerie Food

Power: 2d6 Major Transform (Same character except add the Disadvantage: Susceptibility (Must eat 10 meals a day or take 3d6 damage per minute); Transform fades after 1 week has passed, if a Dispel Magic of 45 pts. or greater is cast upon the victim, or if benevolent faerie food is eaten)

Modifiers: Cumulative (+½), Extra Time: 5 minutes to prepare (-2), Must prepare actual food (-½), At least 1 bite of food must be eaten (-¼), Gestures (-¼), Incantations (-¼), 15- Activation Roll (-¼), OAF: Faerie Wand (-1), Character must have 10 points in spells from College of Faerie Magic (-¼), Side Effects (Identical 1 ½ d6 Transform upon caster) (-½). **Active Cost** = 45 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 5 Minutes

Real Cost: 7

UNIQUE SPELLS

FAERIE RING

Faerie Rings look like simple circles of mushrooms, flowers, stones, or other inoffensive objects. However, they can actually serve as gateways to other faerie rings (within a kilometer and a quarter). Often faerie rings are used to whisk away the unwary, by luring them inside with delightful dances, songs, food, etc. (The Glamor spell is very handy for this purpose.) All that is required is to stand within the ring for twelve seconds (1 Turn), and the target finds that he can no longer see beyond its boundaries. For a few moments, the person has the illusion that the world has disappeared; a new environment then spreads out around him. Only the spellcaster may select which nearby faerie ring to travel to. He may also instruct the ring to take its passengers to a specific faerie ring determined beforehand. Otherwise, the ring sends each passenger to a random faerie ring within its range. (If there are no other faerie rings nearby, the spell has no effect.)

To create a Faerie Ring, the wizard must spend five hours performing an intense invocation of the forces of nature, during which he cannot be disturbed. He may place his own ring of stones or other markers, he may use existing features such as a small clearing, a pond or puddle, etc., or he may simply cast the spell without an existing ring. In the last case, a circle of mushrooms, flowers, vines, moss, or other appropriate growth will arise at the completion of the invocation. Removing these physical markers will not destroy the faerie ring; they will simply regrow with uncanny speed (in the case of hand-placed markers, they will be replaced by some kind of growth as though the wizard had cast the spell without his own markers). Faerie Rings must be roughly horizontal, and can only be placed in a stationary place (not in a wagon, on a ship, etc.).

If the Activation Roll is failed, the caster is randomly teleported away.

Power: 640" Teleport

Modifiers: Usable Against Others (+1), Area Effect: 1 Hex (+½), Reduced END: 0 END (+½), Persistent (+½), Continuous (+1), Can only transport characters to another faerie ring (-1 ½), Non-combat movement only (-¼), Character must remain inside ring for 1 Turn to be affected (-1), Always On (-¼), Extra Time: 5 Hours to cast (-3), Concentrate (0 DCV) (-½), Gestures (-¼), Incantations (-¼), 15- Activation Roll (-¼), OAF: Faerie Wand (-1), Character must have 40 points in spells from College of Faerie Magic (-1), Side Effects (Caster is teleported randomly 56" away) (-½). **Active Cost** = 225 points.

END Cost: 0; **Magic Roll:** -22; **Casting Time:** 5 hours

Real Cost: 21

FAERIE BANQUET

During the casting of this spell, the wizard entertains up to 15 people in a grand, lavish banquet. This feast lasts for at least five hours, during which time lesser magic may also be cast (if such is required to keep the diners from leaving). At the end of the banquet, all those who have partaken of the entire feast (including allowances for privy breaks, etc.) and are within the proper radius at the exact moment of completion wander away from the scene to discover that a far greater amount of time has passed. The exact amount of time passage is entirely up to the wizard. Sometimes a few extra hours is all that is needed, but days, weeks, years and even centuries and millennia maybe traversed through this spell. Naturally, the spellcaster himself is also subject to these effects. If the caster fails his Activation Roll, he finds that the predetermined amount of time has passed for himself, but he has brought no one with him.

Power: Extra-Dimensional Movement, Through time, Anywhere in the future, +1600 kg mass

Modifiers: Area Effect: 8" radius (+1), Usable Against Others (+1), Extra Time: 5 Hours to cast (-3), OAF: Banquet (Immobile, Expendable) (-1 ½), Character must have 40 points in spells from College of Faerie Magic (-1), 15- Activation Roll (-¼), Others must partake of banquet for the entire 5 hours (-2), Side Effects (Caster is transported alone) (-1). **Active Cost** = 210 points.

END Cost: 21; **Magic Roll:** -21; **Casting Time:** 5 Hours

Real Cost: 21

COLLEGE OF NAUTICAL MAGIC

Travel on the high seas is common among merchants, explorers and raiders. Nautical magic was developed to lend sorcerous aid to those dangerous adventures at the mercy of the endless oceans. Each spell in this discipline is designed for a specific purpose aboard ships, but can be used in a variety of situations aground, as well. All practitioners of nautical magic carry with them a metal vial of seawater which is used (in minute quantities) during each spell. Note that because action on the high seas tends to be grand but slow, at least one full phase is required to cast a spell.

Common Limitations: Gestures (-¼), Incantations (-¼), Side Effects (-½), Extra Time: Full Phase (-½), Requires a Skill Roll (-½), Character must have 20 points in College of Nautical Magic (-½), OIF: Vial of seawater (-½)

BASIC SPELLS

SUN HAMMER

So named because of its burst of intense heat, this spell is designed to break up ice flows in arctic waters, and is also useful for driving away whales and other pesky or dangerous creatures of the sea. Its heat is often sufficient to start fires. Failure to properly cast this spell results in a bloom of scorching heat centered on the spellcaster.

Power: 8d6 heat EB

Modifiers: Gestures (-¼), Incantations (-¼), Extra Time: Full Phase (-½), Requires a Skill Roll (-½), Character must have 20 points in College of Nautical Magic (-½), Side Effects (4d6 heat EB Explosion) (-½), OIF: Vial of seawater (-½). **Active Cost** = 40 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 1 Phase

Real Cost: 10

IRONSKIN

This spell is a scaled-down version of the college spell Ironhull. When a wizard using this spell is touched, that portion of his skin becomes momentarily glazed with a thin coating of iron. Miscasting Ironskin results in the caster being entirely encased in a skin of iron, in which he cannot move.

Power: 5 PD/5 ED Force Field

Modifiers: Gestures (-¼), Incantations (-¼), Extra Time: Full Phase (-½), Requires a Skill Roll (-½), Character must have 20 points in College of Nautical Magic (-½), Side Effects (3d6/3 DEF Entangle) (-½), OIF: Vial of seawater (-½). **Active Cost** = 10 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** 1 Phase

Real Cost: 2

SAFESEAS

Sailors are highly superstitious, and occasionally it behooves a nautical wizard to assure them that there is no dangerous sorcery on board or in their path. If the wizard fails his skill roll, his eyes glaze over for a few moments and he is unable to see anything.

Power: Detect Magic, +2 PER

Modifiers: Gestures (-¼), Incantations (-¼), Extra Time: Full Phase (-½), Requires a Skill Roll (-½), Character must have 20 points in College of Nautical Magic (-½), Side Effects (3d6 Flash v.s. sight) (-½), OIF: Vial of seawater (-½). **Active Cost** = 7 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** 1 Phase

Real Cost: 2

DISPEL

On those occasions when there is dangerous sorcery aboard ships or in the ship's path, the entire crew could be in far greater danger than if they were on land. For this reason, the nautical wizard is rarely without a Dispel. Failing his skill roll will Suppress all of the wizard's own spells for that Phase.

Power: 9d6 Dispel

Modifiers: Affects any 1 spell (+¼), Gestures (-¼), Incantations (-¼), Side Effects (2d6 Suppress v.s. all of caster's spells) (-½), Extra Time: Full Phase (-½), Requires a Skill Roll (-½), Character must have 20 points in College of Nautical Magic (-½), OIF: Vial of seawater (-½). **Active Cost** = 34 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 1 Phase

Real Cost: 8

COLLEGE SPELLS

SEA WIND

When the skies are too calm, or in the frenzy of seaborne combat, an extra gust of wind in the right direction can be very helpful. The wizard calls out the proper incantation and flings his arm in the desired direction, as though he were cracking a whip; and a powerful blast of air fills the sails. (Of course, sails are entirely optional.) The radius of this spell is large enough to affect several ships if they are close together. Miscasting this spell results in the caster being flung away by a strong gust of wind.

Power: Change Environment, Windy, 32" Radius

Modifiers: Gestures (-¼), Incantations (-¼), Extra Time: Full Phase (-½), Requires a Skill Roll (-½), Character must have 20 points in College of Nautical Magic (-½), Side Effects (20 STR Telekinesis hurls the caster in a random direction) (-½), OIF: Vial of seawater (-½). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 1 Phase

Real Cost: 7

BEARINGS

When the sky is cloudy and the compass is soggy, or when the fog is as thick as the seawater, a wizard may easily determine the compass points and gain accurate bearings with this spell. Failure of his skill roll will give the caster vertigo for a short time.

Power: Bump of Direction

Modifiers: Cost END (-½), Gestures (-¼), Incantations (-¼), Extra Time: Full Phase (-½), Requires a Skill Roll (-½), Character must have 20 points in College of Nautical Magic (-½), Side Effects (1d6 DEX Drain, recover 5 pts./Turn) (-½), OIF: Vial of seawater (-½). **Active Cost** = 3 points.

END Cost: 1; **Magic Roll:** 0; **Casting Time:** 1 Phase

Real Cost: 1

CALM

This spell is useful for smoothing choppy seas around the ship, or settling harsh crosswinds. Rain will continue, but the effects of storm winds, gusts, violent waves, currents and rapids, natural lightning and other such phenomena will cease. The radius of this spell is large enough to aid several ships if they are close together. If the caster fails his skill roll, he will personally draw many of the dangerous effects of the weather onto himself in the form of a strong burst of wind, a small bolt of lightning, or whatever else is appropriate.

Power: Change Environment, Calm, 32" radius

Modifiers: Gestures (-¼), Incantations (-¼), Extra Time: Full Phase (-½), Requires a Skill Roll (-½), Character must have 20 points in College of Nautical Magic (-½), Side Effects (6d6 EB) (-½), OIF: Vial of seawater (-½). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 1 Phase

Real Cost: 7

CROW'S EYE

Ships unequipped with a telescope will benefit from the caster's own vision becoming Telescopic, to keep a sharp eye on the horizon. When cast, the wizard's eyes eerily transform into those of a bird. A missed skill roll will blind the caster temporarily.

Power: Telescopic Sense (Sight Group) +10

Modifiers: Costs END (-½), Gestures (-¼), Incantations (-¼), Extra Time: Full Phase (-½), Requires a Skill Roll (-½), Character must have 20 points in College of Nautical Magic (-½), Side Effects (3d6 Flash v.s. sight) (-½), OIF: Vial of seawater (-½). **Active Cost** = 15 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** 1 Phase

Real Cost: 3

MAGIC TAR

One of the worst occurrences on a ship is a breach in the hull. Magic tar is designed to plug up the holes in an existing surface such as a ship's hull. When the wizard performs the spell, a cascade of thick, black tar sprays onto the surface, hardening instantly and covering over any holes, including doors, portals or windows, breaks or breaches, etc. Magic tar was created for use on a seagoing vessel, but it is equally effective when applied to paper, fabric such as curtains and tapestries, surfaces with many openings such as nets and shrubbery, and even the surface of the water itself. If the wizard miscasts this spell, he is himself covered with a layer of magic tar.

Power: 7 PD/7 ED Force Wall, 7" long

Modifiers: Must be cast on a surface, can't stand on its own (-1), Gestures (-¼), Incantations (-¼), Extra Time: Full Phase (-½), Requires a Skill Roll (-½), Character must have 20 points in College of Nautical Magic (-½), Side Effects (3d6/3 DEF Entangle) (-½), OIF: Vial of seawater (-½). **Active Cost** = 35 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 1 Phase

Real Cost: 7

SAFE SHALLOWS

Shallows can be treacherous things, hiding rocks and sand bars which can run a ship aground. The Safe Shallows spell exists so the wizard can sense the sometimes labyrinthine routes of submerged topography. It is equally effective when navigating through thick fog, dark rivers, and other conditions when plain sight is useless. Failure to properly cast this spell results in a false reading of the shallows.

Power: Active Sonar

Modifiers: Costs END (-½), Gestures (-¼), Incantations (-¼), Extra Time: Full Phase (-½), Requires a Skill Roll (-½), Character must have 20 points in College of Nautical Magic (-½), Side Effects (reading is inaccurate) (-½), OIF: Vial of seawater (-½). **Active Cost** = 15 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** 1 Phase

Real Cost: 3

IRONHULL

This is one of the more powerful and more critical spells in a nautical wizard's repertoire. It is difficult to cast, and requires intense focus and concentration. However, if properly performed, Ironhull can protect an entire ship against rocks, attacking vessels and other hazards. The wizard summons forth a wall of iron, often long enough to completely surround a vessel, but which is weightless (so the ship will not be dragged under). If the caster fails his skill roll, however, he will instead create a powerful explosion of iron fragments, which will center on himself.

Power: 7 PD/7 ED Force Wall, 21" long

Modifiers: Concentrate throughout (0 DCV) (-1), No range (-½), Gestures throughout (-½), Incantations throughout (-½), Extra Time: Full Phase (-½), Requires a Skill Roll (-½), Character must have 20 points in College of Nautical Magic (-½), Side Effects (5d6 physical EB Explosion) (-½), OIF: Vial of seawater (-½). **Active Cost** = 70 points.

END Cost: 7; **Magic Roll:** -7; **Casting Time:** 1 Phase

Real Cost: 12

FOG BANK

Concealment is sometimes useful in dangerous waters, and this spell was designed with this in mind. Preparation requires five minutes of ritual. From the wizard's vial of seawater then pours forth a cloud of extremely dense fog, which the caster shapes and commands in an animated fashion. Miscasting this spell causes a choking fog to envelop the wizard.

Power: Darkness v.s. normal sight, 8" radius

Modifiers: Gestures throughout (-½), Incantations throughout (-½), Extra Time: 5 Minutes (-2), Requires a Skill Roll (-½), Character must have 20 points in College of Nautical Magic (-½), Side Effects (8d6 STUN only EB) (-½), OIF: Vial of seawater (-½). **Active Cost** = 80 points.

END Cost: 8; **Magic Roll:** -8; **Casting Time:** 5 Minutes

Real Cost: 13

WIND GRIP

When the sea zephyrs are blowing strong, sometimes sailors need an added touch of security when scaling the riggings and ratlines. Wind Grip provides them with a tacky resin that covers their hands and feet, affording them a much better grip. One casting of this spell provides enough of this magical resin for up to 8 people. Note, however, that if the wizard grants Wind Grip to others, he cannot use it himself. If the skill roll is missed, the wizard finds his feet and hands anchored firmly to whatever they are touching.

Power: Clinging

Modifiers: Usable By Others (up to 8 people, caster can't use if given away) (+1), Gestures (-¼), Incantations (-¼), Extra Time: Full Phase (-½), Requires a Skill Roll (-½), Character must have 20 points in College of Nautical Magic (-½), Side Effects (3d6/3 DEF Entangle on caster's hands and feet) (-½), OIF: Vial of seawater (-½). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 1 Phase

Real Cost: 5

WAVE WALK

Maintenance to the ship's outer hull can be dangerous and even deadly business, unless the wizard is using this spell. His feet stroll on the water as though it were a solid (albeit unsteady) surface. Failure to cast Wave Walk properly results in paralyzation of the wizard's legs for a short time.

Power: 6" Flight

Modifiers: Limited to the surface of the water (-2), Gestures (-¼), Incantations (-¼), Extra Time: Full Phase (-½), Requires a Skill Roll (-½), Character must have 20 points in College of Nautical Magic (-½), Side Effects (3d6 STR Drain on legs only) (-½), OIF: Vial of seawater (-½). **Active Cost** = 12 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** 1 Phase

Real Cost: 2



NET

When the spellcaster points his finger, a net of hemp cording surrounds his target and secures it to any surface it is touching. This comes in handy in rocky waters when cargo and men are prone to falling overboard, and can also be used for fishing. A failed skill roll will cause the net to entangle the spellcaster instead.

Power: 2d6/2 DEF Entangle, Both character and entangle take damage

Modifiers: Gestures (-¼), Incantations (-¼), Extra Time: Full Phase (-½), Requires a Skill Roll (-½), Character must have 20 points in College of Nautical Magic (-½), Side Effects (2d6/2 DEF Entangle on caster) (-½), OIF: Vial of seawater (-½). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 1 Phase

Real Cost: 7

WAKE CHEST

When travelling through pirate waters or carrying a small cargo of contraband, sometimes the ship's hold is too accessible to be trusted with "delicate" objects. This spell enchants an ordinary wooden chest in such a way that it becomes completely waterproof. The chest then hurls itself over the edge and into the water, where it submerges twenty feet and follows along behind the ship at a distance of thirty feet. When the caster wants to retrieve the chest, he simply speaks the appropriate incantation and the box leaps out of the water and to his side. The caster must stand in the same spot on deck at which he cast the spell to retrieve it, and the chest must be in its proper place behind the boat for the retrieval to work (see below). (This spell may also be cast from the shore, in which case the chest will simply remain in one spot offshore.)

Note that the chest is an independent vessel when under this spell; it is quite possible, during a storm, a whirlpool, or some other circumstance, for the chest to become separated from the ship due to currents, waves, etc. If this happens, the chest will continue on its original course at its last steady speed until it reaches the ship again or until it strikes a solid object such as a rock, another ship, etc. At this point the chest ceases its movement, although the waterproofing effects will remain, causing the chest to float to the surface. The waterproofing effects cease when the chest is opened.

If the wizard miscasts this spell, the chest will burst into splinters.

Power: Change Environment, Dry & Cool + 10" Flight

Modifiers: Change Environment Only: Only to waterproof the Wake Chest (-3/4), No range (-1/2); Flight Only: Usable Against Others (up to 100 kg) (+1), Only to submerge chest, retrieve chest, and cause chest to follow behind ship or continue along course until running into a solid object (-1 1/2); Both: 0 END (+1/2), Persistent (+1/2), Gestures (-1/4), Incantations (-1/4), Extra Time: 1 Turn (-1), Requires a Skill Roll (-1/2), Character must have 20 points in College of Nautical Magic (-1/2), Side Effects (3d6 physical HKA, centered on chest) (-1), OIF: Vial of seawater (-1/2). **Active Cost** = 70

END Cost: 0; **Magic Roll:** -7; **Casting Time:** 1 Turn

Real Cost: 11

UNIQUE SPELLS

BANISH STORM

This is an enhanced version of the spell Calm, and far more powerful. The scope of this enchantment is easily enough to completely dissipate an entire storm front from horizon to horizon. The spell is very taxing, however, and upon completion the wizard must rest for an entire day. If the caster fails his skill roll, the storm will remain but he will then be required to rest for three days.

Power: Change Environment, Calm, 2048" radius

Modifiers: No range (-1/2), Must rest 1 day afterwards (-1), Gestures (-1/4), Incantations (-1/4), Extra Time: 1 Turn (-1), Requires a Skill Roll (-1/2), Character must have 40 points in College of Nautical Magic (-1), Side Effects (Caster must rest for 3 days) (-1/2), OIF: Vial of seawater (-1/2). **Active Cost** = 65 points.

END Cost: 6; **Magic Roll:** -6; **Casting Time:** 1 Turn

Real Cost: 10

DEVIL CURRENT

The evil-sounding name of this spell originates from the mouths of sailors frightened by its power; but it is usually quite benevolent. After the wizard completes the preparatory ritual, he summons out of the sea a short column of water which lifts up the caster's ship and carries it along at a high rate of speed. Theoretically this spell could also be used to smash an enemy's ship against the jagged breakers, but since it has no range, the wizard would have to be on board. In fact, when moving at noncombat speeds the wizard must always be careful not to smash his own ship into a land mass! (The Crow's Eye spell could be a valuable accessory.) If the caster misses his skill roll, he is plucked up by a spout of water and hurled far into the sky in a random direction.

Power: 15" Flight, 240" Noncombat

Modifiers: Usable Against Others (x64 mass) (+2 1/2), Only usable v.s. floating vessels (-2), Only across the surface of a large body of water (-2), Gestures (-1/4), Incantations (-1/4), Extra Time: 1 Turn (-1), Requires a Skill Roll (-1/2), Character must have 40 points in College of Nautical Magic (-1), Side Effects (52 STR Telekinesis hurls caster into the air) (-1/2), OIF: Vial of seawater (-1/2). **Active Cost** = 157 points.

END Cost: 10; **Magic Roll:** -16; **Casting Time:** 1 Turn

Real Cost: 17

LAND HAVEN

Land Haven is the name given by sailors to the caves and canals which are made possible by this spell. When the wizard completes his casting, he may open before him a wide canal in a land mass, or even a tunnel-like cavern stretching into a cliff face. Naturally, water from the river, lake or sea in which his ship is floating will rush in, probably carrying the vessel with it. He may even close up the cave or canal behind him, so that the craft is floating but landlocked. (This spell has also proven useful in capturing pirates.) If the caster fails his skill roll, he will instead summon forth a wide barrage of dirt and rock from the ground he is attempting to open, which will batter him and everything around him to disastrous effect.

Power: Tunnelling, 8 DEF, 5" movement, Fill In Behind

Modifiers: Area Effect: 26" line (+1), Tunnel must be connected to a large body of water (-2), Gestures throughout (-1/2), Incantations throughout (-1/2), Extra Time: 1 Turn (-1), Requires a Skill Roll (-1/2), Character must have 40 points in College of Nautical Magic (-1), Side Effects (5 1/2d6 EB in a 3" radius, centered on caster) (-1/2), OIF: Vial of seawater (-1/2). **Active Cost** = 132 points.

END Cost: 4; **Magic Roll:** 13; **Casting Time:** 1 Turn

Real Cost: 16

WITCHCRAFT

Witchcraft is the ancient art of folk magic. It is found almost everywhere, and is generally passed on through secret family customs and training, rather than openly taught to strangers. Witches are commonly solitary, and do not flaunt their powers (unless it be in conjunction with career showmanship such as travelling fortune-telling). Traditionally women have dominated this craft, although men make equally effective witches.

Witchcraft deals with the arcane aspects of nature (particularly its dual male/female facets). In accordance with this, most witches employ the aid of a familiar to tighten their connection with the flow of natural energies. A familiar eases the physical strain that witchcraft can exert upon a body, which can be crucial in the case of the very young or the very old.

Another way this physical strain is relieved is through the convening of covens. A coven is a group of witches who aid one another in the casting of spells. In addition to easing the bodily stress of magic, a coven can reduce the level of difficulty of witchcraft (+1 to Magic Skill Roll for every 2 extra witches present, to a maximum of +6; thus, a coven of 13 is optimal).

A few witch's spells require the casting of a magic circle. This is accomplished by drawing a circle, invoking various spirits of nature while setting candles scented with rare herbs, and performing other, minor rituals. Thus, a magic circle is an Obvious, Accessible, Immobile, Expendable Focus.

As with most magical disciplines, there are good ("white") witches and bad ("black") witches. The distinction chiefly lies in whether the forces of nature are respectfully tapped for good causes or greedily exploited for selfish or evil causes.

Common Limitations: Gestures (-¼), Incantations (-¼), Requires a Skill Roll (-½), Character must have 20 points in Witchcraft (-½), Side Effects (-½), x2 END without familiar or unless in a coven of 3 or more (-¼), all spells require at least an expendable IIF (-½)

BASIC SPELLS

STARE OF POWER

With this spell, the witch casts a gaze at her enemy intense enough to literally stun him in his tracks. The stare must be accompanied by an arcane word and a pointed finger. In addition, the witch must carry a small sack of particular herbs. Should she fail her skill roll, the spell will backlash and affect the witch instead.

Power: 3d6 EGO Attack

Modifiers: Gestures (-¼), Incantations (-¼), Requires a Skill Roll (-½), Character must have 20 points in Witchcraft (-½), x2 END without familiar or unless in a coven of 3 or more (-¼), Side Effects (3d6 EGO Attack) (-½), IIF (small sack of rare herbs) (Expendable) (-½). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 8

DANGER WARD

By summoning this protective ward against danger, the witch causes incoming attacks to falter in their aim, thereby striking her with lesser effect. This spell requires a small likeness of the witch herself. If she miscasts this enchantment, the witch finds herself temporarily more susceptible to damage.

Power: 4 PD/4 ED Force Field

Modifiers: Gestures (-¼), Incantations (-¼), Requires a Skill Roll (-½), Character must have 20 points in Witchcraft (-½), x2 END without familiar or unless in a coven of 3 or more (-¼), Side Effects (½d6 Drain on all defenses, recover 5 pts./Turn) (-½), IIF (small likeness of witch) (Expendable) (-½). **Active Cost** = 10 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** 0 Phase

Real Cost: 3

SPELL DOWSING

This spell works exactly like dowsing for water, except that the witch can locate magical energy instead. Two sticks, feathers, or other slender objects are required, which tend to point toward magical emanations and cross when atop them. Failing her skill roll will cause the witch to fall deaf for a few moments.

Power: Detect Magic + Range

Modifiers: Costs END(-½), Extra Time: 1 Phase (-½), Gestures (-¼), Incantations (-¼), Requires a Skill Roll (-½), Character must have 20 points in Witchcraft (-½), x2 END without familiar or unless in a coven of 3 or more (-¼), Side Effects (3d6 Flash v.s. Hearing) (-½), OAF (two slender objects) (Expendable) (-½). **Active Cost** = 8 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** 1 Phase

Real Cost: 1

CLEANSE

To prepare to cleanse an object of magical influence, the witch must first cleanse her own mind for 1 Turn. She then casts salt over the enchanted item or person and passes her hands in the air. Failing her skill roll means that the witch's mind was not entirely clean, and she finds her own thoughts wiped away.

Power: 8d6 Dispel

Modifiers: Affects any 1 spell (+¼), Extra Time: 1 Turn (-1), Gestures (-¼), Incantations (-¼), Requires a Skill Roll (-½), Character must have 20 points in Witchcraft (-½), x2 END without familiar or unless in a coven of 3 or more (-¼), Side Effects (3d6 INT Drain, recover 5 pts./Turn) (-½), OIF (salt) (Expendable) (-½). **Active Cost** = points.

END Cost: 30; **Magic Roll:** 3; **Casting Time:** 1 Turn

Real Cost: 6

COLLEGE SPELLS

SUMMON FAMILIAR

A witch's familiar is an important part of her powers of enchantment. Its conditions are stringent, however: the witch must travel to a secluded spot under a full moon and spend many hours casting a circle, burning spices and herbs, and invoking the spirits of nature. At the completion of this ritual, her new familiar will appear beside her. She may have previously selected what sort of animal her familiar will be; if not, the GM can select an appropriate creature. If the witch fails to cast this spell correctly, she is rejected by the powers of nature and is stripped of all her spells except Summon Familiar (which she must await the next full moon to cast).

Power: Summon 1 0-pt. creature

Modifiers: Extra Time: 5 Hours (-3), Only under a full moon (-2), Gestures (-¼), Incantations (-¼), Requires a Skill Roll (-½), Character must have 20 points in Witchcraft (-½), Side Effects (All of the witch's spells are useless until this spell is successfully cast) (-1), OAF (Magic circle) (Immobile, Expendable) (-2). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 5 Hours

Real Cost: 3

MAGIC HEARTH

Particularly useful in the winter, this spell causes all stone within its radius to warm as though a fire glowed within. The witch simply speaks an arcane word and traces a symbol on a stone with her finger. The warmth is not enough to burn, yet even a single stone will be enough to heat the whole area. If the witch miscasts this spell, her hands will heat up and scorch.

Power: Change Environment, Warmth, 4" radius

Modifiers: Gestures (-¼), Incantations (-¼), Requires a Skill Roll (-½), Character must have 20 points in Witchcraft (-½), x2 END without familiar or unless in a coven of 3 or more (-¼), Side Effects (6d6 STUN only EB v.s. caster's hands) (-½), OIF (any amount of stone) (-½). **Active Cost** = 15 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** 0 Phase

Real Cost: 4

CHORES

This spell is so named because it is chiefly used by the weary, the crippled and the very old. The witch uses a wooden wand or twig to point, and she can command objects to move at a distance with enough deftness to prepare food, wash glassware or even write. If the spell is cast improperly, the witch becomes extremely prone to fatigue for a period of time.

Power: 10 STR Telekinesis, Fine Work

Modifiers: No squeeze/punch (-½), Gestures throughout (-½), Incantations (-¼), Requires a Skill Roll (-½), Character must have 20 points in Witchcraft (-½), x2 END without familiar or unless in a coven of 3 or more (-¼), Side Effects (1 ½d6 REC Drain, recover 5 pts./Turn) (-½), OAF (wooden wand or twig) (Expendable) (-1¼). **Active Cost** = 25 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 5

HOMEKEEPER

Homekeeper is a security spell which protects all the doors and windows of a room, a wagon-home, or even a small cottage. These portals become glazed with a sheet of floating dust which does not allow entry. In addition, Homekeeper stops creatures such as ghosts and spirits from intruding. (Note that Homekeeper must be cast upon at least the equivalent of three walls to constitute a room, and it does not strengthen existing walls.) The witch must chant the spell and slowly scatter dust around her in a circle. Miscasting this spell results in a sudden, temporary loss of courage.

Power: 7 PD/7 ED Force Wall, 11" long

Modifiers: Affects Desolid (+½), Only to plug up openings such as doors & windows and to keep out Desolid things Gestures (-¼), No range (-½), Extra Time: 1 Phase (-½), Incantations (-¼), Requires a Skill Roll (-½), Character must have 20 points in Witchcraft (-½), x2 END without familiar or unless in a coven of 3 or more (-¼), Side Effects (1d6 EGO Drain + 1d6 PRE Drain, recover 5 pts./Turn each) (-½), IIF (dust) (Expendable) (-½). **Active Cost** = 67 points.

END Cost: 7; **Magic Roll:** -7; **Casting Time:** 1 Phase

Real Cost: 11

STOKE

This spell was originally used to keep fires burning longer or under harsh conditions; but in this powerful form, it can cause an ordinary flame to burst into a large, fiery ball. Even the smallest ember can be used to summon forth this fireball. To create this effect, the witch intones a magical phrase and crosses her hands quickly back and forth, as though fanning a flame. A bit of ash must be smudged on her fingertips. If she fails her skill roll, a small fireball will burst from her own fingers.

Power: 5d6 EB

Modifiers: Area Effect: 1 hex (+½), Must come from existing fire/ember (-2), Gestures (-¼), Incantations (-¼), Requires a Skill Roll (-½), Character must have 20 points in Witchcraft (-½), x2 END without familiar or unless in a coven of 3 or more (-¼), Side Effects (5d6 EB, 1 hex area centered on witch) (-½), IIF (ash)(Expendable) (-½). **Act. Cost** = 37 pts.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ Phase

Real Cost: 6

LUCK CHARM

In a matter of twelve seconds, the witch can fashion a small knot of cord, feathers, beads and a lock of a certain person's hair, casting over it peculiar verses. When that person carries this charm, he will be followed by great luck. However, the witch must ask of him what is his greatest vice, and he must answer truthfully; and should he commit that vice thereafter, the charm will fall apart and its magic will disappear. The witch may only create one of these charms at a time. If the witch miscasts this spell, she will accentuate her own worst vice to the point of obsession.

Power: 6d6 Luck

Modifiers: Usable By Others (+¼), Extra Time: 1 Turn to prepare (-1), User must carry charm (-½), Costs END to create (-¼), Cancelled if user commits a predetermined vice (-½), Gestures (-¼), Incantations (-¼), Requires a Skill Roll (-½), Character must have 20 points in Witchcraft (-½), x2 END without familiar or unless in a coven of 3 or more (-¼), Side Effects (6d6 Mind Control on caster: "Indulge your darkest desire") (-½), IIF (Luckcharm) (Expendable) (-½). **Active Cost** = 37 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 1 Turn

Real Cost: 6

DIVINATION

To cast this spell, the witch must actually tell a person's fortune in some traditional manner — palm reading, Tarot cards, tea leaves, tossing molten lead into cold water, or whatever else is appropriate. However, when true witchcraft is used, true divination is possible. Failing her skill roll will cause the witch to witness the worst possible future, stunning her with its horrible implications.

Power: Precognition (sight)

Modifiers: Extra Time: 1 Minute (-1 ½), Gestures (-¼), Incantations (-¼), Requires a Skill Roll (-½), Character must have 20 points in Witchcraft (-½), x2 END without familiar or unless in a coven of 3 or more (-¼), Side Effects (3d6 EGO Attack) (-½), OAF (divination medium) (Expendable) (-1 ¼). **Active Cost** = 40 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 1 Minute

Real Cost: 7

HERBAL SALVE

Healing has always been an integral part of witchcraft. With this spell, the witch concocts a gell-like potion which, when spread over a wound, will accelerate its healing tremendously. Preparation of the salve requires at least half an hour of mixing the proper herbs and philters. The salve is then spread liberally over a wound. Note that enough salve can be concocted in one batch to provide 10 applications, although the effectiveness of its unused doses will wear off if not applied within 5 minutes. If the salve is improperly applied, then the witch will slowly succumb to an identical wound.

Power: 3d6 Healing

Modifiers: 10 Charges (-¼), ½ Hour to prepare salve (-1), Healing is delayed to 1 BODY/day (-1), Gestures (-¼), Incantations (-¼), Requires a Skill Roll (-½), Character must have 20 points in Witchcraft (-½), x2 END without familiar or unless in a coven of 3 or more (-¼), Side Effects (2d6 KA, up to damage of wound to which salve was applied) (-½), OAF (salve) (Expendable) (-1 ¼). **Active Cost** = 15 points.

END Cost: 0; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 2

EVIL EYE

The Evil Eye is a powerful weapon that the witch must use sparingly at most. The witch's face becomes the picture of sorcerous fury, casting down upon her victim a spell of damnable unluck. The victim may remove this curse through a holy blessing, three days of continuous prayer and fasting, an exceptionally good deed, a Dispel Magic, or (of course) by placating the witch herself. Should the witch miscast an Evil Eye, the backlash is a devastating wrenching of her mind which could even be fatal. A smooth stone must be carried to accomplish this magic.

Power: 5d6 Minor Transformation (Same character, adds 3d6 Unluck)

Modifiers: Gestures (-¼), Incantations (-¼), Requires a Skill Roll (-½), Character must have 20 points in Witchcraft (-½), Side Effects (2d6 KA) (-½), x2 END without familiar or unless in a coven of 3 or more (-¼), IIF (smooth stone) (Expendable) (-½). **Active Cost** = 50 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** ½ Phase

Real Cost: 13

LOVE SPELL

A subdued and complex ritual is performed over some object — a potion, a piece of fruit, a pair of scissors, a stick pin, or any other small item the witch selects. This item is then given to the "customer" who wishes love. The customer must then approach the object of his desire and carry out an action with the item, also decided by the witch — have the target drink the potion or eat the fruit, cut off a lock of the target's hair with the scissors, prick them with the pin, or whatever. At this point the magic descends upon the target, who falls hopelessly in love with the customer. If the witch casts the Love Spell improperly, she temporarily becomes incredibly repulsive, driving away all thoughts of love from those around her.

Power: 10d6 Mind Control

Modifiers: Telepathic Command (+¼), Trigger (variable) (+½), "Customer" must personally see that Trigger is set off (-½), Single Command ("Love this person") (-½), Extra Time: 5 Minutes (-2), Gestures (-¼), Incantations (-¼), Requires a Skill Roll (-½), Character must have 20 points in Witchcraft (-½), x2 END without familiar or unless in a coven of 3 or more (-¼), Side Effects (4d6 COM Drain + 2d6 PRE Drain, recover 5 pts./Turn) (-½), IAF (variable)(Expendable) (-3/4). **Active Cost** = 87 points.

END Cost: 9; **Magic Roll:** -9; **Casting Time:** 5 Minutes

Real Cost: 12



SILENT POWER

The witch fashions a little charm of beads, bones and string that endows its owner with one greatly enhanced Characteristic. This charm can be very useful under the right circumstances, but it has one very large limitation: The person may not speak a word, or the magic of the charm will be broken. Incorrectly fashioning the charm will bring upon the witch a great deficiency in the Characteristic she was attempting to enhance.

Power: 4d6 Aid

Modifiers: Affects any 1 Characteristic (+¼), Return rate = 5 pts./week (+1 ½), User must carry charm (-½), User must remain silent or Aid vanishes (-1), Extra Time: 1 Turn (-1), Gestures (-¼), Incantations (-¼), Requires a Skill Roll (-½), Character must have 20 points in Witchcraft (-½), x2 END without familiar or unless in a coven of 3 or more (-¼), Side Effects (3d6 Drain v.s. Characteristic that the witch was trying to Aid, recover 5 pts./Turn) (-½), IIF (charm ingredients) (Expendable) (-½). **Active Cost** = 55 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** 1 Turn

Real Cost: 8

UNIQUE SPELLS

CURSE

The ultimate in damning an enemy, this powerful curse mercilessly depletes its victim of physical and/or mental abilities. However, like all of the most powerful witchcraft spells, when cast the witch must accept that the spell's effects will return to her threefold at some time in the future. If the spell is miscast, the effects are brought down upon her immediately. To effect this spell, the witch must procure the victim's most personal, most highly-cherished possession.

Power: 5d6 Drain v.s. any 3 Characteristics

Modifiers: Affects any 3 Characteristics (+¼), Recover 1 point per year (+2 ½), Only under a full moon (-2), Concentrate (0 DCV) (-½), Witch will succumb to triple the spell's effects at some time (GM's discretion) in the following 20 years (-2), Must rest for 1 day afterwards (-1), Extra Time: Full phase (-½), Gestures (-¼), Incantations (-¼), Requires a Skill Roll (-½), Linked (2 Drains Linked to third) (-½), Character must have 60 points in Witchcraft (-1 ½), Side Effects (Spell effects x3) (-1), x2 END without familiar or unless in a coven of 3 or more (-¼), OAF (victim's most personal effect) (Expendable) (-2). **Active Cost** = 561 points.

END Cost: 56; **Magic Roll:** -56; **Casting Time:** 1 Phase

Real Cost: 42

DRAWING DOWN THE MOON

This spell is an evocation of the spirit of the Moon Goddess, are presentation of the female aspect of nature. The ritual requires a great deal of time and its effects are not always predictable, but nevertheless it is one of the greatest powers available to a witch. During the ritual the witch calls for the Moon Goddess to enter her body, and then concentrates on influencing the outcome of a certain event. This event can be anything: a battle, an adventure, a meeting, the healing of a sick person, a financial crisis, etc. There will generally be no immediate effect after the spell is completed. However, if the ritual was successful, at some point in time an extremely fortunate turn of events will occur, in favor of the witch's desired effect.

Note that this spell has two forms: Black Moon and White Moon. Black Moon is a spell of negative energy that tends to cause ruin or hardship. White Moon is a spell of positive energy that brings relief or good fortune. Besides their general intents, these spells differ greatly because, as with all of the most powerful witchcraft spells, their effects will return to the caster three fold at some point in the future. Black Moon is a simpler spell to master, but obviously its quicker power comes at a cost. Both spells require the witch to surrender a portion of her own life essence to the Moon Goddess (these spells have the Limitation Independent).

If the witch fails to properly draw down the moon, the spirit of the Moon Goddess will enter her body and gently, but irresistible, lay her to sleep for a long while.

Drawing Down the Black Moon

Power: 8d6 Luck

Modifiers: Variable Advantages (GM's discretion on exactly how the Luck is applied to serve the witch's purpose using up to +2 worth of Power Advantages) (+3), Only to cause ruin, hardship or other negative effects (-½), No Conscious Control (-2), Extra Time: 5 Hours (-3), Gestures (-¼), Incantations (-¼), 1 Charge (-2), Charge does not recover (-2), Witch will suffer a 10d6 Unluck bad occurrence 3 times in the following 20 years (-1), Costs 32 END without familiar or unless in a coven of 3 or more (-½), Character must have 30 points in Witchcraft (-3/4), Requires a Skill Roll (-½), Independent (-2), Side Effects (16d6 NND applied over a period of 1 Turn) (-1), OAF: Magic Circle (Immobile, Expendable) (-2). **Active Cost** = 160 points.

END Cost: 0/32; **Magic Roll:** -16; **Casting Time:** 5 Hours

Real Cost: 8

Drawing Down the White Moon

Power: 8d6 Luck

Modifiers: Variable Advantages (GM's discretion on exactly how the Luck is applied to serve the witch's purpose using up to +2 worth of Power Advantages) (+3), No Conscious Control (-2), Extra Time: 5 Hours (-3), Gestures (-¼), Incantations (-¼), 4 Charges: 1 charge for spell's purpose +3 charges to help the witch sometime in the next 20 years (-1), Charges do not recover (-2), Costs 32 END without familiar or unless in a coven of 3 or more (-½), Character must have 30 points in Witchcraft (-¾), Requires a Skill Roll (-½), Independent (-2), Side Effects (16d6 NND applied over a period of 1 Turn) (-1), OAF: Magic Circle (Immobile, Expendable) (-2). **Active Cost** = 160 points.

END Cost: 0/32; **Magic Roll:** -16; **Casting Time:** 5 Hours

Real Cost: 10

SABBAT FLIGHT

This enchantment is used by the most powerful witches to travel to the great gatherings called Sabbats. The witch concocts a special ointment which, when rubbed over her naked skin, gives her the ability to soar through the air like a bird. Incorrectly mixing the ointment results in a burning, acidic substance that sears the witch's skin.

Power: 10" Flight

Modifiers: Must cover entire body with ointment (-½), Extra Time: 1 Hour (-2 ½), Gestures (-¼), Incantations (-¼), Requires a Skill Roll (-½), Character must have 30 points in Witchcraft (-3/4), x2 END without familiar or unless in a coven of 3 or more (-¼), Side Effects (6d6 STUN only EB) (-½), IIF (ointment ingredients) (Expendable) (-½). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 1 Hour

Real Cost: 3

COLLEGE OF BARDIC MAGIC

The College of Bardic Magic is of a style which is most fitting for a travelling adventurer. It is not a very high-powered College but is diverse in its spells so that a Bard can also be a well rounded wizard. Most of the spells listed below relate a sort of magic that is of course of a style that is very flashy and noticeable in form. Bards are, after all show-offs, hams, or at least dramatic.

The spells below require singing (incantations) or the use of an instrument (gestures), and GMs should note that an instrument like a flute while it doesn't allow a person to speak can still convey incantations in the form of musical notes.

Common Limitations: Gestures and/or Incantations (-¼), x2 Endurance (-½), Skill Roll (-½), Caster must have ten points in spells from Bardic College (-¼), OAF Instrument (or other device) (-1)

BASIC SPELLS

PIERCING NOTE

Using the instrument of his preference the Bard intensifies its sound to produce an incredibly loud blast of pain inducing sound. A vocalist could instead use a whistle or a vocal high note.

Power: 2D6 NND Energy Blast

Modifiers: No Normal Defence: Defense is being deaf, having Power DEF or and active Force Field (+1), Area Effect Line: 8" (+1¼), Gestures or Incantations (+¼), Requires Skill Roll (-½), Extra END: x2 END (-½), Requires Minimum 10 points in Bardic College (-¼), Side Effect: 3D6 NND Sonic Blast (-½), OAF Instrument (+1). **Active Cost** = 32 points.

END Cost: 6; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 8

BLUR

Utilizing his powers of illusion, the Bard causes his moving image to stream along a fraction of a second behind him to confound his attacker. The bard must sing or whistle throughout the spell and if he casts his spell incorrectly he himself will become disoriented.

Power: +4 DCV

Modifiers: Incant (throughout) (-½), Requires Magic Roll (-½), Requires Minimum 10 point in Bardic College (-¼), Side Effect: 3D6 DEX drain (-½). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 0 Phase

Real Cost: 7

DISPEL DWEOMER

As a bard can charm a crowd so can he charm a spell. He first strikes the spell with sound, measures the resonance, and then undoes the spell. This is done by sending the spells musical/magical antithesis against it. The bard does this with phenomenal speed as he is aided by the power of his own spell. Should he fail at this attempt his spell serves only to boost the power of the target spell.

Power: 8D6 Dispel vs. magic

Modifiers: Gesture or Incantations (-¼), Magic Roll (-½), Requires Minimum 10 points in Bardic College (-¼), Side Effect: 5D6 Aid to Magic of target spell, OAF Instrument (+1). **Active Cost** = 30 points.

END Cost: 6; **Magic Roll:** 3; **Casting Time:** 1 Phase

Real Cost: 7

SONG OF DETECTION

Using a principal similar to his dispel magic spell a Bard "bounces" a few notes off of the target and listens for the sounds which indicate and describe the magic within.

Power: Detect Magic

Modifiers: Ranged, Discriminatory, Gesture (or Incant) (-¼), Extra Time: Full Phase (-½), Skill Roll (-½), Requires Minimum 10 points in Bardic College (-¼), OAF Instrument (-1). **Active Cost** 13 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** 1 Phase

Real Cost: 4

ADDED PRECAUTION

This spell causes the caster's cloak to take on the defensive strength of chainmail. This effect is completely invisible.

Power: 6rPD/6rED Force Field

Modifiers: Invisible (+1), Gestures (-¼), x2 END (-½), Magic Roll (-½), Caster must have at least ten points in spells from Bardic College (-½), IAF: cloak (-½). **Active Cost** = 24

END Cost: 4; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 7

COLLEGE SPELLS

BIDING CHORDS

This spell encases the notes and symbols. It is rather gaudy and perhaps overdramatic, yet effective. The entangle has no defense and anyone can break out given time.

Power: 5D6 Entangle

Modifiers: Entangle Blocks Sounds, Gestures (or Incantations) (-¼), Skill Roll (-½), Entangle has no Defense (-1½), Requires 10 points in Bardic College (-¼), OAF Instrument (-1). **Active Cost** = 60.

END Cost: 6; **Magic Roll:** -6; **Casting Time:** ½ Phase

Real Cost: 13

RING OF SOLITUDE

Using this spell causes a small area to be cast into the deepest shadow. It also causes any noise made in the area to be inaudible to those outside of the Ring of Solitude. The caster is fully able to see and hear within the area of effect.

Power: Darkness vs. hearing and all sight

Modifiers: Personal Immunity (+¼), Gestures (-¼), x2 END (-½), Skill Roll (-½), Must have ten points in Bardic College (-¼), IAF (-½) silver ring. **Active Cost** = 25 points.

END Cost: 4; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 8

ATMOSPHERE LIGHTING

This spell is used to set the stage for various moods at parties and meetings. By using this spell the bard can illuminate a fairly large area for anything — from reading to a romantic love song.

Power: Change Environment 8" Radius

Modifiers: Variable Environment (+1), Gesture or Incant Throughout (-½), Concentrate ½ DCV Throughout (-½), 10 Points in College of Bardic required (-¼), Magic Roll (-½), Full Phase (-½), OAF Instrument (-1). **Active Cost** = 40 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 1 Phase

Real Cost: 9

THE DANCE

By means of this spell the bard enables those in the crowd to dance with grace beyond their natural ability. As they do so the special effects of the spell work to create a lovely spectacle.

Power: 2D6 DEX Aid, 4" Radius

Modifiers: 4" Radius A of E (+1½), Effect Fades per 5 minutes (+½), Gesture or Incant Throughout (-½), Concentrate ½ DCV Throughout (-½), Lim: Effect fades instantly if bard stops playing (-¼), Skill Roll required (-½), 10 points in Bardic College (-¼), Full Phase (-½), OAF instrument (-1). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 1 Phase

Real Cost: 7

FLASH BOMB

This spell is good for big entrances and exits, a loud "boom" accompanies the regular special effects.

Power: 2D6 Flash, vs. Sight Group

Modifiers: Concentrate ½ DCV (-¼), Full Phase (-½), Gestures (-¼), x3 END (-1), Magic Roll (-½), 10 points in Bardic College required (-¼), OAF: Instrument (-1). **Active Cost** = 30 points.

END Cost: 9; **Magic Roll:** -3; **Casting Time:** Full Phase

Real Cost: 6

THE INVISIBLE TENT

This spell is most handy for outdoor events where the weather is going bad or where the insects are becoming too much to bear. The spell creates a magical shelter of gold-hued glassy walls.

Power: 2PD/2ED Force Wall, 10" width.

Modifiers: 2 Charges for 5 hrs (-0), Concentrate 0 DCV (-½), One Turn Start-up (-½), Gestures (-¼), Incantations (-¼), OAF: Instrument (-1), Lim: Only keeps out weather and pests (-½), Requires a Magic Roll (-½), 10 points in Bardic College Required (-¼). **Active Cost** = 30 points.

END Cost: 0; **Magic Roll:** -3; **Casting Time:** 1 turn

Real Cost: 7

STORY SMOKE

This spell is used to create realistic scenes to accompany the bard's songs or story telling. Kept simple it works well, but in complex matters it becomes apparent that the images are merely illusion. This, however, does not lessen the dramatic impact they have on a crowd.

Power: Images vs. Sight Group, Hearing, Touch, Taste, and Scent.

Modifiers: 4" Radius (+½), Concentrate ½ DCV Throughout (-½), Incant Throughout (-½), Requires a Magic Roll (-½), One Phase Start-up -¼, 10 points in Bardic College required (-¼), OAF: Instrument (-1). **Active Cost** = 52

END Cost: 5; **Magic Roll:** -5; **Casting Time:** 1 Phase

Real Cost: 13

STRIKING STAFF

This spell produces a shaft of solid light, looking like the five lined staff used in music, which strikes the target with considerable force.

Power: 6D6 Energy Blast

Modifiers: Gestures (or Incantations) (-1), Requires Skill Roll (-½), Extra END: x3 END Cost (-1), Requires Minimum 10 point in Bardic College (-¼). **Active Cost** = 30 points.

END Cost: 9; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 7



EAVESDROP

This is a good spell for gathering information. It allows the caster to pick up on conversations in the distance by magically enhancing his hearing.

Power: +5 Hearing Perception, +10 range modifier.

Modifiers: Concentrate to O DCV (-1), Requires Skill Roll (-½), Extra END: x2 END Cost (-½), Requires Minimum 10 points in Bardic College (-¼), OAF Silent Whistle (-1). **Active Cost** = 25 points.

END Cost: 4; **Magic Roll:** -2; **Casting Time:** ½ Phase.

Real Cost: 5

CHARMSONG

This is a soulful tune which communicates on a telepathic level with the target to induce various mannerisms in the target.

Power: 8D6 Mind Control

Modifiers: Telepathic (+¼), Gestures (or Incantations) Throughout (-½), Requires Skill Roll (-½), Extra Time: Full Phase (-¼), Concentrate to ½ DCV (-¼), Requires Minimum 10 points in Bardic College (-¼), OAF Instrument (-1). **Active Cost** = 50 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** 1 Phase

Real Cost: 13

UNIQUE SPELLS

SONG OF DISTRACTION

This spellsong causes the Bard to become Invisible and nearly inaudible, by means of persuading those around the caster to become distracted by other sights and sounds. It is, in effect, a very subtle mind control. If an affected person makes a perception roll he may hear a faint music around the Bardic wizard. This is due to the fringe effect of the spell.

Power: Invisibility

Modifiers: vs Sight & Sound, Gesture (or Incantations) Throughout (-½), Requires Skill Roll -½, Concentrate to ½ DCV (-½), Requires Minimum 10 points in Bardic College, Side Effect: 3D6 Mind Control in a 4" Area of Effect ("NOTICE ME!") (-½), OAF Instrument (-1). **Active Cost** = 25 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ Phase

Real Cost: 6

UNSTOPPABLE DANCE

By appealing to a creature's subconscious delights and whims the Bard causes the being to begin dancing and frolicking uncontrollably.

Power: 3D6 Flash vs All Sight Group.

Modifiers: Gestures (or Incantations) (-¼), Extra END: x2 END Cost (-½), Extra Time: Full Phase (-½), Requires Skill Roll (-½), OAF Instrument (-1). **Active Cost** = 30 points.

Power: 2D6 Running Drain

Modifiers: Gestures (or Incantations) (-¼), x2 END (-½), Extra Time: Full Phase (-½), Linked to Flash (-½), OAF Instrument (-1). **Active Cost** = 20 points.

END Cost: 12; **Magic Roll:** -6; **Casting Time:** 1 Phase

Real Cost: 14

ORDER OF THE ASSASSINS SPELLS

One of the greatest problems that an assassin must deal with is the fact that very few people are willing to be assassinated. Quite a number actually take serious measures to ensure that their early demise does not occur. In order to improve the chances of accomplishing their missions an ancient Order of Assassins (such as the Ashirashin, see the *Organizations* section) have developed this spell college. The spells are for the most part non-offensive; there are a few defensive spells with the majority of the spells simply improving an assassin's chances of getting into and out of a stronghold alive.

The spells are fairly straightforward and are able to be cast quickly. The gestures and the focus limitations are interconnected; that is the assassin must cut himself with some object and fling a few drops of his blood to the ground or target area in order to have the spell go off. It is not possible to bottle blood for later use, it must be the caster's fresh blood.

Many thieves and adventuring mages may take an interest in these spells since none of them have a spell college limitation. If the GM is using the Ashirashin, then he can have an added disadvantage in that anyone using these spells who is not a member of the organization takes a risk of being killed by the assassins. Also anybody who has dealt with the Ashirashin may mistake the caster as an assassin. If the GM is not using the organization then he may have people recognize the spell as one used by thieves and others who try sneaking into areas they are not wanted in. In either case casting these spells may cause additional grief for the caster.

BASIC SPELLS

DETECT MAGIC

If a person is powerful enough to fear being assassinated then he may try to surround himself with magical wards and traps along with the mundane guards and traps. This spell will allow the caster to be able to detect any magic that may be in an area that he must cross. The blood tossed at the area to be tested will glow red if any magic is present.

Power: Detect Magic

Modifiers: Area Effect (One-hex) (+½), Gestures (-¼), Requires Skill Roll (-½), Concentrate (½ DCV) (-¼), IIF blood (-¼). **Active Cost** = 5.

END Cost: 5; **Magic Roll:** 0; **Casting Time:** ½ Phase

Real Cost: 2

DISPEL MAGIC

A good assassin can bypass or remove a physical trap. Yet it takes magic in order to remove or dispel a magical trap. Failing the skill roll means that the spell misfires and sets off the magic trap.

Power: 8d6 Dispel

Modifiers: Affects any single magical spell or trap (+¼), Gestures (-¼), Requires Skill Roll (-½), Concentrate (½ DCV) (-¼), If dispel fails the trap is set off (-1), IIF blood (-¼). **Active Cost** = 30.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 0 Phase

Real Cost: 9

COLLEGE SPELLS

MANIPULATE LOCK

This important spell allows the caster to either lock or unlock any locking mechanism that requires a key from a distance. This could allow the caster to unlock a door having failed to do it with his own lockpicking skills or to set off a trap that he has discovered in the lock. Alternatively, the assassin can use this spell to lock a door behind him cutting off a victim's escape or slow down a pursuer.

Power: Telekinesis (10 STR with fine manipulation)

Modifiers: Gestures (-¼), Requires Skill Roll (-½), Concentrate (0 DCV) (-½), Extra Time (Full Phase) (-½), IIF blood (-¼). **Active Cost** = 25.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 1 Phase

Real Cost: 8

SIGHT CLOAK

Being invisible is probably the easiest way for an assassin to be able to sneak into a target's home. In combat this spell is very useful as it makes the caster more difficult to hit. However the caster should take care, there is a fringe effect to worry about.

Power: Invisibility to sight

Modifiers: Gestures (-¼), Requires Skill Roll (-½), Concentrate (½ DCV) (-¼), IIF blood (-¼). **Active Cost** = 20.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 0 Phase

Real Cost: 9

SOUND CLOAK

Part of the skill in not being discovered while sneaking into a place that the assassin is not suppose to be involves not making much noise. Thus the assassins developed a spell that would help hide any sounds that they made. The fringe effect of this spell insures that loud sounds — combat, dropping an item, sneezing, etc. — will be heard regardless if the spell is in effect.

Power: Invisibility to hearing

Modifiers: Gestures (-¼), Requires Skill Roll (-½), Concentrate (½ DCV) (-¼), IIF blood (-¼). **Active Cost** = 20.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 0 Phase

Real Cost: 9

CLIMB OBSTACLE

This simple spell allows the caster to scale any wall that he may find in his way.

Power: Clinging

Modifiers: Gestures (-¼), Requires Skill Roll (-½), Concentrate (½ DCV) (-¼), IIF blood (-¼). **Active Cost** = 10.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** 0 Phase

Real Cost: 4

SWIFT FOOT

There may come a time when the assassin will need to be able to move very quickly, either towards a fleeing target or away from hostile pursuers.

Power: +6" Running

Modifiers: Gestures (-¼), Requires Skill Roll (-½), Concentrate (½ DCV) (-¼), IIF blood (-¼). **Active Cost** = 12.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** 0 Phase

Real Cost: 5

FORBID ENTRY

There will be a time when it will become necessary for an assassin to seal a portal or a hallway with a barrier more solid than a door. So in order to accomplish this the assassin will cast this spell which creates a shimmering wall and which will stop all normal attacks and creatures till it is destroyed. Magic however will pass right through it.

Power: 10 PD Force Wall

Modifiers: Gestures (-¼), Requires Skill Roll (-½), Concentrate (½ DCV) (-¼), IIF blood (-¼). **Active Cost** = 25.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 0 Phase

Real Cost: 9

BLUR

A quick and popular defensive spell that causes the caster to shimmer and blur making him much harder to hit.

Power: +3 to DCV

Modifiers: Gestures (-¼), Requires Skill Roll (-½), IIF blood (-¼). **Active Cost** = 9.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** 0 Phase

Real Cost: 5

DETECT GUARDS

A simple spell which will allow the assassin to know how many people are to be found in the target area. Very useful for finding out guards and ambushes.

Power: Detect Life Forms

Modifiers: Gestures (-¼), Requires Skill Roll (-½), Concentration (½ DCV) (-¼), IIF blood (-¼). **Active Cost** = 3.

END Cost: 1; **Magic Roll:** 0; **Casting Time:** ½ Phase

Real Cost: 1

SMOKE CLOUD

Not all assassinations go smoothly, sometimes the assassin finds himself chased by guards or an irate would-be victim. Casting a sudden, thick smoke cloud can offer the assassin the chance to escape.

Power: Darkness 3" Radius

Modifiers: Personal Immunity (+¼), Gestures (-¼), Requires Skill Roll (-½), Concentration (½ DCV) (-¼), Extra Time (1 Phase) (-½), IIF blood (-¼). **Active Cost** = 37.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 1 Phase

Real Cost: 13

SEE TARGET

No assassin is ever happy when after a long and involved planning phase he encounters some unpleasant surprise with the target. The most common surprises are the target not being where he is suppose to be or having discovered the attempt he has set up an ambush. In order to prevent such a surprise the assassin can use this spell as a last minute confirmation, that is to see if the mission is to continue. The shiny surface required can be anything from the flat of a blade to a mirror. The caster first rubs his blood onto the sword and then wipes it clean.

Power: Clairsentience (Sight and Sound)

Modifiers: Gestures (-¼), Requires Skill Roll (-½), Concentration (0 DCV) (-½), Extra Time (1 Phase) (-½), IIF blood (-¼), OAF shiny surface (-1). **Active Cost** = 25.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 1 Phase

Real Cost: 6

CAT'S EYES

There is simply no point for an assassin to try to sneak into a target's stronghold if he needs to carry a torch to light the way. Instead the assassin can use this spell in order to see where he is going. This power does require some sort of light, even starlight will work, total darkness makes the spell useless.

Power: Ultraviolet Vision

Modifiers: Gestures (-¼), Requires Skill Roll (-½), Concentration (½ DCV) (-¼), IIF blood (-¼). **Active Cost** = 5.

END Cost: 1; **Magic Roll:** 0; **Casting Time:** 0 Phase

Real Cost: 2

GUIDE WEAPON

This spell gives the assassin an improved chance of landing what could be the crucial hit. It is not realistically possible to cast the spell during combat due to the length of the spell and because of the need for the caster to stand still. The spell is good for the one attack the assassin makes following the casting of the spell. After that the weapon becomes as it was before the spell was cast. The bonus also applies to any bonuses the weapon may naturally have including any magic bonus.

Power: +4 to OCV (for any weapon)

Modifiers: Gestures (-¼), Requires Skill Roll (-½), Concentration (0 DCV) (-½), Extra Time (1 Turn) (-1), One Shot Only (-¼), IIF blood and weapon (-1). **Active Cost** = 12.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** 1 Turn

Real Cost: 3

UNIQUE SPELLS

SINGLE PURPOSE

Casting this spell successfully creates one of the most formidable opponents that anyone could face. The caster fortifies his mind with a single purpose, to kill the target. All pain and damage taken is ignored by the caster who will refuse to run away until the target is dead. Once the spell is cast the only way to stop the assassin is to kill him or use a stronger mind control spell.

Power: 10d6 Mind Control

Modifiers: Gestures (-¼), Requires Skill Roll (-½), Concentrate (½ DCV) (-¼), Self Only (-1), IIF blood (-¼). **Active Cost** = 50.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** ½ Phase

Real Cost: 15

NEW FEATURES

The easiest way of getting access to a target is to be the target's best friend, or at least look like the target's best friend. This spell also allows the assassin to escape easier, he simply transforms his features into that of a guard's and walks out.

Power: 8d6 Cosmetic Transformation

Modifiers: Gestures (-¼), Requires Skill Roll (-½), Concentration (0 DCV) (-½), Extra Time (1 Turn) (-1). **Active Cost** = 40.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 1 Turn

THE COLLEGE OF NORTHRON MAGERY

The College of Northron Magery, also known as the College of Rune Magics, or the College of Runemasters, actually specializes in two types of magic. The first, obviously, is magic based on written or carved runes. The second type of magic is song magic, which achieves the desired effect through a sort of sung incantation. Many Northron mages are accomplished singers, able to compete with the best bards. Magical duels between two Northron mages often seem more like a concert than a mystical battle. Northron mages are also able to communicate with (and sometimes even summon) the various Northron nature spirits.

Common Limitations: Gestures (-¼), Incantations (-¼), and Requires A Skill Roll (-½). Most spells and runes will also require Extra Time to cast or carve.

BASIC SPELLS

THE SONG OF SLEEP

The person who hears this song-spell will begin to feel drowsy, and will eventually fall into a sound slumber, unless the song is stopped or the victim is somehow rudely jolted awake (by being slapped, doused with water, attacked, and so forth). If the singer is off-key, he will begin to feel a little drowsy himself.

Power: 2d6 Energy Blast

Modifiers: NND (+1, defense is LS: Immune To Sleep, or being deaf), Continuous (+1); Gestures (-¼), Incantations throughout (-½), Requires A Skill Roll (-½), Extra Time (+1 phase, -½), Side Effects (2d6 NND, as above, -½), All STUN Lost Returns Immediately If Victim Is Rudely Awakened Before He Falls Totally Asleep (reaches 0 STUN) (-½). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ phase

Real Cost: 6

JARNRIR

Jarnrir is the Rune of Awareness. When the caster draws this rune on a person or object, the rune will glow if the person or object is magical. The rune can be drawn using normal ink or blood.

Power: Detect Magic

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Extra Time (+1 phase, -½). **Active Cost** = 3 points.

END Cost: 0; **Magic Roll:** -1; **Casting Time:** ½ phase

Real Cost: 1

Options: experienced casters might add Discriminatory (the rune will glow in different colors depending on what types of magic are detected).

THE SONG OF DISENCHANTMENT

This short song is a standard spell for all Northron mages. It dispels the magic of other wizards.

Power: 6d6 Dispel

Modifiers: Works Against Any Magical Spell (+¼); Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Side Effects (6d6 Dispel, any spell, -1). **Active Cost** = 22 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ phase

Real Cost: 7

COLLEGE SPELLS

ATHREK

Athrek is the rune of protection against fire. An object which has Athrek painted on or carved into it will be specially protected against flame and heat, so long as the caster properly activates the rune and then concentrates on the object.

GM's Note: by varying the name, special effect, and precise power of this spell, similar runes can be devised which protect against other phenomenon (ice/cold, lightning, water, and the like).

Power: +6 ED Force Field

Modifiers: 0 END (+½); Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Only Protects Against Heat And Fire Damage (-1), Extra Time (+1 phase, -½). **Active Cost** = 9 points

END Cost: 0; **Magic Roll:** -1; **Casting Time:** ½ phase

Real Cost: 2

TAVTHRUDNIR

Tavthrudnir is the Rune of Truth. Anyone on whom this rune is drawn cannot tell a lie. The caster must make a cut in his palm, and draw the rune on the subject's forehead in blood.

Power: 10d6 Mind Control

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Extra Time (1 minute, -1½), No Range (-½), Set Effect (subject cannot tell a lie, -½). **Active Cost** = 50 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** 1 minute

Real Cost: 11

THE SONG OF THE HEARTH-SIDE

This song-spell, essential for Northron mages who want to do a lot of traveling, keeps the singer and the area around him as warm as if the area was right next to a warm fireplace. The warmth only lasts as long as the mage keeps singing, though.

Power: Life Support: Immune To Cold

Modifiers: Area Of Effect (8" radius, +1¾); Gestures (-¼), Incantations throughout (-½), Requires A Skill Roll (-½). **Active Cost** = 8 points.

END Cost: 0; **Magic Roll:** -1; **Casting Time:** ½ phase

Real Cost: 4

THE SONG OF ENTRAPMENT

By using this song, the Northron mage will cause his foe to sink into the ground, as he would into a pit of mud, and be trapped there. Naturally, the spell only works when the victim is standing on actual ground, rather than on a floor, paved courtyard, or the like. If he sings the song-spell poorly, the caster will end up trapped himself.

Power: 5d6 Entangle

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 10 points Of Northron Magery Expertise (-¼), Only Works If Victim Is Standing On "Naked" Ground (-½), Side Effects (2d6 Entangle, -½). **Active Cost** = 50 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** ½ phase

Real Cost: 15

SVANDRAL

Svandral is the Rune of Strength. Anyone on whom this rune is drawn will become prodigiously strong. The caster must draw the rune with his own blood.

GM's Note: by varying the name, special effect, and precise power of this spell, similar runes can be devised which Aid other Characteristics.

Power: 5d6 STR Aid (points lost at 5/Turn)

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 10 points Of Northron Magery Expertise (-¼), Extra Time (+1 phase, -½). **Active Cost** = 25 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ phase

Real Cost: 9

HARGAVIK

Hargavik is the Rune of Murder. Any weapon on which this rune is drawn will become more deadly, as long as the caster concentrates on the rune (this is simulated with the Advantage Continuous — the caster need not redraw the rune every phase it is used, though the person wielding the weapon does need to make a new "to hit" roll every phase he uses the weapon). The rune must be drawn with blood — either the caster's, or the weapon's owner's.

Power: +1d6 HKA

Modifiers: Continuous (+1), 0 END (+½); Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Extra Time (1 Turn, -1), Only Works On Weapons (-½), Requires 10 points of Northron Magery Expertise (-¼). **Active Cost** = 37 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 1 Turn

Real Cost: 10

THE SONG OF THE JOTUNS

This song-spell causes the caster to grow to the height of a jotun (giant).

Power: Growth (8 m tall)

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Extra Time (+1 phase, -½), Requires 20 points of Northron Magery Expertise (-½). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ phase

Real Cost: 10

VUNDILFARI

Vundilfari is the Rune of Stealth. Anyone on whom this rune is drawn becomes invisible to normal sight. Enhanced senses can still detect his presence, however. If the rune is drawn improperly, it is the caster's eyes which will be unable to see for a time.

Power: Invisibility to normal sight

Modifiers: Usable By Others (only one at a time, +¼); Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Extra Time (1 Turn, -1), Requires 20 points Of Northron Magery Expertise (-½), Side Effects (1d6 Flash, -½). **Active Cost** = 25 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 1 Turn

Real Cost: 10

THE SONG OF KALLAVÄINEN

Named after the legendary hero-mage who first sang it, this song-spell transforms the target into a songbird. The victim will change back if the first verse of the song is sung backwards in his presence. If the Song Of Kallaväininen is not sung correctly, the caster merely fatigues himself.

Power: 1d6 Major Transform (human into songbird)

Modifiers: Cumulative (+½), Continuous (+1), 0 END (+½); Gestures throughout (-½), Incantations throughout (-½), Requires A Skill Roll (-½), Extra Time (+1 phase, -½), Requires 30 points of Northron Magery Expertise (-¾), Side Effects (2d6 END Drain, -½). **Active Cost** = 45 points.

END Cost: 0; **Magic Roll:** -4; **Casting Time:** ½ phase

Real Cost: 10

PELLERVO'S SONG OF THE SWANS

This beautiful song-spell enables the caster to fly. The caster must continue to sing during the course of his flight. If the singing goes poorly, not only does the caster not even leave the ground, but he is made to look foolish and ugly as well.

Power: 10" Flight

Modifiers: 0 END (+½); Gestures (-¼), Incantations throughout (-½), Requires A Skill Roll (-½), Extra Time (1 Turn, -1), Requires 30 points Of Northron Magery Expertise (-¾), Side Effects (2d6 COM Drain, -½). **Active Cost** = 30 points.

END Cost: 0; **Magic Roll:** -3; **Casting Time:** 1 Turn

Real Cost: 7

UNIQUE SPELLS

LODSOGRIR

Lodsognir is the Rune of the Dead. By using this rune, the Northron mage can cause a corpse to rise from the dead and act as the caster's servant. The mage must draw the rune on the corpse's forehead with his (the mage's) own blood, while chanting the words of the spell.

Power: Summon one 125-point zombie

Modifiers: Gestures (-¼), Incantations throughout (-½), Requires A Skill Roll (-½), Extra Time (1 minute, -1½), Concentration (2 DCV, -¼), Requires 40 points Of Northron Magery Expertise (-1), Requires A Sufficiently Intact And Undecayed Corpse (-1). **Active Cost** = 25 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 1 Minute

Real Cost: 4

THE CASTING OF THE RUNES

This spell enables the caster to crudely foretell the future. By inscribing the runes on a sufficient number of clay counters or pebbles, he can toss them onto a table or other surface, and discern the future from the patterns in the way the pieces arrange themselves.

Power: Precognitive Clairvoyance, 800" range

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 40 points Of Northron Magery Expertise (-1), Concentration (0 DCV, -½), Extra Time (1 Turn, -1), Focus (Rune counters; OAF, reusable; -1), Answers Are "Fuzzy," Vague, And Mysterious (-1). **Active Cost** = 50 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** 1 Turn

Real Cost: 8

NAAKOR

Naakor is the Rune of Mastery. When inscribed on the forehead of a man, that man loses his willpower, and becomes the puppet of he who drew the rune. The caster must draw the rune with his own blood.

Power: 10d6 Mind Control

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 40 points Of Northron Magery Expertise (-1), No Range (-½), Extra Time (+1 phase, -½). **Active Cost** = 50 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** +1 Phase

Real Cost: 12

THE COLLEGE OF NAMING

Naming magic includes (but is not necessarily limited to) the following:

- Spells which open and close, lock and unlock.
- Spells of weatherworking: Namers can call forth various types of weather and wind.
- Spells of mending and breaking.
- Spells of transformation, transmutation, and shapeshifting.
- Spells of conjuration and control: these spells are among a Namer's most powerful ones, and yet are not nearly so potent as the spells of a Conjuror of like power. However, they require knowledge of the summonee's True Name, and hence, unlike a Conjuror, a sufficiently powerful Namer can easily summon and/or control a specific being (if the GM so allows; a hefty Advantage should be imposed on the cost of Summon in such a case).
- Spells of creation: usually of minor objects.

Spells of the last three types listed above are the most difficult for a Namer to cast. In some cases they will require both Concentration and Extra Time.

Much of a Namer's power is dependent upon knowing a being's or thing's True Name. If a Namer wishes to affect a sentient being with a spell, the result is much weaker if the Namer is forced to use a "generic" True Name ("man," "orc," "demon," and so forth) (of course, objects only have generic True Names). But when a Namer does know a being's True Name, that being has little hope of resisting the Namer's powerful spells, and the Namer can do things (like kill or control the being) that he could not otherwise do. Many Namers spend their lives looking for new Words Of Power and True Names, but all beings guard their True Names extremely carefully, and most True Names have never been revealed. Some demons and dragons are said to know all True Names, and will sometimes trade or bargain a Name to a Namer, especially if they have to to escape a summoning spell. Namer spells never require Foci, and Namers never create magic items.

In most cases, it will be assumed that the Namer knows the proper words to cast his spell. In some instances, however, a Naming roll will be required to see if the True Name in question is known (for example, few Namers initially learn the True Name for "the type of serpent-demon which lives on the Eighth Plane").

Common Limitations: Gestures (-¼), Incantations (-¼), and Requires A Skill Roll (-½). Additionally, most Naming spells which are intended to directly affect sentient beings must take the Limitation Spell Is Only Half-Power If Target Being's True Name Is Not Known (-½).

BASIC SPELLS

THE WORD OF DISABLEMENT

This Word Of Power allows the Namer to strike down his foes. The Namer simply pronounces the Word and the target's True Name, and the target will suffer grievous injuries.

Power: 12d6 Energy Blast

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Spell Is Only Half-Power If Target Being's True Name Is Not Known (-½), Does Not Do Knockback (-¼), Requires 10 points of Naming Expertise (-¼). **Active Cost** = 60 points.

END Cost: 6; **Magic Roll:** -6; **Casting Time:** ½ phase

Real Cost: 20

THE WORD OF DISRUPTION

This Word Of Power disrupts the spells of other spellcasters. If the Namer mispronounces the Word, his own spells will be affected instead.

This spell sometimes has a different name, depending on how it is used. For example, when used to dispel a door-locking spell, it is known as The Unlocking Word; when used to dispel a sleep-spell, it is called The Word Of Wakefulness.

Power: 6d6 Dispel

Modifiers: Affects any single magical spell (+¼); Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Side Effects (3d6 Dispel; -½). **Active Cost** = 22 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ phase

Real Cost: 9

THE WORD OF ILLUMINATION

This simple spell allows the caster to invoke a small pool of light. The light is strong enough to read clearly by, yet not strong enough to blind those standing near it.

Power: Change Environment (create light), 1" radius

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½). **Active Cost** = 5 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ phase

Real Cost: 2

COLLEGE SPELLS

THE CHANT OF BINDING

This magical chant, which contains several Words Of Power and other mystic incantations, is used to "lock" doors, chests, and the like. The spell lasts for a month, after which it must be renewed. Anyone who is strong enough can still open the door, which will break the spell permanently. The door can also be cut through, burnt, or otherwise destroyed.

GM's Note: This spell could be better built using the *Persistent Advantage*; but that *Advantage* is not allowed in standard *Fantasy Hero* magic systems. Thus, *Continuing Charges* are used instead to simulate the long-term effects of this spell.

Power: 20 STR Telekinesis

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 10 points of Naming Expertise (-¼), Spell Is Permanently Broken If The Locked Object Is Opened Or Destroyed (-¼), 4 uses per day, each lasting 1 Month (+1), Costs END (-½), Costs 3 x END (-1), Extra Time (1 minute, -1½), Side Effects (2d6 END Drain, -½). **Active Cost** = 60 points.

END Cost: 6; **Magic Roll:** -6; **Casting Time:** 1 minute

Real Cost: 8

THE FIRST WORD OF OPENING

This spell is the Naming College's main spell for opening doors, chests, and other locked objects. It does not work on doors which have been magically sealed, only on normally-locked doors. If the caster fails to pronounce the Word Of Power properly, he will experience some loss of energy.

Power: Lockpicking, (DEX + 8) or less roll

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 10 points of Naming Expertise (-¼), Spell Will Not Work On Doors Which Have Been Magically Locked (-¼), Costs END (-½), Side Effects (2d6 END Drain, -1). **Active Cost** = 19 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ phase

Real Cost: 5

THE SECOND WORD OF OPENING

This is the opening spell which Namers use on doors which have been magically locked with The Chant Of Binding or similar magics. The spell's force (i.e., its Telekinetic STR) does not break the door, but rather "breaks" the force holding the door shut. The door may still be normally locked, of course, requiring other means to open it.

Power: 20 STR Telekinesis

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 10 points of Naming Expertise (-¼), Only Works To Open Magically-Locked Doors (-1), Extra Time (+1 phase, -½). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ phase

Real Cost: 8



NAMER'S COMMAND

By using this spell, a Namer can take control of any being, forcing it to do his bidding. However, the spell is much less effective if the being's True Name is not known. Another drawback is that if the Namer mispronounces the incantation, he will experience debilitating fatigue.

Power: 12d6 Mind Control

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Spell Is Only Half-Power If Target Being's True Name Is Not Known (-½), Does Not Do Knockback (-¼), Requires 20 points of Naming Expertise (-½), Side Effects (3d6 END Drain, -½). **Active Cost** = 60 points.

END Cost: 6; **Magic Roll:** -6; **Casting Time:** ½ phase

Real Cost: 16

THE WORD OF DESTRUCTION

By using this spell, a Namer can cause objects to shatter. The Namer merely pronounces the Word Of Power and the object's True Name, and touches the object. Experienced Namers can shatter almost any object with this spell, even armor, walls, and the like. If any of the incantations are mispronounced, the Namer will experience intense pain.

Power: 2d6 RKA

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), No Range (-½), Requires 10 points Of Naming Expertise (-¼), Side Effects (3d6 STUN Drain, -1), Does No Knockback (-¼), Only Works On Inanimate Objects (-1). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ phase

Real Cost: 6

Options: experienced casters usually increase the number of dice thrown, and sometimes add the Advantages Reduced END or Area of Effect.

THE WORD OF REPAIR

This spell mends broken objects, making them whole once more. It does not matter how the object was broken; however, some very large objects will require several castings before they are affected by this spell.

Power: 1d6 Minor Transform (broken objects into whole objects)

Modifiers: Cumulative (+½); Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), No Range (-½), Requires 10 points Of Naming Expertise (-¼). **Active Cost** = 15 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ phase

Real Cost: 5

THE SPELL OF WEATHERCALLING

By pronouncing the proper True Names of various weather phenomena, a Namer can "summon" whatever type of weather he desires. Naturally, the weather takes a few minutes to build up — conditions do not change instantly. This spell is especially useful for improving (or worsening) travel conditions, aiding farmers, quenching forest fires, and the like. Once the Namer stops concentrating on the spell, the weather will begin to dissipate naturally.

GM's Note: The high cost of this spell is a result of having to increase the radius and provide for the ability to cause more than one type of weather — the spell would be ridiculous, useless, and illogical if the limits of the weather change were a single type of weather limited to a small area visible to the naked eye. Since this spell is not likely to have any great effect on most games, the GM should consider reducing the cost and Magic Roll penalties on this spell as a favor to Namer players, who will otherwise be spending points uselessly.

Power: Change Environment (alter weather), 1024" radius

Modifiers: any weather effect (+1), 0 END (+½); Extra Time (1 hour for weather to build, -2½), Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 10 points Of Naming Expertise (-¼), Full Power Only (-¼). **Active Cost** = 137 points.

END Cost: 0; **Magic Roll:** -14; **Casting Time:** 1 hour

Real Cost: 27

THE INSENSATE WORD

This Word Of Power renders the caster's opponent blind and deaf for a short time. The caster must be standing near the person to be affected when the Word is pronounced. If the Word Of Power is incorrectly spoken, the caster will suffer the same fate himself.

Power: 2d6 Flash, Sight and Hearing Groups

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 10 points Of Naming Expertise (-¼), Full Power Only (-¼), Side Effects (2d6 Flash, Sight and Hearing Groups, -1), No Range (-½). **Active Cost** = 40 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ phase

Real Cost: 10

THE NAME OF SUMMONING

This spell allows a Namer to use the True Name of a species of beast to Summon any members of that species in the vicinity. Summoned creatures will generally be friendly to the Namer, willing to perform one easy task for him. If the caster wants the creature to do more for him, bargaining or some form of magical control will be necessary. Certain animals may be especially friendly (rabbits, dogs, horses) or hostile (bears, wolves) to the Namer.

Power: Summon one animal of up to 180 points

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Type Of Creature Summoned Must Be Within A One-Mile Radius Of The Namer, And Must Be Able To Come To Him Under Its Own Power, Or The Spell Will Not Work (-1), Requires 10 points Of Naming Expertise (-¼). **Active Points** = 36 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ phase

Real Cost: 11

THE WORD OF TRANSFORMATION

A Namer uses this Word Of Power to alter his shape into that of an animal. The Namer does not, however, possess any of the form's physical abilities.

GM's Note: this spell has been written up using the Shape Shift power to take advantage of the way it allows the caster to vary the shape he wants to assume. This has the odd drawback of denying the shape-shifted Namer any of the creature's physical powers — for example, a Namer transformed into a bird cannot fly. For a more accurate simulation of shape-altering powers, the GM could add a Power Pool (used to simulate the form's abilities) to the spell, or allow the players to write versions of this spell using the Multiform rules.

Power: Shape Shift, any animal form (no giant animals or monsters allowed)

Modifiers: 2 END (+¼); Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 20 points of Naming Expertise (-½). **Active Cost** = 25 points.

END Cost: 1; **Magic Roll:** -2; **Casting Time:** ½ phase

Real Cost: 10

THE WORD OF DISGUISE

The Word Of Disguise is a "companion" spell to The Word Of Transformation. This Word Of Power allows the caster to assume any humanoid shape of roughly his mass and height, while still retaining his spellcasting abilities.

Power: Shape Shift, any humanoid form

Modifiers: 2 END (+¼); Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 20 points of Naming Expertise (-½). **Active Cost** = 25 points.

END Cost: 1; **Magic Roll:** -2; **Casting Time:** ½ phase

Real Cost: 10

THE WORD OF MERCY

This spell enables the Namer to create food and drink out of thin air. He can use this food to feed himself or others. This food is as nourishing and wholesome as "real" food.

Power: Life Support: Immune To Starvation (3 points)

Modifiers: Usable By Others (up to four others at same time as caster, +1); Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 20 points Of Naming Expertise (-½), Costs END (-½), Costs 5 x END (-½). **Active Cost** = 6 points.

END Cost: 5; **Magic Roll:** -1; **Casting Time:** ½ phase

Real Cost: 1

THE NAME OF BLASTING

By pronouncing the True Name of lightning, a Namer can call down a thunderbolt to strike his enemies. Naturally, the spell only works whenever he is outdoors in the appropriate weather conditions (when a storm is building or occurring).

Power: 2d6 RKA

Modifiers: Indirect (attack always comes from above; +¼); Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 20 points Of Naming Expertise (-½), Can Only Be Used Outdoors In Proper Weather Conditions (-1). **Active Cost** = 37 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ phase

Real Cost: 10

THE WORD OF ALTERATION

By pronouncing a series of True Names and Words Of Power, a Namer can transform an object (for example, a lump of clay) into some related object (for example, a brick). He cannot make totally unrelated transformations (for example, a lump of clay into a diamond or a piece of wood). This spell generally only works on small objects; it cannot be used to transform larger things, like suits of armor or wagons. The target will change back to its original shape if its True Name is pronounced in its presence with the intent to "un-Transform" it.

GM's Note: since each Transform power must have its target defined separately, this spell is written up "generically." The player should be allowed to define what type of target he wants to Transform. If the spell is to be used to Transform sentient beings, the "Half-Power If True Name Is Not Known" Limitation, described above, must be taken. A better simulation of the way this spell works would be to buy a Power Pool which can be used only for Transform spells.

Power: 2d6 Major Transform

Modifiers: Target Can Be Transformed Into Any Related Object (+¼), 2 END (+¼); Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 30 points of Naming Expertise (-¾). **Active Points** = 45 points.

END Cost: 2; **Magic Roll:** -4; **Casting Time:** 2 phase

Real Cost: 16

Options: Increase the number of d6 thrown. At its current level of power, the spell could never affect a human or other large living creature. Adding the Advantage "Cumulative" should probably not be considered, since the change is supposed to happen almost instantly upon the speaking of a few magic words.

TISSARON'S SPELL OF THE FOGGY FORM

By using this spell, a Namer can transform himself into a cloud of mist. Only very skilled Namers can use this spell. As a mist, the Namer is immune to most forms of damage, but can still be affected by heat, wind, and magic.

Power: Desolidification (mist form)

Modifiers: 0 END (+½); Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 30 points Of Naming Expertise (-¾), Can Only Pass Through Solid Objects By Going Through An Opening (-½), Concentration (2 DCV, -¼), Extra Time (1 Turn, -1). **Active Cost** = 60 points.

END Cost: 0; **Magic Roll:** -6; **Casting Time:** ½ phase

Real Cost: 13

UNIQUE SPELLS

THE WORD OF THE ULTIMATE WEAPON

If a Namer knows a being's True Name, the Namer can do just about anything to that being. This spell is a manifestation of that law of magic — by using it, the Namer can simply kill the being. However, the need to know the being's True Name keeps this spell from being used very often, since everyone (especially beings of power) guards their True Name with extreme care.

GM's Note: *this spell is but one example of the awesome power a Namer can wield when he knows a being's True Name. Spells of similar power which allow the caster to do other things (for example, control the being) can easily be written up.*

Power: 7d6 RKA

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 40 points of Naming Expertise (-1), Namer Must Know Target's True Name (-½). **Active Cost** = 105 points.

END Cost: 10; **Magic Roll:** -10; **Casting Time:** ½ phase

Real Cost: 21

THE WORD OF DEVASTATION

This Word Of Power is one of a class of incredibly powerful Words which are known as the Terrible Words. Any of the Terrible Words are capable of unheard-of damage and destruction.

The Word Of Devastation is a spell frequently employed during sieges. The Word "summons" an earthquake which is capable of doing severe damage to most cities and castles. If the spell is improperly cast, the Namer will suffer wracking pains.

GM's Note: *this spell is written as a RKA against buildings; it is up to the GM to determine what other effects the earthquake might have.*

Power: 4d6 RKA

Modifiers: Area of Effect: 192" radius (+½); Concentration(2 DCV; -¼), Extra Time (5 minutes, -½), Gestures (-¼), Incantations throughout the casting (-½), Requires A Skill Roll (-½), Requires 40 points of Naming Expertise (-1), Spell Only Affects Buildings (-1). **Active Cost** = 180 points.

END Cost: 18; **Magic Roll:** -18; **Casting Time:** 5 minutes

Real Cost: 28

THE REVELATIONS OF THE MAD

This Terrible Word renders all who hear it insane. Only the spellcaster himself is immune.

Power: 4d6 Major Transform (sane people into insane people)

Modifiers: Area of Effect (24" radius, +1½), Personal Immunity (+¼); Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 40 points Of Naming Expertise (-1), No Range (-½), Does Not Work On Those Who Cannot Hear The Word (-¼). **Active Cost** = 165 points.

END Cost: 17; **Magic Roll:** -17; **Casting Time:** 2 phase

Real Cost: 44

THE COLLEGE OF THAUMATURGY

The Art of Thaumaturgy is based on the Four Great Principles. These Principles — Sympathy, Contagion, Universality, and Redirection — are the basic foundations of Thaumaturgy, and they influence how Thaumaturgy spells are structured, cast, and used.

The Principle of Sympathy holds that “like objects are similarly affected.” Put in more direct terms, something which is done to a model of a castle, can, through thaumaturgic magic, affect that very castle. It is because of this Principle that Thaumaturges are so precise when they build their models. Similarly, Sympathy dictates that a thaumaturgic doll cannot simply be a shapeless blob of clay or wax, but must instead at least be recognizable as being a representation of the victim’s species, if not of the victim himself.

The Principle of Contagion is “things once together will always be together.” Thus, a piece of an object enables the Thaumaturge to directly affect that entire object; a piece of clothing once worn by a person allows the Thaumaturge to affect that person. The more intimately connected the object and its fragment are, the more successful the Thaumaturgy spell will generally be — thus, a few drops of a person’s blood are more thaumaturgically useful than is a piece of their clothing.

The third Principle is that of Universality: “all forces are in reality one force, all things are in reality one thing.” It is this Principle which allows a Thaumaturge to alter the types of force being used in his vicinity — for example, to channel a “Fireball” spell into an “Ice Bolt” spell. Since all forces are, according to Thaumaturgy, merely manifestations of the One True Force, one who knows the proper spells has no difficulty simply changing the force’s outward form and function. Likewise, by treating all things, all forms of matter, as manifestations of the One True Thing, Thaumaturges become highly skilled at transforming objects — so that a chair can, by means of thaumaturgic magic, become a sword. Thaumaturges are also able to transform living things, but are limited by the phenomenon of thought: a Thaumaturge cannot transform a thinking creature, for example a human, into a totally unthinking thing, such as a chair — the Thaumaturge cannot reduce the intelligence or willpower of his victim. The Thaumaturge could change a human into some other animal, or, if highly skilled, into a sentient chair, but never into any non-sentient object.

The last Principle is that of Redirection, which states that “one force may be channelled many ways.” Redirection, which is derived from the Principle of Universality, explains how a Thaumaturgist can, for example, turn the force of a blow struck against him into a magical bolt to be used against the foe who struck him, or “absorb” the power of a stream and use it to power a spell of flight. Moreover, while Thaumaturges of lesser skill are limited to forces which have some degree of similarity (for example, forces delivered in attack could only be used to attack back), more powerful Thaumaturges can redirect a force in virtually any way (the force of an attack could be channelled into a defensive force; energy expended in everyday work could be used to power a spell of movement, and so forth). Truly accomplished Thaumaturges are able to channel and Redirect the energy created by pain or emotions.

Because they are most effective when they have access to a wide variety of materials, models, and apparatuses, Thaumaturges often own a piece of furniture which holds all their wares. The “Thaumaturge’s Cabinet,” a large multi-drawer cabinet or chest, is type of furniture most commonly seen; on journeys, it is usually carried in a wagon (or by means of a Thaumaturgy spell called One Wheel For Many). Spells which do not require specific models are often channelled through a Thaumaturge’s Thaumaturgic Staff.

Common Limitations: Requires A Skill Roll (-½), Gestures (-¼), Incantations (-¼). Almost all Thaumaturgy spells will require a Focus of some sort, usually an OAF. Many spells also require Extra Time or Concentration.

BASIC SPELLS

THAUMATURGIC SHIELD

This is the only purely defensive spell in the Thaumaturge’s arsenal. It starts out as a very small Force Field, which gains in power each time it is struck — the value of the Field increases by +1 PD for every physical attack, and +1 ED for every energy attack. Smart Thaumaturges will get a friend to hit the shield a few times before they go into combat with it.

Power: 10 PD/10 ED Force Field

Modifiers: OAF (Thaumaturgic Staff; reusable; -1), Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Force Field Starts At 2 PD/2 ED And Gains +1 Defense Per Attack (-½), **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ phase

Real Cost: 6

ALZARON'S THAUMATURGIC SERVITOR

This most basic spell of Thaumaturgy employs the Principles of Sympathy and Contagion. It is credited to the legendary Alzaron, the so-called father of Thaumaturgy. By means of this spell, a Thaumaturge can do virtually any sort of work; experienced Thaumaturges can lift vast weights and transport huge object with the Thaumaturgic Servitor. The spell relies on various props, models, and other such thaumaturgic paraphernalia; usually, a particular application of the spell can be performed with one of several props.

The Thaumaturgic Servitor has two important limitations. First, it cannot be used as a direct combat spell — it cannot be used to “crush” opponents and so forth, though it could be used to, for example, undo the buckles on an opponent’s armor, since doing so would not amount to directly attacking him with the spell. Similarly, if the Thaumaturgic Servitor is made strong enough, it could topple siege engines. Second, the Servitor cannot move people at all, except that it can carry something that people are standing or sitting on (for example, a wagon). To directly move a person, for example to slam him against the wall, requires a Thaumaturgic Doll (see Unique Spells).

GM's Notes: *Because of the high Magic Roll minuses of this spell, it can be difficult to cast, and many Thaumaturges take their time with it so they will not foul it up. For “roleplaying”-type uses, which have no real effect on the game (such as helping Farmer Brown do his chores while passing through the village), the GM should consider waiving the Magic Roll.*

Power: 20 STR Telekinesis

Modifiers: +1 Variable Advantages (+½), Variable Special Effects (limited group, +¼), 0 END (+½); Extra Time (+1 Phase, +2; the GM may increase the time required depending on how elaborate the Focus needs to be), Gestures throughout (model/prop must be manipulated, etc.; -½), Incantations (-¼), TK Cannot Be Used To “Crush” People, Directly Move People, Or Otherwise Be Used As A Direct Combat Spell (-¾), Requires A Skill Roll (-½), OAF (an appropriate model or prop; reusable, may be fragile, entire collection of props may be bulky; -1). **Active Cost** = 150 points.

END Cost: 0; **Magic Roll:** -15; **Casting Time:** ½ phase

Real Cost: 25

Options: Increase the STR of the Telekinesis; add Fine Manipulation.

Each application of this spell has been given a different name; hence, there are numerous “subspells” of this spell. For example:

- **The Spell Of The Invisible Plowman:** this spell allows the Thaumaturge to quickly and easily plow a field. It requires a small model of a plow, to which shavings from the real plow’s blade and handle are attached. The Thaumaturge runs the plow over a small patch of earth, and the real plow plows the real field in mere minutes.

- **One Wheel For Many:** this spell allows the Thaumaturge to effortlessly move any wheeled vehicle. The One Wheel is the spell which allows Thaumaturges to transport most of the gear they have to take with them, including their Thaumaturgic Cabinet. The prop required is a wheel on the end of a stick, to which a few shavings from the vehicle to be affected are attached. The spellcaster pushes the wheel along the ground, causing the vehicle’s wheels to turn as well.
- **The Thaumaturgic Box:** this spell was originally developed to move crates around in dockside warehouses. The prop most often used is a miniature wooden box or crate, about 2'-square or smaller (hence the name of the spell). A shaving or fragment of that which is to be moved is placed inside the box, and voila! the object can be carried anywhere effortlessly.
- **Caranncol's Cacophonous Carpenters:** by means of this spell, the Thaumaturge can undertake just about any construction job (though any complex projects will require a PS: Carpentry roll). The Variable Advantage should be set on “Area Of Effect,” so that nails can be driven and beams held up all over the construction site. Because of the caprice of Caranncol, the spell’s creator, the spell is accompanied by the sounds of carpenters at work.

THE CHAIN OF MYRIAD USES

This spell allows the Thaumaturge to harness some natural force — a wind, a stream, an earthquake, and so forth — and use it to increase the power of his own spells. The natural force needs to be fairly strong (for example, mild breezes are not enough to provide sufficient force), and the caster’s spells can only be increased in power in proportion to the strength of that force (thus, a stiff breeze might only be worth 1d6, whereas a volcano or earthquake would allow the caster to add the full 5d6 Aid). The Chain will not work to harness energy from other spells or from non-natural phenomenon (such as the turning of a wheel).

Power: 5d6 Aid

Modifiers: Can Aid Any One Thaumaturgy Spell (+¼); Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Can Only Be Cast In The Presence Of Strong Natural Phenomenon And Can Only Increase Thaumaturgy Spells In Proportion To That Phenomenon’s Strength (-1), OAF (Thaumaturgic Staff; reusable; -1). **Active Cost** = 31 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ phase

Real Cost: 8

WELDON'S LENS OF AWARENESS

This spell allows the Thaumaturge to detect and analyze any sort of thaumaturgic magic. It does not work to detect other sorts of magic. The focus of the spell is a specially enchanted lens — the caster looks through the lens, and any thaumaturgic magic will glow.

Power: Detect Thaumaturgic Magic, Discriminatory

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½) OAF (crystal lens; reusable; -1). **Active Cost** = 8 points.

END Cost: 0; **Magic Roll:** -1; **Casting Time:** ½ phase

Real Cost: 3

THE TOUCH OF DISPERSAL

By means of this spell, a Thaumaturge can disrupt and dispel thaumaturgic magic. He must "touch" the object, area, or spell to be dispelled with his Thaumaturgic Staff in order to work the spell. The Touch Of Dispersal will not work on non-thaumaturgic magic.

Power: 6d6 Dispel

Modifiers: Works On Any Thaumaturgy Spell (+¼), Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), No Range (-½) OAF (Thaumaturgic Staff; reusable; -1). **Active Cost** = 22 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ phase

Real Cost: 6

COLLEGE SPELLS

YLRAGI'S SPELL OF VARIATION

This spell, based on the principle of Universality, allows the Thaumaturge to alter his shape. Apprentice Thaumaturges are limited to but a single form; masters can assume any shape they wish. This spell does not, however, allow the Thaumaturge to assume any of the powers that the form he chooses would ordinarily have.

GM's Note: If you want the Thaumaturge to be able to use the powers that a form might have (for example, swimming and water-breathing if a fish's form is taken), either add a small Power Pool to the spell, or write up versions of the spell using Multiform.

Power: Shape Shift — any one form

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 10 points Of Thaumaturgy Expertise (-¼), OAF (a small model or statuette of the form to be assumed; reusable, -1). **Active Cost** = 10 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ phase

Real Cost: 3

Options: The version of the spell presented here is that used by apprentices. Journeymen can assume any one of a related group of forms (Active Cost = 20; Real Cost: 6); masters can assume any form at all (Active Cost = 30; Real Cost: 9). Some Thaumaturges practice so much with the spell that they can accurately duplicate any human form (i.e., they buy Disguise with the spell).

FORGIL'S SPELL OF REDOUBLED EFFORT

This spell improves the combat abilities of the Thaumaturge or one of his allies. It channels the force of blows delivered to the enemy back into the strength of he who dealt the blow, making later blows all the more effective. The spell continues in effect (no more Magic Rolls needed) until the person using the spell misses a blow, at which point the magic dies away.

Power: +1d6 HKA

Modifiers: Continuous (no need to recast the spell, +1), Usable By Others At The Same Time At Range (+1), Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 10 points Of Thaumaturgy Expertise (-¼), Only Applies To Attacks With Weapons (-¼), Spell Ends If An Attack Is Missed (-½), OAF (Thaumaturgic Staff; reusable; -1). **Active Cost** = 45 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ phase

Real Cost: 11

THE SPELL OF THAUMATURGIC CHIRURGY

Thaumaturgists can make use of the Principles of Sympathy and Contagion to heal injuries. The spell requires small canvases, on which arms, legs, and other body parts are painted. The wound is then painted onto the painting using the injured person's own blood. The depicted wound is then painted over, and as it is painted over, the real wound heals. If a bit of flesh is available, it will be thrown into a small fire (usually built in a brazier) to provide extra energy for the spell.

Power: 5d6 Healing Aid

Modifiers: Extra Time (1 minute, -1); Gestures throughout the spell (painting; -½), Incantations (-¼), Requires A Skill Roll (-½), Requires 10 points Of Thaumaturgy Expertise (-¼), OAF (painting supplies and a bit of the injured person's blood; fragile, expendable but easily recoverable; -1½). **Active Cost** = 25 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 1 minute

Real Cost: 5

HASDRULON'S SOLAR LANCE

This spell uses one of the most common forms of energy — sunlight. It allows the Thaumaturge to convert direct sunlight into a powerful beam of force.

Power: 6d6 Energy Blast

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 20 points Of Thaumaturgy Expertise (-½), Only Works In Direct Sunlight (-½). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ phase

Real Cost: 10

Options: Less powerful Thaumaturges might consider buying the spell without the Expertise Limitation, but requiring the use of their Thaumaturgic Staff (OAF) instead (Real Cost: 8).

ALZARON'S TURNABOUT TACTIC

This spell has caused many a wizard to rue the day he attacked a Thaumaturge. This spell gives the caster the power to absorb magical ranged attacks and launch them back at the one who used them, or even at someone else. Less experienced Thaumaturgists are limited to simply absorbing the energy of the spell and reflecting it back as is; master Thaumaturgists can absorb the energy and convert it to some other form (such as converting a flame spell to an ice spell or a wind spell). Because of the Principle of Sympathy, the spell requires a small mirror as a Focus.

Power: Missile Reflection, all missiles, any target

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 20 points Of Thaumaturgy Expertise (-½), Spell Will Only Reflect Energy Attacks, Not Missile Weapons (-1), OAF (a small mirror; fragile, reusable; -1¼). **Active Cost** = 60 points.

END Cost: 0; **Magic Roll:** -6; **Casting Time:** ½ phase

Real Cost: 13

Options: More experienced Thaumaturges add the Advantage Variable Special Effects (any magic spell, +¼), so that they may "switch" the form of energy absorbed to a different form when they attack with it. This makes the **Active Cost** = 75, and the **Real Cost** = 16.



SPELL OF ABSORPTION

This "generic" spell allows a Thaumaturge to absorb the energy from some phenomenon, and use it to increase the power of his spells. Unlike The Chain Of Myriad Uses, which can absorb the energy from any natural phenomenon, this spell only works off of one specific phenomenon, which must be defined when the spell is built. A single phenomenon cannot power both this spell and The Chain at the same time. Some phenomenon from which power can be absorbed include fire, cold, storms, lightning, physical blows, and running water. The actual name of the spell often is changed to reflect the type of energy it absorbs (for example, a spell which absorbs energy from cold might be called The Spell Of The Frigid Furnace).

Power: 4d6 Absorption (from a single defined phenomenon)

Modifiers: Can Power Any Thaumaturgy Spell, One At A Time (+¼); Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 20 points Of Thaumaturgy Expertise (-½), OAF (Thaumaturgic Staff; reusable; -1). **Active Cost** = 25 points.

END Cost: 0; **Magic Roll:** -2; **Casting Time:** ½ phase

Real Cost: 7

HLOSTIN'S SPELL OF THE THREEFOLD FORMS

This spell, a direct application of the Principle of Universality, allows a Thaumaturge to transform an object into another object. As with the Spell Of Absorption, above, this spell is written up "generically," since the target of a Transform attack must be defined when the attack is bought. This spell comes in three versions: apprentice-, journeyman-, and master-level. The apprentice-level spell simply requires the use of the Thaumaturge's Staff; the higher-powered versions of the spell use molding clay, into which bits of the object to be transformed are inserted. The clay is shaped into the object to be transformed, then molded into whatever the target is supposed to become.

GM's Note: If you allow Power Frameworks in your Fantasy Hero campaign, this spell could be built better as a Power Pool which only allows Transform attacks.

APPRENTICE LEVEL

Power: 3d6 Cosmetic Transform

Modifiers: Object Can Be Transformed Into Anything (+1); Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 20 points Of Thaumaturgy Expertise (-½), OAF (Thaumaturgic Staff; reusable; -1). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ phase

Real Cost: 8

JOURNEYMAN LEVEL

Power: 3d6 Minor Transform

Modifiers: Object Can Be Transformed Into Anything (+1); Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 20 points Of Thaumaturgy Expertise (-½), OAF (a ball of molding clay with bits of the object to be transformed contained in it; reusable; -1). **Active Cost** = 60 points.

END Cost: 6; **Magic Roll:** -6; **Casting Time:** ½ phase

Real Cost: 17

MASTER LEVEL

Power: 2d6 Major Transform

Modifiers: Object Can Be Transformed Into Anything (+1), Cumulative (+½); Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 30 points Of Thaumaturgy Expertise (-¾), Spell Cannot Alter The Sentience Of The Target (-¼), OAF (a ball of molding clay with bits of the object to be transformed contained in it; reusable; -1). **Active Cost** = 75 points.

END Cost: 7; **Magic Roll:** -7; **Casting Time:** 2 phase

Real Cost: 19

THAUMATURGE'S WINGS

This spell grants a Thaumaturge the ability to fly — provided he has an energy source to draw off of to power the spell. The most common sources used by Thaumaturges are the turning wheels of wagons (though this means slow flight near grounds level) and rivers (though this confines the Thaumaturge to a set "flight path"). It is possible for the Thaumaturge to power this spell by the wind (especially when he reaches a high altitude), but if the wind dies out, the Thaumaturge will drop like a rock.

Power: 15" Flight

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 30 points Of Thaumaturgy Expertise (-¾), Spell Requires A Sufficient "Power Source," And The Caster's Speed And Direction May Be Limited By That Power Source (-½), OAF (feather; reusable; -1). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ phase

Real Cost: 7

UNIQUE SPELLS

THAUMATURGIC DOLL

Thaumaturges are renowned and feared for their ability to create Thaumaturgic Dolls — a doll which resembles a person and is thaumaturgically connected to him. Anything done to the Doll (cutting, burning, drowning, and so forth) will be felt by the person. Only the most accomplished Thaumaturgists can make Thaumaturgic Dolls. Thaumaturgic Dolls may be made of any substance, but are usually made of wax or cloth. The Doll does not have to look exactly like its subject, but must at least be readily identifiable as the same species.

In order to properly "connect" a Thaumaturgic Doll with its subject, by means of the Principle Of Contagion, three or more of the following substances must be a part of the Doll: the victim's hair, nails, skin, saliva, blood, tears, or sweat; or clothing once worn by the victim. The more materials that can be worked into a Doll, the more effective that Doll will be. Once a Doll is completed, it can be used again and again, so long as the caster is in the victim's presence. The Doll can be harmlessly destroyed by its creator or the person it depicts.

Obviously a Thaumaturgic Doll can be used to do many different things. The most common uses are causing the victim pain or death, paralyzing the victim, or mentally controlling him; spells for achieving these effects are given below. Other possible effects include moving the victim around (Telekinesis) or mystically causing him to contract a wasting disease (long-term Drains).

GM's Note: If you allow Power Frameworks in your Fantasy Hero campaign, Thaumaturgic Dolls would obviously work better as a Power Pool.

Power: 4d6 RKA

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 40 points Of Thaumaturgy Expertise (-1), OAF (Thaumaturgic Doll; fragile, reusable, long and difficult creation process; -1½). **Active Cost** = 60 points.

END Cost: 6; **Magic Roll:** -6; **Casting Time:** ½ phase

Real Cost: 13

Power: 5d6 Entangle

Modifiers: Takes No Damage (+½), Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 40 points Of Thaumaturgy Expertise, OAF (Thaumaturgic Doll; fragile, reusable, long and difficult creation process; -1½). **Active Cost** = 50 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** ½ phase

Real Cost: 11

Power: 12d6 Mind Control

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 40 points Of Thaumaturgy Expertise (-1), OAF (Thaumaturgic Doll; fragile, reusable, long and difficult creation process; -1½). **Active Cost** = 60 points.

END Cost: 6; **Magic Roll:** -6; **Casting Time:** ½ phase

Real Cost: 13

THE SPELL OF THE HEART'S RELEASE

The most powerful and experienced Thaumaturgists are so skilled at converting energy from one form to another that they can actually convert their strongest emotions into lethal force. They can also convert the pain they are feeling the same way. Whenever the Thaumaturgist is feeling intense emotions or pain (i.e., a Psychological Limitation, Berserk, or Enraged is involved, or the Thaumaturge is being tortured or is badly wounded), that emotion or pain can be channelled through his Thaumaturgic Staff into a powerful blast of force.

Power: 10d6 Energy Blast

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 40 points Of Thaumaturgy Expertise (-½), Only Works When The Thaumaturge Is Experiencing Intense Emotions Or Pain (-½), OAF (Thaumaturgic Staff; reusable; -1). **Active Cost** = 50 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** 2 phase

Real Cost: 12

ALZARON'S SPELL OF THE SIEGE'S END

This complex spell completely destroys a castle or other building. The Thaumaturge must make a detailed model of the building; the materials for the model must come primarily from the building to be destroyed. Once the model is complete, the Thaumaturge goes through a lengthy ritual, and then crushes the model. The building will likewise be destroyed.

Power: 7d6 RKA

Modifiers: Area Of Effect (20" radius, +1¼), Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 40 points Of Thaumaturgy Expertise (-1), Extra Time (1 week, -¼); OAF (model of building, built from bits of the building; fragile, expendable, long and complicated creation process; -½). **Active Cost** = 236 points.

END Cost: 23; **Magic Roll:** -23; **Casting Time:** 1 week

Real Cost: 26

THE COLLEGE OF WARRIOR-MAGERY

The spells of the College Of Warrior-Magery (also known as the College Of War or Battle Magics) are all "combat-enhancing" spells: they serve to strengthen the warrior-mage's arm, guide his aim, weaken his enemies, and aid his escape from impossible situations. These spells are of ancient derivation; it is extremely rare for a warrior-mage to create a new spell. There are many types of magics they cannot cast; their most powerful spell is a lightning-bolt spell. Warrior-mages cannot create magic items, though they sometimes aid other mages in creating them.

Common Limitations: Gestures (-¼), Incantations (-¼), and Requires A Skill Roll (-½).

BASIC SPELLS

THE SHIELD OF THE ULRONAI

This spell creates a shield of mystical force, which the warrior-mage can use to defend himself with. The spell does not work if the warrior-mage already has a normal shield with him.

Power: +5 PD Force Field

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Will Not Work If Caster Already Has A Shield (-¼), Activation Roll 15- (-¼), OAF (scale from a suit of scale mail; fragile, expendable but easily recoverable; -1¼). **Active Cost** = 5 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ phase

Real Cost: 1

MEDITATIONS ON THE MAGICAL

This basic spell allows the warrior-mage to detect the presence of magic in his vicinity. The spell does not, however, analyze the magic in any way.

Power: Detect Magic, Range, PER Roll

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½). **Active Cost** = 8 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ phase

Real Cost: 4

MORDAKI'S SPELL OF THE GLOWING BOW

This spell "summons" a bow and arrow of mystic energy, which the warrior-mage may fire at his enemies. If the spell is incorrectly cast, the bow will disintegrate in the warrior-mage's hands, burning him badly.

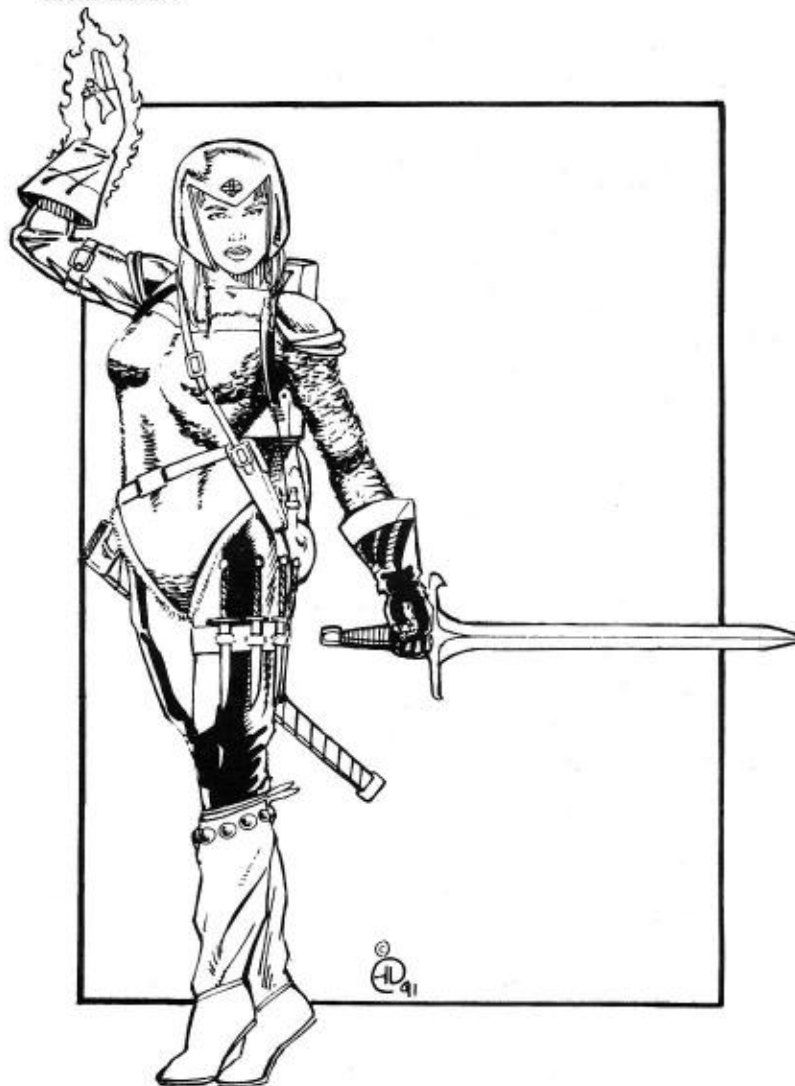
Power: 1d6+1 RKA

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), OAF (Silver arrowhead; OAF, reusable; -1).

Active Cost = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ phase

Real Cost: 7



COLLEGE SPELLS

THE SPELL OF THE TRUE ARROW

By using this spell, the warrior-mage makes himself an extremely accurate archer.

Power: +4 to hit with Bow

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), OAF (feathers from an arrow; fragile, expendable but easily recoverable; -1¼). **Active Cost** = 20 points.

END Cost: 0; **Magic Roll:** -2; **Casting Time:** ½ phase

Real Cost: 6

THE SPELL OF THE CHARMED BLADE

This spell is the companion to the Spell Of The True Arrow—it grants the warrior-mage increased accuracy in hand-to-hand combat.

Power: +4 to hit Hand-To-Hand

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), OAF (shard from a sword used in battle; expendable but easily recoverable; -1¼). **Active Cost** = 20 points.

END Cost: 0; **Magic Roll:** -2; **Casting Time:** ½ phase

Real Cost: 7

THE SPELL OF THE WARRIOR'S STRENGTH

This spell makes the warrior-mage stronger while in combat. It does not work to make the caster stronger so that he can lift heavy objects, break down doors, and so forth. If the spell is improperly cast, the warrior-mage will be struck with a debilitating weakness.

Power: 4d6 STR Aid

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Self Only (-½), Only Works To Increase STR For Combat Applications (-½), OAF (a few drops of blood which were spilled in battle; fragile, expendable but easily recoverable; -1¼), Side Effects (2d6 STR Drain, -½). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ phase

Real Cost: 4

THE SPELL OF THE GRASPÉD ARROW

This spell, the bane of archers everywhere, allows the warrior-mage to pluck arrows and other missiles out of the air, avoiding the damage they might cause entirely.

Power: Missile Deflection, thrown, arrows, and projectiles

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), OAF (arrow shaft tied with a red ribbon; OAF, fragile, expendable but easily recoverable; -1¼). **Active Cost** = 10 points.

END Cost: 0; **Magic Roll:** -1; **Casting Time:** ½ phase

Real Cost: 3

THE HAND OF THE SUN

The warrior-mage uses this spell, which temporarily blinds an opponent, to gain an advantage in combat. Many foes never have a chance to get their sight back...

Power: 2d6 Sight Group Flash

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 10 points Of Warrior-Magery Expertise (-¼), OAF (small crystal; OAF, reusable; -1). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ phase

Real Cost: 9

THE CANTRIP OF THE UNSEEN EDGE

This spell summons an invisible blade to the caster's hand. This spell is especially useful if the warrior-mage's normal weapons have been broken or taken away from him.

Power: 1d6 HKA (plus STR)

Modifiers: Invisible to Sight Group (+½); Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 20 points Of Warrior-Magery Expertise (-½), OAF (a small crystal sword; fragile, reusable; -1¼). **Active Cost** = 22 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ phase

Real Cost: 6

THE ARMOR OF THE ULRONAI

This spell is an advanced version of The Shield Of The Ulronai. It creates a glistening suit of armor which protects the warrior-mage from all forms of attack. It can be worn over normal armor. This spell is known only to extremely accomplished warrior-mages; it cannot be used along with The Shield Of The Ulronai.

Power: 6 PD/6 ED Force Field

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 20 points of Warrior-Magery Expertise (-½), Cannot Be Used Together With "The Shield Of The Ulronai" (-¼), OAF (links from a suit of chain mail; expendable but easily recoverable; -1). **Active Cost** = 12 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** ½ phase

Real Cost: 3

THE SPELL OF THE DEBILITATING ARMOR

This spell allows the warrior-mage to sap his enemies' strength from a distance. Its name derives from the fact that heavily-armored foes are often trapped by their armor when the spell makes them too weak to support it.

Power: 3d6 STR Drain (points return 5/Turn)

Modifiers: Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 30 points of Warrior-Magery Expertise (-¾), OAF (small iron funnel; fragile, expendable but easily recoverable; -1¼). **Active Cost** = 45 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** ½ phase

Real Cost: 11

THE EYES OF THE NIGHT

This spell gives the warrior-mage the ability to sense everything around him, even in pitch darkness. Thus, the warrior-mage can fight even when blinded or in the dark.

Power: Spatial Awareness, 360° Sensing

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 30 points Of Warrior-Magery Expertise (-¾), OAF (crystal globe; fragile, reusable; -1¼). **Active Cost** = 35 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ phase

Real Cost: 9

UNIQUE SPELLS

THUNDERBOLT ENSORCELLED

This spell is one of the most powerful in the warrior-mage's repertoire — only the most skilled warrior-mages can cast it. It creates a small but deadly lightning bolt.

Power: 2d6 RKA

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 40 points Of Warrior-Magery Expertise (-1), OAF (piece of wood from a lightning-struck tree; expendable but easily replaceable; -1). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** ½ phase

Real Cost: 7

THE DOOR BETWEEN

The warrior-mage uses this spell to make quick escapes, bypass locked doors, and the like.

Power: 10" Teleport

Modifiers: Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 40 points Of Warrior-Magery Expertise (-1), OAF (miniature door; reusable; -1). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** ½ phase

Real Cost: 7

THE SPELL OF THE INSTANT ARMY

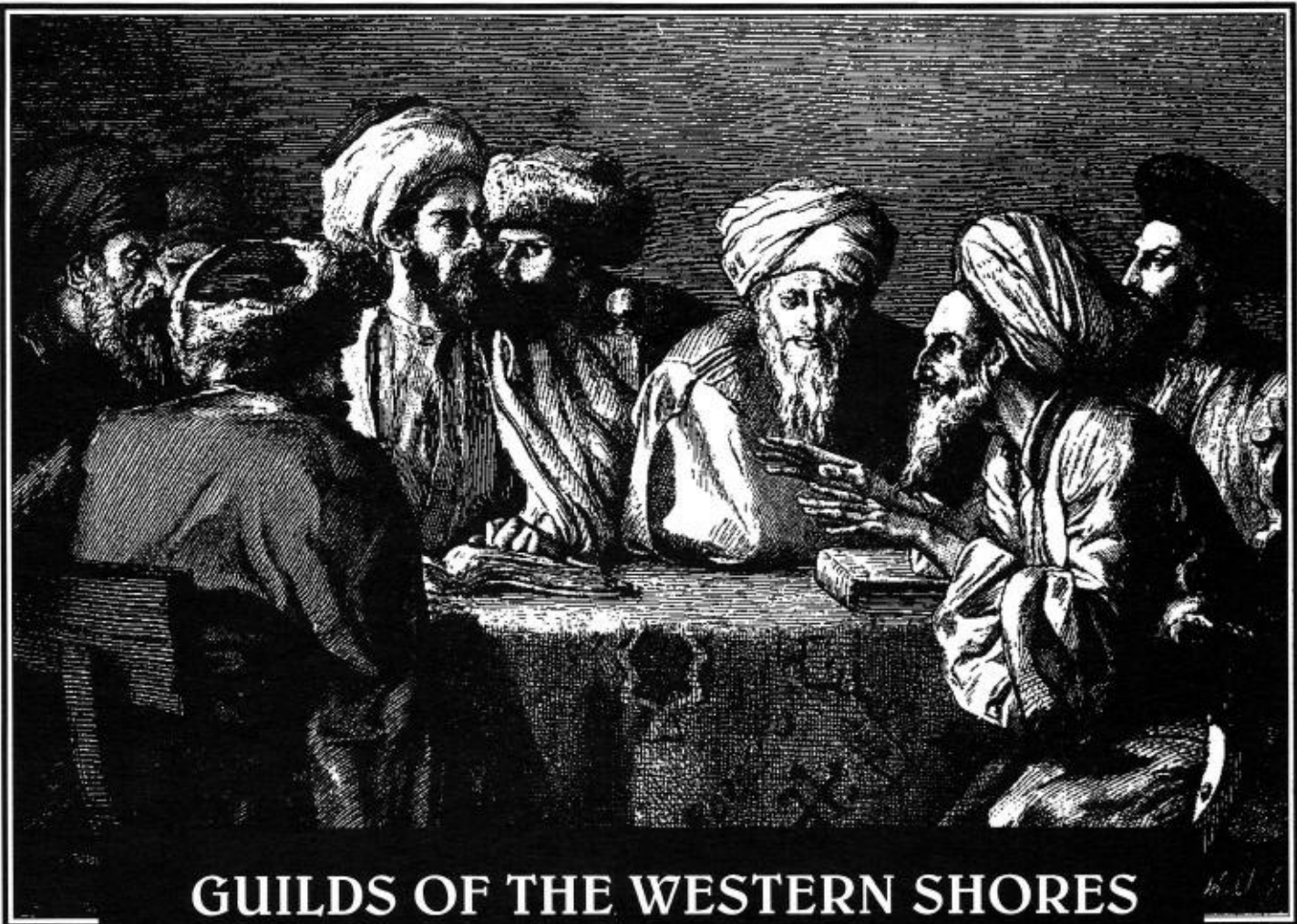
This spell creates five illusionary duplicates of the warrior-mage. These duplicates will mimic his movements, hopefully confusing his enemies into striking at an image instead of at the spellcaster.

Power: Images to Sight Group, -8 PER

Modifiers: Images Cover Four Hexes (+½); Gestures (-¼), Incantations (-¼), Requires A Skill Roll (-½), Requires 40 points Of Warrior-Magery Expertise (-1), Set Effect (five duplicates of spellcaster; -1), OAF (small mirror; fragile, reusable; -1¼). **Active Cost** = 51 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** ½ phase

Real Cost: 10



GUILDS OF THE WESTERN SHORES

THE MERCENARIES OF AN'KILA

HISTORY

During a time historians now refer to as "The Lonely Years", that period between the fall of the Celinadion Empire and the 600th anniversary of that date, anarchy ran rampant. Petty lords carved out small territories for themselves one year, only to be overthrown the next. War, theft and murder were the way of life. Peasants swore fealty to men strong enough to hold land, and the only form of law and the protection it afforded were in these small communities.

Amidst this chaos was born a group of men with different ideals. Men with morals and of conscious, men of honor. These men were sought out by a wizard, and organized together under his leadership. This wizard, Keldor, was blessed with the gift of prophecy, and he used his gift to forever change the history of men.

Keldor banded together a group of men who would work together to achieve long term goals of peace and prosperity, not only for themselves but for all the peoples of the Western Shores. Keldor joined warriors, wizards, priests and scholars, and together they formed one of the most powerful organizations the world has ever seen.

The group moved into the desert and lived in a canyon keep, abandoned centuries before by an unknown people. They drove out the desert goblins who inhabited the keep, and adopted the goblins' name for the hold, An'kila. In the desert goblin tongue, An'kila meant "fortress of sand", so Keldor named his group The Mercenaries of An'kila.

The Mercenaries were that by name only, what they did could hardly be called "mercenary". The group hired out to peoples who needed their aid, and rarely charged more than food and shelter for their services. The An'kilans tried to achieve peace between countries by showing the people the greater threat that the dark races presented, the trolls, goblins, ogres and orcs. The An'kilans protected alliances, opposed tyranny, aided the weak and kept the strong in check.

The Mercenaries attempted to achieve these goals for many generations, all the while building a reputation which was legendary even in their time. Keldor lead the group for several hundred years, adding even more to the mystique of the Mercenaries.

The Mercenaries were very much in the thick of things when the power of darkness struck once again. The Mercenaries had faced many enemies, but none quite like those they encountered within Daemon's Cleft. The evil was put down but the Mercenaries lost many men, including Keldor, due to treachery and the battle itself. Peace returned and the country's of the world were stable. The Mercenaries job was over for a time.

The group then disappeared, some say deeper into the desert, others say across the All Sea to a hidden island. The Mercenaries vanished, but were not forgotten. Many a bard has made a living off the songs of the deeds of the An'kilans alone, and many a child has been scolded with threats of the soldiers of An'kila coming to set them straight. Whatever had happened to them, the soldiers of An'kila would be remembered.

But it seems that their past deeds were not all that would ensure their remembrance. The Mercenaries of An'kila have, of late, been reappearing. It seems that when needed most, the group resurfaces. Overwhelming odds have been evened, raiding orcs and trolls have been run off and the elves have reopened their woodland borders. People have once again begun to draw courage from the legendary group, and many a band of adventurers have been sent out by kingdoms in need of miracles. These adventurers have been quested to find the Mercenaries of An'kila and do so in an attempt to save their lands.

CAMPAIGN USE

The Mercenaries of An'kila are a secretive group who still practice the teachings of their deceased mentor, Keldor. The An'kilans are the self-appointed protectors of the realm. They appear when most needed, and disappear just as suddenly. The Mercenaries strive to accomplish far-reaching goals, such as peace treaties, the establishment of countries, and the defeat of evil wherever they encounter it.

New soldiers swear an oath of allegiance, and all the Mercenaries will follow this code of honor unto death. Some of the lines of the oath are: Never leave an Injured Comrade, Always Avenge the Murder of an An'kila and Never Reveal the Location An'kila.

AS NPCs: The Mercenaries should only be brought into a game in the most dire of circumstances. The PC heroes may be sent by the king to find the Mercenaries as a last attempt at saving his land from the troll army, for instance.

AS PCs: The heroes are members of an elite fighting force. They travel the world, helping people, battling evil and uniting kingdoms. The adventure ideas are endless, and range from political intrigue, refunding the organization though the acquisition of a dragon's horde or fighting an entire war.

Villain Option: The new Mercenaries think that Keldor was a madman and are out to collect coin. They aid the highest bidder, charge outrageous fees and have a blood-thirsty reputation for success at any price. As enemies, the Mercenaries can live up to their name and will provide quite a challenge for a team of adventurers.

NPCS OF THE MERCENARIES

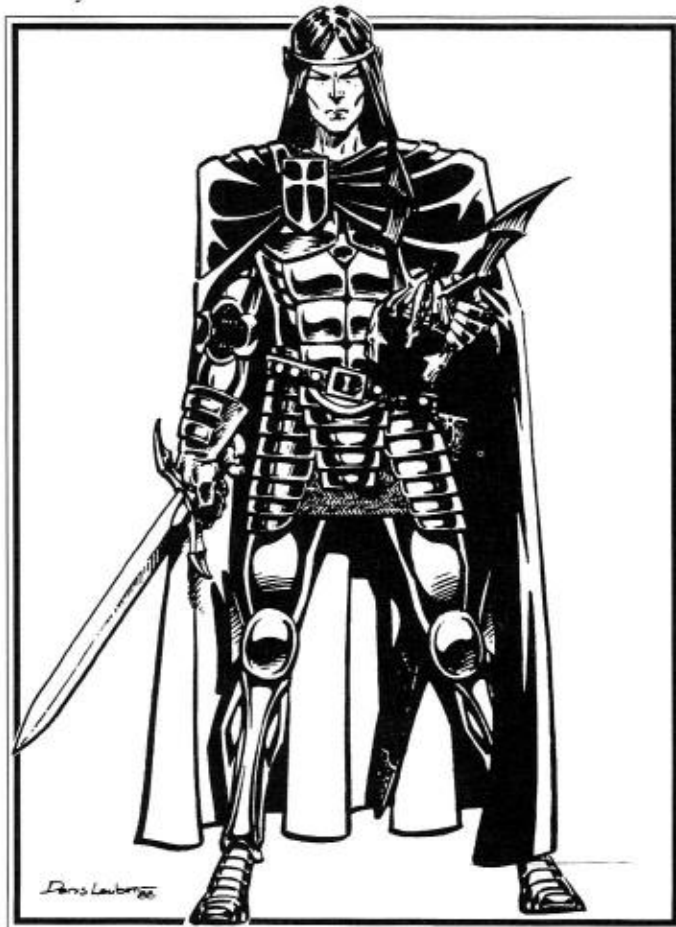
Here are the character write-ups for the leaders of the Mercenary organization. For common soldiers, use the Fighter Package Deal (pg 20 of *Fantasy Hero*), and for NCO's use the Leader Package Deal (pg 22 of *Fantasy Hero*).

DAMON HELLBENDER — LEADER OF THE MERCENARIES					
STR:18	DEX:23	CON:20	BOD:15	INT:15	
EGO:18	PRE:25	COM:16	PD:6	ED:6	
SPD:4	REC:8	END:40	STN:45	Cost:142	
Pts	Skills & Abilities				
	Combat Skills				
2	Fam w/ Common Melee				
2	Fam w/ Common Missile				
2	Fam w/ Siege Weapons				
1	Fam w/ Lance				
22	Fencing (Broadsword)				
	Maneuver	OCV	DCV	Damage	
	Thrust	+1	+3	Weapon Strike	
	Lunge	0	+2	+1DC Weapon Strike	
	Slash	-2	+1	+2DC Weapon Strike	
	Parry	+2	+2	Block	
	Disarm	-1	-1	Disarm, +10 STR	
16	+2 Lvl's w/ All Combat				
12	+4 Lvl's w/ Swords				
	Other Skills				
3	Combat Driving, Ships (14-)				
3	High Society (14-)				
3	Oratory (14-)				
10	Riding (15-) and Stealth (15-)				
10	Survival (11-) and Tactics (14-)				
5	AK: An'kila (14-)				
4	AK: The Western Shores (13-)				
3	KS: Desert Terrain (12-)				
5	KS: Warfare (14-)				
4	KS: World Politics (13-)				
4	PS: Mercenary Leader (13-)				
5	Language: Elvish + literacy				
3	Language: Ambrian + literacy				
1	Language: Darian				
1	Language: Zylstan				
5	Perk: Mercenary Lord				
3	Talent: Ambidexterity				
	Racial Abilities				
20	Increased CHA Maxima				
2	+1" Running (7")				
5	UV Vision				
3	Lightsleep				
3	Immunity to Aging				
75+	Disadvantages				
20	Code of Honor				
3	Fighter Package Deal				
10	Decreased CHA Maxima				
10	Distinctive Features: High Elf (conc, maj)				
15	Reputation 14- (Mercenary Leader)				
20	Hunted By Enemies of the Mercs				
151	Character Bonus				
Cost	Char	Skills	Total	Disad	Base
	142	+	162	=	304
			-	229	= 75

Background: Damon Hellbender is an elven male with very elven features, save his long, straight, black hair. Damon was born to an Elvish mother who died during childbirth, and he was raised by human parents. Damon's parents raised him by example, never once trying to teach Damon to be other than what he was. Elves were notorious for be frivolous and irresponsible, but Damon was quiet and grim. He lived and worked at his adopted father's farm till he was 14, all the while knowing as his parents did, that something else awaited him.

Damon joined a local militia when he was of age, and was a natural with a sword. He fought several minor skirmishes but never really reached manhood until he was serving as a lieutenant in the Ambrian army during the Twenty Years War. It was during this war that Damon learned of the Mercenaries, and they of him. Soon after the war, Keldor approached Damon with an offer of friendship and also an offer for employment. Damon agreed and joined the An'kilans, never once looking back.

Damon rose through the ranks, furthering the Mercenary legend and making quite a name for himself. He joined the group at a critical time, and help lead them through some of their most difficult moments. Damon's rank was that of an enlisted man when he joined as each soldier is required to prove himself to the rest of the Mercenaries, regardless of previous exploits, but Damon earned his commission in just a few years.



Damon was of captain rank, second only to Keldor, when their army marched against the evils of Daemon's Cleft. When the Mercenaries were betrayed and Keldor was lost, the soldiers asked Damon to lead them on. Damon did assume command, but preferred to do things his own way. The world was changing and the Mercenaries had suffered many casualties. These factors, coupled with Damon's own reclusive nature, resulted in the group becoming even more secretive than it already was. Damon moved the Mercenaries to an island and intensified his information sources so that he could be kept abreast of all political events.

Damon lives, eats and breathes the Mercenary way of life and the other soldiers do their very best to follow his example.

Quote: "Never draw steel unless you intend to use it."

Tactics: Damon usually commands small units of soldiers, and is a brilliant tactician in that field. He will carefully study an enemy if given the opportunity, and will use any information he gains to the Mercenaries advantage. In individual combat, Damon prefers to fight one-on-one with anyone bold enough to face him. Damon's preferred weapon is the broadsword, but he is trained in the use of many weapons.

Appearance: Damon is a tall, well-built elfen male. He wears his straight, black hair very long, and seldom does he smile. Damon's armor is finely crafted black plate-mail, and his helmet resembles a crouching dragon. Damon also wears the Mercenary symbol in the form of a black shield-shaped cloak pin emblazoned with a blood-red cross.

MERCENARY WIZARD- MALACHI D'AN MORIEL

STR:10 DEX: 18 CON: 12 BOD: 10 INT: 23
 EGO: 20 PRE: 18 COM: 16 PS: 4 ED: 4
 SPD: 4 REC: 6 END: 30 STN: 25 Cost: 99

Skills: Fam w/ Swords, +2 Lvl's w/ Swords, Bureaucracy 13-, Conversation 14-, Deduction 14-, High Society 13-, Oratory 13-, Persuasion 14-, Riding 12-, Magic Skill 18-, AK: An'Kila 12-, AK: Western Shores 12-, Scholar, KS: Other Planes 12-, KS: Summoned Creatures 12-, KS: Summoning Rituals 12-, KS: Theoretic Applications of Sorcery 12-, KS: Rival Spell Colleges 12-, PS: Summoner 11-, PS: Mercenary of An'kila 11-, LS: Ambrian (2+ literacy), LS: Elvish (+ literacy), Perk: Mercenary Officer (3 pts), Eidetic Memory, Increased CHA Max, +1" Running, UV Vision, Lightsleep, Immunity To Age, Spells of the College of Demonology (75 pts. in spells), **Cost:** 186

75+ Disadvantages: Mercenary Code of Honor, Wizard Package Deal, Decreased CHA Maxima, Distinctive Features: High Elf (conc, maj), Reputation 14- (Mercenary Wizard), Hunted By Enemies of the Mercs, Character Bonus, **Cost:** 213

Background: Malachi was a young man who didn't know much about himself. Raised by a secretive sect of priestesses, Malachi didn't know who he was, where he had come from, or why he looked so different from the human females who raised him. All he knew was that he had entered this world in a fiery explosion and that he was found and raised by priestesses of fate.

The priestess cult which raised him were servants of fate, and they saw to it that when Malachi came of age he was to be taken to the wizard Keldor. Keldor saw Malachi's true potential, and set about teaching him immediately.

Malachi was good friends with Keldor and firmly believes in trying to achieve Keldor's goals. Malachi was present at Keldor's death and is now Damon's right hand man (elf?).

Quote: "I would seriously reconsider that action were I you"

Tactics: Malachi advises Damon during combat of any magical happenings. Malachi is skilled in sword use and has accompanied Damon on quite a number of adventures.

Appearance: Malachi and Damon are cousins, through they are unaware of this fact. The two therefore, resemble one another, save one startling difference. Malachi's hair is bleach white, a family trait among the magically gifted.



OLRIC SETEROTH - WARRIOR PRIEST

STR:18 DEX: 17 CON: 20 BOD: 15 INT: 15
 EGO: 15 PRE: 18 COM: 10 PS: 8 ED: 8
 SPD: 4 REC: 8 END: 40 STN: 34 Cost: 103

Skills: Fam w/ Common Melee Weapons, Fam w/ Common Missile Weapons, Breakfall 12-, Climbing 12-, Concealment 12-, Disguise 14-, Forgery 11-, Gambling 11-, Interrogation (torturing) 13-, Paramedic 13-, Riding 12-, Shadowing 12-, Sleight of Hand 12-, Stealth 12-, Streetwise 12-, AK: Ankila 11-, AK: Western Shores 11-, AK: Daria 14-, KS: Church of War 11-, KS: Church of the Snake God 14-, KS: Poisons 13-, Perk: Mercenary Officer, Combat Sense 12-, Immunity to common assassination poisons (10 pts), Spells of the College of War (20 pts in spells), Spells of the College of Darkness (40 pts in spells),
Cost: 139

75+ Disadvantages: Priest Package Deal, Stops at nothing to achieve his purpose, Code of the priesthood of Darkness, Hunted by Enemies of the Mercenaries
Cost: 179

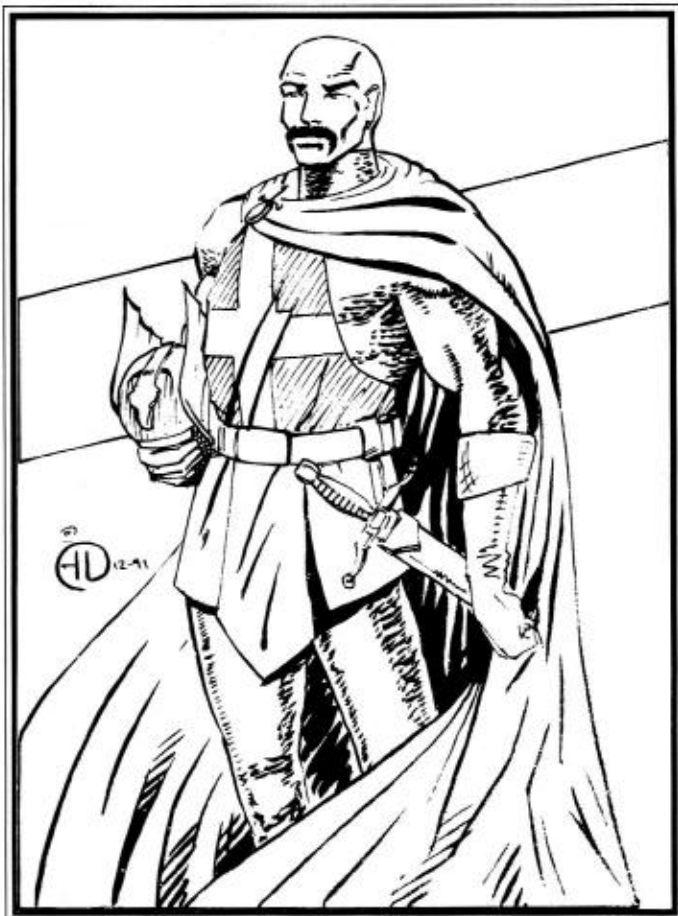
Background: Olric is a priest who joined the Mercenaries so that he might help right the wrongs of the world. At least, that's what he told everyone. Olric is actually a priest of a church which worships a snake god aspect of darkness. This cult has followers in every major organization and government of the world, and Olric is the agent assigned to the Mercenaries. Olric is the follower of darkness that betrayed the group years ago, and that betrayal led to the death of Keldor. Olric expertly assassinated anyone who figured out the truth, and continues to spy on the An'kilans, waiting for the day when darkness will come again.

Olric is evil, and loves to practice his skill at torturing. He does, however, actually like Damon, and might find it hard to assassinate Damon if ordered to. Olric despises Malachi and cares little for the rest of the group.

Quote: "Come here, I have a surprise for you <heh, heh>"

Tactics: When with the Mercenaries, Olric will fight along side Damon, wielding his battle axe. When alone, Olric will use stealth and trickery to put down an opponent any way he can.

Appearance: Olric is a medium built, bald man in his mid-30's. He wears black chain-mail armor, the Mercenary blood-red cross symbol, and carries small vials of poison under his cloak.



THE ASHIRASHIN

HISTORY

The past six years have seen many changes in the Sultanate of Zylstan, beginning with the export of the newly discovered Halay steel. This new business has increased revenues collected by the Sultan, as well as raising the income of the states within Zylstan and the Beys which rule them. This new trade is making all the Beys extremely happy and wealthy, that is save one, the governor of Kala'shim. This governor, the Bey Ali Ahkmed 'al Farad, rules a state which is located south of Halay and has no trading routes to the northern countries passing through its borders. The new revenues being generated by Halay steel were not being enjoyed by the people of Kala'shim, so the Bey took action.

A team of cutthroats was assembled and organized in total secrecy. This team soon began to increase the amount of trade going through their land, thus improving the economy. The group began stealing Halay steel was shipping it all over the world. The price was better and no strings attached, save one. The buyer was warned to never reveal any information concerning the new supplier. The few that tried were never found, but before the betrayers disappeared the other buyers were visited by strange men. These men wore odd metal masks, and no amount of security seemed to stop them from entering private homes. The buyers were once again warned of the consequences of revealing certain information, and the figures vanished just as quickly as they had appeared.

This secret organization operated for several years in this manner, never being caught or even traced to their crimes. As business grew, so did responsibility. The criminals began putting their skills to work in other fields, such as theft, black-mail and especially assassination.

These assassins were the best in the business, quiet, skilled at weaponless combat, and fierce as rhinos. It was this ferocity that made the stories of the "mask" assassins grow. It was rumored that they were undead, and could not be killed. Indeed, none has ever been caught, although several have claimed to have dealt death blows to these killers.

CAMPAIGN USE

The Assassins: The Ashirashin, as they call themselves, are a feared and highly secretive group known throughout the world. The ferocity with which the masks fight and the group's ability to remain totally secret can all be attributed to one thing, a drug called Ashfir. This drug is one of the few "natural" resources available to the Bey of Kala'shim, but he does much with what he has. The drug enables the Bey to

effectively hypnotize members of his elite guard, and send them off to achieve his purpose. The drug deadens the nerves and makes one highly excitable. When under the influence of Ashfir, these elite guard become fighting machines, totally devoted to one purpose: succeed or die.

Weapons: The fighting tools of the Ashirashin are, for the most part, simple. Hand crafted weapons made of Halay steel; metal claws and throwing blades of the same material. These weapons, while made of the most durable and flexible of metals is in this part of the world, are fairly easy to come by. The Ashirashin use swords similar in design to Indian Telwars, and use bladed metal claws similar to the Indian Bich'hwa Bagh Nakh. Here are these weapons:

Weapon	OCV	Damage	StunX	STR Min
Telwar	+1	1d6+1	-1	13
Tiger Claws	+1	1d6-1	-1	8

There are two additional advantages, however, which set these warriors apart from the normal thug: their weaponless combat and the drug they use.

Martial Arts: As members of the elite soldiery, the High Guard of Kala'shim, are trained in many combat techniques. The sword and weapon training is some of the finest in the land but is not unique. Where these guard excel, however, is in their weaponless combat training. The Captain of the Guard, Arman D'jam, has developed a special weaponless combat system, a style of unarmed combat which is, quite possibly, the most refined combat system in the world. Here is a breakdown of that art:

ASHIRASHIN STYLE

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Block	½	4	+2	+2	Block, Abort
Disarm	½	4	-1	+1	Disarm, +10 STR to Disarm
Dodge	½	4	+0	+5	Dodge, All attacks, Abort
Punch	½	4	+0	+2	STR, +2d6 Strike
Knifehand	½	4	-2	0	½d6 HKA (2DC)
Kick	½	5	-2	+1	STR +4d6 Strike
Skills					
KS: Ashirashin Techniques					
WF: Swords & Thrown Blades					
WF: Off Hand					
Elements					
Weapons	+1 Use Art with Telwar				
	+1 Use Art with Bladed Bagh Nakh				
Style Disadvantage: -10					

Drugs: The other factor in the assassins favor is their drug, ashfir. This drug is a white powder which dissolves completely in liquid, and can be ingested or inhaled. The drug increases the users physical strength, deadens their ability to feel pain and enhances the reaction capabilities. This combination effectively makes the user stronger, tougher and quicker, everything you could ask for in a warrior. The drug also, unfortunately, creates a sort of psychosis within the user, creating within him a sort of dual personality. The base personality is that which the user possessed before the drug, the new is that of a loyal, brainwashed killer. The mental effects of the drug result in severe memory loss between time of use and the time the drug wears off. The drug also wreaks havoc on the central nervous system, usually killing its user within a year. Here it is in game terms:

ASHFIR

Abilities:

- 1 — 2d6 STR AID, Gestures (Must imbibe) (-¼), Extra Time: Full Phase (-½), OAF Powder or Liquid (-1), 1 Continuing Charge: Charge Lasts 1 hr (-½), Charge Does not Recover (-2), Side Effects: 1d6 Cumulative Transformation: Psychotic (-½), Linked (-½)
- 2 — 1d6 DEX AID, Gestures (Must imbibe) (-¼), Extra Time: Full Phase (-½), OAF Powder or Liquid (-1), 1 Continuing Charge: Charge Lasts 1 hr (-½), Charge Does not Recover (-2), Side Effects: 1d6 Cumulative Transformation: Psychotic (-½), Linked (-½)
- 3 — 50% Resistant Damage Reduction, Gestures (Must imbibe) (-¼), Extra Time: Full Phase (-½), OAF Powder or Liquid (-1), 1 Continuing Charge: Charge Lasts 1 hr (-½), Charge Does not Recover (-2), Side Effects: 1d6 Cumulative Transformation: Psychotic (-½)

Total Active Cost: 55 Total Real Cost: 9

As NPCs: The Ashirashin are best used as NPC villains, and were designed to provide a group of heroes with a good challenge. Here are two other suggestions for possible use of the Ashirashin.

Good Guy Option: The Ashirashin might be presented as the underdog of the Zylstan empire. The Sultan might be stripping Halay of its wealth by confiscating Halay steel under bogus charges of "threat to national security." The Ashirashin might be well-trained thieves who try to win back some of the wealth stolen by the Sultan. The group might voluntarily imbibe the drug for its memory loss side-effects, helping to ensure that their operation would never be discovered.

Player Character Assassins: The player character assassin provides another possible use for the organization, but GMs are urged not to use this alternative. The point of role-playing, and HERO games in particular, is to provide players with a chance to be heroic, and playing an assassin doesn't provide much opportunity for heroism.

ASHIRASHIN NPCS

Here are some of the villains that the heroes might face. As with any material presented in this book, the power levels of these characters can be adjusted to better suit the level of individual campaigns.

ARMAN D'JAM

STR:18	DEX:20	CON:18	BOD:15	INT:13
EGO:18	PRE:18	COM:12	PD:8	ED:4
SPD:4	REC:8	END:40	STN:40	Cost:115

Pts Skills & Abilities

Combat Skills			
2	Fam w/ Common Melee		
2	Fam w/ Common Missile		
1	Fam w/ Off Hand		
29	Ashirashin Style (Telwar & Claws)		
Maneuver	OCV	DCV	Damage
Block	+2	+2	Block, Abort
Disarm	-1	+1	+10 STR to Disarm
Dodge	+0	+5	Dodge, Abort
Punch	+0	+2	STR, +2d6 Strike
Knifehand	-2	0	½d6 HKA (2 DC)
Kick	-2	+1	STR +4d6 Strike
16	+2 Lvl w/ All Combat		
6	+2 Lvl w/ Swords		

Other Skills			
3	Conversation (13-)		
3	Disguise (11-)		
3	Oratory (13-)		
3	Riding (13-)		
3	Shadowing (13-)		
3	Sleight Of Hand (13-)		
5	Stealth (14-)		
3	Tactics (12-)		
3	AK: Zylstan (12-)		
3	AK: The Western Shores (12-)		
3	KS: Distillation of Ashfir		
3	KS: World Politics (12-)		
3	PS: Guard Captain (12-)		
3	Language: Ambrian (2) + literacy		
1	Language: Zylstan (4) + literacy		
2	Perk: Guard Captain		
3	Talent: Amidexterity		

75+ Disadvantages

20	Extremely Vengeful
3	Fighter Package Deal
15	Reputation 14- (Guard Captain)
20	Hunted By Enemies of Zylstan
88	Character Bonus

Cost	Char	Skills	Total	Disad	Base
	115	+ 106	= 221	- 163	= 75

Background: Arman D'jam is a product of his environment, no doubt about it. He grew up on the streets, fighting and stealing was his way of life. He joined the military when he was old enough, and used his ability to exploit opportunity to its fullest. He rapidly gained rank, and was made an officer in a relatively short time.

Arman has used his position as guard captain to take advantage of the finer things in life, such as travel, food and women. Even so, he hasn't lost his wit. He uses these trips to see the world and has gained insight into how others think and live and, more importantly, how they fight. The women Arman uses are not only beautiful, but they are also knowledgeable about something or other, be it politics or money.

Arman is a man who likes to take advantage of every situation, and he has a knack of turning bad luck into good. He doesn't give up easy and can usually find a quick and profitable way out of most trouble.

Quote: "No... don't kill him yet. He may prove useful"

Tactics: Arman likes to recon a situation whenever possible, especially when he's assassinating someone for the Bey. In single combat he will use his surroundings to his advantage, and he realizes the importance of living to fight another day.

Appearance: Arman is an eastern-looking man, with a large, hawk-like nose and wavy black hair. He has a number of scars and seldom smiles unless he's with a woman. His dress is of modest style, but his weapons are the finest money can buy. Arman's Ashirashin mask displays an emotionless face.



THE MASKS

STR:13 DEX: 15 CON: 13 BOD: 15 INT: 10
 EGO: 10 PRE: 15 COM: 10 PD: 6 ED: 4
 SPD: 3 REC: 6 END: 30 STN: 30 Cost: 51

Skills: Fam w/ Ashirashin Weapons, +2 Lvl's w/ Swords, Ashirashin Combat Style, Concealment 11-, Disguise 11-, Lockpicking 12-, Riding 12-, Stealth 12-, Shadowing 12-, KS: City of Operation 11-, LS: Country of Operation w/ Literacy, PS: Assassin 11-, +1" Running, Contact: Ashfir Distributor 12-, **Cost: 64**

75+ Disadvantages: Loyal to D'jam, Reputation 11- (Mask Assassin), Hunted By Enemies of the Bey 8-, **Cost: 115**

Background: The Masks are mainly recruited from the ranks of the Bey's elite guard. They are chosen from among the finest warriors in the land, and are trained for months in the ashirashin style. The masks are also trained to live in a specific city, wherever they are to be stationed. They learn the language and customs of this land, and are then sent there to be the Bey's operative in that city.

The personality of the people who become masks vary greatly, but they all become cold-blooded assassination machines when under the influence of the drug.

Quote: The mask assassins all portray the emotion of the mask they wear, and do not speak while on assignment.

Tactics: Masks follow their orders to the death if need be, and usually aren't very wise in the ways of tactics. They kill whomever they are supposed to kill, when and where they are told to do it, no matter who is around.

Appearance: The masks wear silky black suits and cover their faces with theatre-style, black metal masks. The masks all portray a different emotion, and the assassin can be heard to cry or laugh during a murder, depending upon what his masks portrays.

THE INARRE

HISTORY

The Inarre are an ancient race of peoples who have been gifted with strange and magical powers. The ancestors of these people worshipped Shiatan, a powerful god of magic. Shiatan bestowed the gift of magic to his people, putting it in their blood so that they and their children would always have it. The Inarre are born to their power, but must spend time and effort training themselves in the use of their skills. Mental powers are among the most common abilities which surface in Inarre, but other powers occasionally arise. Shapeshifting, healing, and even such powers as phasing are not unheard of among the Inarre, but are very rare.

In recent years the Inarre have been hunted down as witches, heretics and other numerous titles which fit the moment. It is this hunting which has driven the Inarre into hiding and near extinction. Their are a few of their number, however, still active in the world of men. Some Inarre have taken up information gathering, working as spies and diplomats. Others have taken a faster route to cash by becoming highly skilled assassins and thieves. Whatever their profession, the Inarre are just as any other folk, some are good, some evil. The only difference being that Inarre have been gifted with magical abilities, and it seems that these abilities are more a curse than a blessing.

CAMPAIGN USE

The Inarre can be used in a variety of ways, the most obvious being as spies. The most common Inarre powers are mental in nature, and the Inarre could use these gifts to probe the minds of politicians and generals. The information gained from these type of people would fetch a high price from the right person.

Other ideas for Inarre use include character background and as general bad guys. Perhaps one of the PCs has a weird magical ability and is contacted or even kidnapped by the Inarre. The Inarre might just be fighting to be left alone, and the heroes could fall into the middle of their struggle.

INARRE RACIAL PACKAGE DEAL

Common Powers

8d6 Telepathy, x2 END (-½), Full Phase to Use (-½),
Active Cost: 50

END Cost: 10 Real Cost: 20

8d6 Mind Control, x2 END (-½), Full Phase to Use (-½),
Active Cost: 50

END Cost: 10 Real Cost: 20

4d6 Ego Attack, x2 END (-½), Full Phase to Use (-½),
Active Cost: 50

END Cost: 10 Real Cost: 20

Unusual Powers

Shapeshift, One animal, +20 Pts for abilities in that form,
0 END (+½), Full Phase to Change (-½), Active cost: 30

END Cost: 0 Real Cost: 20

Healing, 4d6 BOD Aid, Invisible to Sight (+¼), Only to
Starting value (-½), x3 END (-1), Active Cost 50

END Cost: 15 Real Cost: 20

Phasing, Desolidification, Invisible to Normal Sight (+Ê),
Can be hurt by Magic or silver, x3 END (-Â), Full Phase
to Use (-Â), Active Cost 50

END Cost: 15 Real Cost: 20

Disadvantages

Secretive about their Abilities, Com, Mod -10

Hunted by Religious Factions, Less Pow, NCI -10

Using the Inarre as NPCs: The Inarre were designed for use as NPCs and can be readily dropped into any campaign. The Inarre NPCs may wish to acquire the aid of the heroes for something, or might be the minions of some evil villain and his twisted machinations. Either as friend or foe, the Inarre can prove to be an interesting encounter for the characters.

PC Inarre: The GM might wish to allow PCs to be Inarre, especially if a player wants his character to have a special ability. This might lead to some interesting role-playing, as the PC Inarre tries to use his powers to help his friends, without letting them know what's up.

As a campaign basis, the PCs could all be Inarre with different powers. The GM may wish to make the Inarre a hunted race, or simply have a racial enemy show up as the bad guys.

INARRE NPCs

CLAYBORNE

STR:13 DEX:17 CON:15 BOD:10 INT:18
 EGO:18 PRE:20 COM:16 PD:5 ED:3
 SPD:4 REC:6 END:30 STN:30 Cost:91

Pts	Skills & Abilities
2	Fam w/ Common Melee
3	Acting
3	Bribery
3	Bureaucracy
3	Conversation
3	Gambling
3	High Society (14-)
3	Oratory (14-)
5	Riding (15-)
5	Stealth (15-)
4	AK: The Western Shores (13-)
4	KS: Court Politics (13-)
4	PS: Advisor/Spy (13-)
3	Language: Elvish + literacy
1	Language: Ambrian + literacy
3	Language: Darian + Literacy
2	Language: Zylistan
Racial Abilities	
20	8d6 Telepathy, Invisible to sight, Concentrate to 0 DCV, x2 END, Full Phase to Use
75+ Disadvantages	
10	Secretive About Abilities, Com, Mod
15	Greedy about Information, Must know Everything, Com, Strong
10	Reputation 11- (Politician)
10	Hunted By Religious Groups
45	Character Bonus
Cost	Char Skills Total Disad Base
	91 + 74 = 165 - 90 = 75

Background: Clayborne grew up a troubled lad. He was always the runt, and was forever being beaten up for not keeping his mouth shut. When he was contacted by a strange man, and told of his ability, he didn't believe it at first. Then, later, as he came into his power he realized the full potential of the ability to read other people's minds. He began to use this power to get the things he wanted, and quickly gained a position of power as a political advisor to the Duke. Clayborne became the quintessential politician, making promises he couldn't keep and always knowing more than he admitted to. But Clayborne has a distinct advantage over his colleagues. If someone doesn't want to talk to Clayborne, he can still find out what he wants by reading their minds.

Clayborne serves Duke Cranton of Ambria, and has the skill to find out just about anything he wants.

Clayborne likes his job, he likes the Duchy of Sonal, and he likes Duke Cranton. This means he will screw over anyone and everyone who does anything to harm them.

Quote: "(sigh) If you won't tell me I'll just have to find out the hard way."

Tactics: Clayborne isn't much of a fighter, so he avoids insulting anyone who might try and kill him. As a political advisor to the Duke is protected by some of the finest knights in the realm.

Appearance: Clayborne is a sly looking middle-aged man. He has blond hair, blue eyes and is a thin 6' 2".



THE FAMILY

HISTORY

The Duchy of Irolo is about as chaotic a land as they come, especially in recent years with the overly displayed eccentricity of Irolo's ruling class. The less-than-honest peoples of Irolo found, to their surprise, that a land without order was not beneficial to thievery, as lack of a strong economy resulted in there being very little to steal.

It was this environment which led to the development of an underground organization aimed at bringing some order back to Irolo. The group formed under the precept that the basic unit of organization and authority was the family. Family members bickered, fought and held grudges against one another, but they always stuck together against outsiders. With this in mind, the group designed its hierarchy based on the family unit, and called itself just that: the Family.

The Family is in business to make money and they achieve this in several ways. Selling protection, smuggling, theft, gambling, prostitution and selling information are some the big money makers, but the Family has their fingers in practically every illegal activity around.

The Family wanted to ensure that trade and commerce would thrive so that they could take their cut. They organized, therefore, small groups of members to move into every major city. Each city unit was divided into several levels and branches, all designed to monitor a specific field of commerce. The hierarchy breakdown is as follows.

FAMILY MEMBERS

Avalle (Grandfather) or Avialle (Grandmother): The grandparent, either Avelle or Avialle, directs all the Family business within a particular city. There is one grandparent for each city, and they are each solely responsible for Family activity within that city.

Pateralle (Father) or Materalle (Mother): These are the men or women which control the separate business divisions of the Family. Each of these business areas are controlled by a parent, and all the parents of a city work together to achieve the Family goals as set forth by the Avalle. A parent may, depending upon the size and activity of their city, be given more than one area of business to run.

Filialle (Son) or Filialla (Daughter): Each of the geographic areas of a city are run by either a Filialle or Filialla. These sections of a city also have a son or daughter for each branch of the Family business. The number of these ranks vary depending upon the size of the city. Should the person of this rank show promise, they could be given the responsibility of more than one branch of business. This is done to provide them with managing experience in preparation for parent positions.

DISTANT RELATIVES

Patruale (Uncle) or Matruale (Aunt): These positions are very similar to the parent positions listed above, with one major difference. An Uncle or Aunt isn't an actual member of the Family, they merely perform some of the same functions. Aunts and Uncles are people who help the Family in some way but they aren't bound by the same rules of conduct. People of this position include good fences, politicians on the take or officials who look the other way at appropriate times.

Consoralle (Cousin): This rank of the Family is very similar to that of the Aunt or Uncle listed above, but to a lesser degree. Cousins aren't members of the Family, but they provide a service for the organization. Cousins hold necessary, but replaceable, positions such as prostitutes who supply information to the Grapevine or crooked city guardsmen.

COMMUNICATION

To communicate secretly among themselves, the Family adopted a secret language they call the Cant. The Cant is a hodge-podge of most of the known languages, with pronunciations slightly twisted and distorted. Since the Cant is based on actual languages, everyone has 1 pt familiarity for free. Street people or anyone with the Streetwise skill might even have 2 pts, but they had better watch what they in that language unless they are members of the Family.

Family members can also get messages to one another via the Grapevine. This is the Family's spy network which is setup throughout the Western Shores. The Grapevines operate very efficiently, with a loose organization. Each member knows only couple other members, and passes information on through them. Spies for the Grapevine range from court jesters to prostitutes, but they all come across important information at one time or another.

CAMPAIGN USE

Using the Family as an NPC Group: The Family is designed to be the all-purpose bad guy. Stealing and fixed gambling are common vices of the Family, and the PCs may accidentally fall victim to this. The Family can also be a source of aid or information for the heroes. If the PCs need information, such as tunnel layouts or dungeon floorplans, there is no better group suited to supply them with it than the Family.

PC Members of the Family: PC thieves and rogues might actually be part of the Family, as freelance members or actual title holders. The Family could provide the character with information, equipment and even a safe-house if need be. All this for a price, of course.

Alternately the GM might be running a thief-based game, or one with heavy political overtones. An oppressive kingdom with the Family as the only means of breaking the king's tight grip might be an excellent campaign basis for the heroes.

FAMILY NPCs

AEDDAN ATHAR

STR:13 DEX:21 CON:13 BOD:10 INT:13
 EGO:18 PRE:15 COM:18 PD:6 ED:4
 SPD:5 REC:6 END:30 STN:30 Cost:104

Pts Skills & Abilities

Combat Skills

- 2 Fam w/ Common Melee
- 2 Fam w/ Thrown Blade + Sword
- 1 Fam w/ Offhand (+1 DCV when using 2 weapons)
- 25 2-Sword Style

Maneuver	OCV	DCV	Damage
Bind	+1	+0	STR +10 Bind
Bind Block	+2	+2	Block, Abort
Disarm	-1	+1	Disarm, +10 STR
Evade	+0	+5	Dodge, Abort
Lightning Stroke	+2	+0	STR +2d6 (2DC)
Running Stroke	+1	+0	Weap +v/5; FMove

6 +2 Lvl's w/ Swords

Other Skills

- 8 Breakfall (13-) and Climbing (14-)
- 6 Concealment (12-) and Conversation (13-)
- 3 Disguise (11-)
- 7 Gambling (13-)
- 3 Juggling (DEX based skill) (13-)
- 3 Lockpicking (13-)
- 3 Interrogation (12-)
- 7 Shadowing (13-)
- 3 Sleight Of Hand (13-)
- 5 Stealth (14-)
- 2 AK: Irolo (12-)
- 2 AK: The Western Shores (11-)
- 3 KS: Family Operations
- 3 KS: World Events (12-)
- 3 PS: Thief & Crime Boss (12-)
- 1 Language: Irolian + literacy
- 2 Perk: Filialle
- 2 Contact: Vince Vorlae
- 3 Talent: Amidexterity
- 3 Talent: Fast Draw (13-)

75+ Disadvantages

- 20 Must have a Grandiose Scam, Com, Total
- 10 Womanizer, Com, Mod
- 3 Burglar Package Bonus
- 15 Reputation 14- (Hood)
- 20 Hunted by enemy organization, As Pow, NCI, 11- Character Bonus

Cost	Char	Skills	Total	Disad	Base
	104	+ 109	= 213	- 138	= 75



Background: Raised on the streets, Aeddán Athar knows his business well. He took care of himself and his family, and messed with those people who deserved it. Survival wasn't something he did on the weekend, it was a way of life. Aeddán was luckier than most, however, and he got a break. He was a second story man back in those days, and he was checking out a pretty rich neighborhood when he met up with a group of adventurers. He joined their group and was able to travel the world.

This experience gave Aeddán the edge he needed to become someone, so he returned to Irolo and carved out a section of the city for himself. He joined the Family and became the adopted Filialle of Vince Vorlae, a very powerful Pateralle. Aeddán and Vince are very close and they have helped each other out of many a tight spot.

Aeddán is a schemer, and always has a plan. He usually has several scams running at once, it's a wonder he hasn't been killed yet. Aeddán respects the underdog and is really irritated by someone who doesn't follow the rules of the game.

Quote: "I have a plan. All I need is a..."

Tactics: While on one of his journeys, Aeddán met the quickest sword-master he'd ever seen. This sword-master taught Aeddán how to become one with his sword, not just swing it around. Aeddán threw in a bit of his own flair, and developed a very unique two-sword combat style. The style incorporates flipping and juggling one blade to distract an opponent while positioning his other sword for the kill. Aeddán is unpredictable in combat and has the skill to fight off the cuff, usually using very unorthodox methods.

Appearance: A thin, rather nondescript-looking man, Aeddan can usually be found wearing simple clothing. He is rarely seen without his swords.

HOMBO

STR:10 DEX: 21 CON: 12 BOD: 10 INT: 18
 EGO: 13 PRE: 15 COM: 10 PD: 4 ED: 4
 SPD: 4 REC: 6 END: 30 STN: 25 Cost: 80

Skills: Fam w/ Swords, +2 Lvl's w/ Swords, Climbing 13-, Concealment 13-, Disguise 14-, Lockpicking 13-, Persuasion 14-, Shadowing 13-, Stealth 17-, Streetwise 14-, Trading 13-, AK: Western Shores 12-, PS: Thief 11-, LS: Halfling (4+ literacy), LS: Irolian (2+ literacy), Increased CHA Maxima, +2 All PER Rolls, 3d6 Luck, **Cost:** 112

75+ Disadvantages: Greedy, Extremely Short (even for a halfling), Watched by City Guard 11-, Decreased CHA Maxima, -1" Running, Distinctive Features: Halfling, Character Bonus, **Cost:** 192

Background: Hombo was a halfling who lived a very boring life in the shire where he grew up. He grew tired of this boredom, and longed for adventure. Hombo packed up his belongings and moved to the city.

Hombo reluctantly began thieving to make a living, stealing food at first just to survive. Hombo soon found himself hip-deep in adventures, and he began to realize that he was good at taking things that weren't his. Hombo joined the Family for the information they provide, and he uses it to the fullest.

Hombo is as happy-go-lucky as they come, with a big emphasis on luck. Things always seem to go his way or just work themselves out in the end.

Quote: "It's worth HOW MUCH!?!?!"

Tactics: In combat Hombo uses his small size to try and escape a fight. He will draw steel if forced to and isn't a bad swordsman.

Appearance: Hombo is a brown haired, brown eyed, extremely short halfling. Hombo uses his impressive 2'9" build to avoid notice as much as possible, and is quite naturally stealthy and quiet.



THE WITCH HUNTERS OF THE SHORES

HISTORY

The trouble with magic is that everybody does not have the same threshold of tolerance towards it. That is to say that some people are truly fascinated by it and practice it, while others don't trust it at all. Then, of course, there are the extremists who really hate both magic and those who dare use it. The Witch Hunters of the Shores are such a group of people.

Founded roughly 100 years ago by Antonius of Irolo, it has developed into a fairly large and powerful underground cult. The members of the organization can be found in all levels of society and for the most part are not recognizable as members. The only real requirement to join the organization is for the initiate to have a deep hatred of magic and mages.

Roughly 120 years ago, Antonius was a travelling priest with a small band of adventurers. They were enjoying moderate success in their journeys when an evil mage crossed their path. They managed to stop the mage's attempt to gain control of a duchy and were beginning to enjoy their reward when the mage came back for revenge. In the ensuing battle a large number of innocents were blasted by the mage along with the party. Over 50 people, including most of the adventurers, died, but Antonius escaped. He had somehow managed to survive after the wizard's savage attack. Unfortunately for mages everywhere, he was a changed man after the battle, and a fairly tolerant man became a fanatical hater of mages everywhere.

Normally, a man such as this could cause very little damage to those who utilize the power of magic. However, Antonius had one great gift. He was a brilliant orator and he managed to gather a small flock of followers around him. After his death, these followers spread out throughout the Western Shores spreading their message of hate.

Antonius' message was quite simple: all of those who use magic that isn't granted from a deity are worshippers of demons who must be hunted down and killed. In order to prove his argument he tracked down the mage who killed his party and publicly tortured the man to death.

Most of those who were in power quickly realized that Antonius was starting something that was going to get out of hand very quickly. But there was little that they could do, as many people distrusted mages already and Antonius' message spread quickly. Antonius himself managed to escape the retribution of the mages who tried to track him down for his crimes against their peers. As time went on, the word spread further and further.

The Witch Hunters have become fairly organized and they use their vast resources to find specific mages and kill them. The leaders quickly realized that hunting down every single being who uses magic would be next to impossible so they carefully choose their targets. Normally they tend to go after two types of mages, those being the very powerful ones and those who tend to take in apprentices.

The methods that the group uses are fairly straightforward. They simply kill the mage using the most painful means possible. Preferably this is done in public, but if that is not possible then the body is simply displayed later. Favorite methods of execution involve burning the mage to death, torture, drowning, and the like. They accept no pleas of mercy and enjoy doing what they do as it is believed to be the will of the local deity.

Surprisingly, the group accepts the need for magical items and weapons. Even more surprising is the fact that magical items need not be powered by "proper" magical sources and that they are used in great abundance against the targeted mage. Perhaps the Hunters realize that they need magic to fight magic.



CAMPAIGN USE

One possible variation on this group is to have them not only hate magic but to also hate all "magical races," most notable being the elves. However, this could easily include the majority of the non-human races. This bigotry could range from simple rudeness to a call to arms against the opposing race.

This group could easily become involved with a party containing a mage or even a "magical" race. The Hunters would cause endless amount of grief for any mage ranging from taunting him to trying to openly kill him.

A possible scenario for this group could begin when the party takes shelter for the evening in a small village's tavern. During their stay there a man belonging to the Hunters attacks any mage foolish enough to display his powers. During the course of the battle the man is either hurt or killed or more Hunters join in. Either way, the town guard shows up and promptly arrests the mage and any other party

members who were involved. By this time, it should be obvious to the party that the entire town is sympathetic to the Hunters. The party also finds out that a trial will be held for the arrested party members in the morning for attempted murder of the man who started the fight. Naturally the punishment is something gruesome and the remainder of the party must break the others out. After the jail break occurs the party will be wanted men and will have to try to clear their names.

PACKAGE DEAL

Skills and Talents	Cost
FAM w/ Common Melee Weapons	2
KS: Types of Magic	2
KS: Use of Magic Items	2
PS: Occupation	2
Disadvantages	
Package Bonus	1
Package Cost	7

GEM GUILD OF THE WESTERN SHORES

HISTORY

One of the greatest problems in the nontechnical world of the Western Shores is the lack of communication between the various "money men." Prices of precious gems and the equivalent monetary value of the various coinages were completely non-universal, simply walking down the street to another honest banker or jeweler could result in a completely different price being offered. To help solve the problem "Money Guilds" were created to help regulate the going rate of various trade items. Each guild tends to deal with their own trade item and very rarely, if ever, intrudes upon the dealings of another guild.

With a wildly differentiated market it was quickly determined by precious gem sellers that collectively deciding on a pricing system would be beneficial for all. With diamonds, for example, there were quite a number of middle men that a rough stone had to pass through in order to reach the customer as a polished gem. And every one of those middle men wanted to earn a living. The end result was merchants having wildly differing prices not due to their honesty, but on what connections they had.

While not a true guild, the Gem Guild does place a set of standards on what determines a gem's cost when dealing with another guild member. On the surface it would appear to an outsider that the whole system was simply based on trust. In a sense it is, and anyone caught violating any of the guild's standards or regulations is banned for a length of time, usually life, from associating with other guild members in any business manner. This of course forces the former guildsman to deal with outsiders where prices are higher and quality is lower. This, in turn, forces the exiled man to raise his prices which will eventually drive customers away.

The majority of gem merchants who wish to stay in business are members of the guild. Each guild member in every country takes part in an election to choose a council that rules for five years in that country. This council meets monthly in the country's capital and informs the guild

members of new regulations and helps run the monthly gem sale. In turn, each country's council will send to Irolo every two months a representative to form the guild council. This distinguished body of men and women decide the overall guild policy, listen to any cases of complaints or violations, and in general oversee the guild. This council is made up of no fools, each member is a highly respected individual who is both powerful and intelligent.

The single greatest function of the guild is to set standards for gems. Every month in the country's capital there occurs the Great Gem Sale in the guild hall. Any guild member may attend or send a single representative, with a bodyguard. During this sale miners, gemcutters, and merchants bring their wares and haggle over prices. There is an upper and lower limit that everybody must observe but it is fairly large. The feel of the sale may be that of a flea market but the money being passed is very serious.

All business is conducted in the main room of the guild hall into which only guild members may enter, while everyone else, including body guards, must wait outside. In the room, long tables and benches are set up where deals are to take place. A merchant or representative wanders about inquiring of what he needs until he finds a seller or buyer. The two parties then sit at a table and look over the gems in question, which the seller brings with him, and a price is discussed. When the deal is agreed upon it is sealed with the saying "Sound and Binding" and a handshake. Both then go to the end of the room where they announce their deal to a guild councilman. At this point the deal is lasting and the merchant may pay his dues there and leave or he may simply leave with the goods. However, it is acknowledged that the money will be paid in full by the end of the next day.

The entire organization is based on trust and fear. If the guild finds out of any violations, and they do, a total banishment occurs. A poor reputation for a jeweler tends to wreck havoc on business.

The majority of the higher members of the guild are trade wizards. They will use their powers to their full extent to make sure that all dealings are fair and properly fulfilled, and to punish any offender if necessary.

CAMPAIGN USE

This organization offers many potential adventures, in fact a campaign based around a party involved with the guild is possible. The members of the party could be anything from guardsmen to troubleshooters for the guild to actual merchants trying to run a business.

Non-guild member parties can also be involved with the guild. For example have the party be hired to guard a merchant to and from the monthly Great Sale. But the merchant is actually a thief or mage in disguise who is buying gems with counterfeit money. After the "merchant" skips town the party must explain themselves to both the local government and the guild. As a result they may be forced to go after the phoney merchant for reasons other than revenge.

PACKAGE DEAL

Skills and Talents	Cost
Conversation	3
Oratory	3
Persuasion	3
Trading	3
KS: Gem Guild	2
KS: Precious Stones	2
KS: Trading Routes	2
KS: Local Merchants	2
PS: Jeweler	2
Disadvantages	
Package Bonus	3
Watched by Guild	15
Package Cost	4

THE BROTHERHOOD OF THE HOLY INQUISITORS

HISTORY

In its beginning, the Brotherhood of the Holy Inquisitors was probably a very noble and pious society. It was claimed that the original purpose was simply to have an organization devoted to seeking out holy scripts and relics throughout the land of Daria, and even throughout the Shores. But as times changed so did the Brotherhood.

The Inquisitors, as they are now fearfully called, have become a political tool. The rulers of Daria quickly learned how they could keep the population in order by terrorizing them through religious persecution, or as they claim, "religious cleansing." No matter what it is called the result is a subdued and frightened populace.

The methods employed can be either very simple or very complex, but in the end they are usually very cruel. Entire villages have been destroyed by the "cleansing fire" with the inhabitants joining their homes and belongings in the holy purge. This can happen as the result of any heresy — great or small, real or imagined — it makes no difference.

Nobody can really tell what is considered to be heresy anymore, a simple book with a particular passage or a conspiracy against the crown end with the same results. Things politically important quickly become important religiously as well. Wherever religion is questioned the Inquisitors appear, and where the Inquisitors are, suffering is sure to follow.

While the methods employed in Daria are rather straightforward, there exists a small but equally dangerous section of the Brotherhood that employs more devious means. These monks infiltrate a suspect organization and using terror, assassination, and misinformation destroy the organization from within. Many times the victims learn the truth of their destruction only moments before their deaths. Yet to outsiders, it would seem that the organization destroyed itself through a civil war.

This particular brand of inquisition is being exported to other countries where they work in the interests of the rulers of Daria. While tactics such as assassination are frequently used, they are never allowed to be connected with the Brotherhood. The monks would die before betraying their organization, which does account for some of the unidentified, dead assassins that the local assassin guilds deny knowledge of.

CAMPAIGN USE

Characters can very easily have direct or even indirect contact with the Inquisitors. While in Daria they must be very careful not to attract the attention of the Brotherhood, since they tend to torture first before asking any questions. Outside of Daria the characters may very easily be considered a threat to the state and the order to "cleanse" the party may be given. This would very much be a possibility if the party was acting against the interests of Daria in some way.

It is important to remember that it does not take an "evil" god to create such an organization. Even "good" gods attract zealots and many political types are a bit paranoid of their power base. So it is quite possible that a relatively harmless organization can grow into such a monster.

One possible method of involving the party is to have them find a book that openly questions the religious morality of the ruling family of Daria. It also mentions proof of this within the Darian borders. So with luck the party will be off to find this proof with the Inquisitors in pursuit.

PACKAGE DEAL

Skills and Talents	Cost
FAM w/ Common Melee Weapons	2
Bureaucratics	3
Conversation	3
Criminology	3
Forgery	3
Interrogation	3
Oratory	3
KS: Local Religions	2
KS: Religious Philosophy	2
Disadvantages	
Package Bonus	3
Very Loyal to Brotherhood	15
Package Cost	6

CABALA OF THE MAGI

HISTORY

Shrouded in mystery, the history of the Cabala is one filled with magic. Apparently, a grand wizard by the name of Arranis set up the organization over 100 years ago in order to bring together mages from all over the Western Shores. His goal was, ironically, to use these other spellcasters and glean from them their knowledge of magic, accumulating it all for himself. Much to his surprise, even after he had accomplished this task (and discovering that his peers knew little that he did not already know), this guild of mages stayed together, and even continued to grow.

Arranis is long since disappeared, but the Cabal remains, as a source of "magic for hire" throughout the Western Shores.

Members are easily recognizable wearing their gray robes and the Cabala's symbol, an eye in the middle of a triangle, as a medallion. The talent exhibited by these mages also makes them readily recognizable, they are very good at what they do.



The talent though does come with a steep price. All contracts are formalized before any magic making takes place. It is at this time that all payments are decided upon. Normally an exorbitant price in coinage is assigned to the task. If the person can not come up with the cash or it's equivalent a favor or task may be asked for. This is how the Cabala can get a good deal of it's dirty work done, an item may be asked to be found and delivered or a person "removed." Alternately a favor may be asked for which would be later used to fulfill an objective. As was already said the price is high and the advantage is obviously the Cabala's. Double crossing or not paying the Cabala is also a very bad idea, if the double dealer is lucky he will only be found floating in the local body of water with his throat cut.

The greatest reputation the Cabala has is its seemingly completely amoral stance. They will take any assignment for whatever purpose. The Cabala has accepted contracts which would have seemingly hurt the Cabala and have fulfilled them. However, the Cabala never seems to be injured and those responsible tend to meet rather gruesome ends. Or they simply disappear.

Located throughout the Western Shores, the Cabala can be found nearly everywhere. The group does tend to have headquarters in large cities and populated areas. Normally outsiders are not permitted to enter these structures.

CAMPAIGN USE

There will come a time when all else fails and the characters will have need of a mage. And not the typical trickster hired in a tavern, nor a standard adventuring type, but a true specialist. When all else fails the party will have to turn to the Cabala of the Magi, and that can be a fairly important decision.

Perhaps one of the most interesting and disturbing aspects of the Cabal is the fact that they are truly immoral. They will undertake any contract regardless of the consequences. Because of this their prices are exuberant, people say that when you feel that you have gotten the better end of the deal you have in reality been had. But, the contract will be fulfilled.

Only the best of magic users are members of the Cabala. Who may join and what ceremonies the inductee must go through is a complete mystery. It is unclear how a mage may join as an outsider. The dangers are apparent though, many youngsters bragging that they are soon to take the entrance exams are never seen again.

To make contact the inquiring party must present themselves to the door guard and make an appointment to meet a representative somewhere else. At this meeting the two parties discuss the problem, the wanted solution, and the

price. Once more a location and time is agreed upon (once again very rarely is the party invited to the headquarters) where the necessary wizard will be. The wizard will arrive with a body guard, perform the necessary magic, and will then demand full payment. Everyone will then be able to go their own merry way. If the person is unhappy with the results or wants more help he must re-approach the Cabala as he originally did and renegotiate. As far as the Cabala is concerned dissatisfaction is no excuse for not paying.

A possible adventure seed for this organization is for the party to be approached by a friend of theirs who appears very agitated. Evidently he asked the Cabala a favor and they performed their magic for a favor in return. All they asked of the friend is to take a brooch away from a certain lady staying at a local inn. Since she is a stranger and the task seems so simple he is a bit nervous. He would like help from the party or at least from those members who specialize in acquiring items. Of course things are not as simple as they may seem, the brooch is a powerful magic item, the lady is a mighty sorceress, she wants to keep the brooch, and now she's really annoyed at the party.

PACKAGE DEAL

Skills and Talents	Cost
Magic Skill (+2 to Roll)	7
Scholar	3
Trading	3
Inventor (spell research)	3
KS: Style's of Magic	2
KS: Personal Spell College	2
KS: Magic Items	2
Disadvantages	
Package Bonus	3
Reputation	5
Public ID	10
Package Cost	6

ORDER OF THE BLACKENED EAGLES

HISTORY

Countless tales are told of valiant knights laying down their lives for their honor or their liege. Failure is not a word in the vocabulary of the majority of knights. Either a knight will succeed or he will fall heroically at the hands of his opponent.

Yet that is not always the case. There are the occasional knights who are vanquished but are not killed. While most people would be grateful at such a turn of events, for a knight it is probably the most tragic event of his life. But to survive after being defeated in a battle of honor, or worse yet, to survive a battle that has claimed the life of a liege, is nearly unthinkable. In the eyes of a knight, and to his peers, he has lost his right to consider himself either honorable or knighted. To all concerned, the knight died leaving the shell of the man behind.

For many, this stress is far too much and the former knight changes to a life completely opposite to his previous one. These knights lead lives of endless destruction and violence hoping to die on the end of an opponent's sword. Many "Black Knights" are these unfortunate men as are simple leaders of highwaymen.

The majority of the others simply vanish from the world. They become hermits or endless wanderers of whom many are never heard of again. Others turn to religion and become monks.

Of the handful that remain there is an alternative, a mercenary organization comprised exclusively of dishonored knights, the Blackened Eagles.

The Blackened Eagles have only one requirement, that the dishonored knight have no evil intentions upon entering the order. The candidate must pass a test of character as well as a test of arms. If the only blemish on the candidate's character is his dishonor he is admitted.

The order carries no honor with it. Many people of noble birth and all knights look upon the order with disdain. Yet they are probably the most sought-after group in all of the Western Shores. No contract is too dangerous for them, but the cause must be good. For no reason will the order take up an assignment to further evil.

The members of the order understand that they are not trying to regain their knighthood. In fact many simply wish to die in the manner that they have spent their lives training for, in combat. For this reason they are among the most feared of mercenary groups. They will simply not surrender a battle until the last member has fallen. Many times a flank, a pass or a castle has been held by the tenacity, skill, and fearlessness of these men. Entire companies have perished with no survivors several times in the order's 400 year-old history, but, far more often, the Blackened Eagles emerge victorious over their foes.

There are a total of five companies each having 200 men. There are no squires or camp followers, as these luxuries were lost with knighthood. The men fend completely for themselves in every respect. Each company is lead by a capable captain with an experienced sergeant assisting him. The five companies do not necessarily fight as a single unit and may be located at five different locations throughout the Western Shores. The order may be found throughout the Shores fighting for the side of good. The members are readily recognizable by their tunics which have an insignia of a black eagle outlined in gold on them. Although they still behave like knights, they do not expect to be treated as such. While disdained, their fighting prowess is respected and so only a few people dare to pick fights with members.

CAMPAIGN USE

It is difficult to run a campaign when only one of the party's members is a Blackened Eagle. The order frowns upon individual adventure and even more so on fraternizing with outsiders. A party comprised of members of the order is possible but still difficult to run effectively.

A possible method of involving the party is to have them help the Blackened Eagles find the long lost tomb of one of the order's greatest heroes, a man who defeated a great evil at the expense of his own life. The order will be anxious to have the body returned for a proper burial. The party finds the tomb after great adventure, and in it the surprisingly well-preserved corpse which they return to the home base. Soon after the new burial something is causing havoc at the base and nearby city. It turns out that the corpse was really a "friendly" mummy, the hero's body was specially ensorcelled so that it would protect the area it was buried in from evil. Allow the party to discover this fact and then try to figure out how to capture, but not destroy the mummy and return it to its original tomb. If you wish to thicken the plot have the great evil, your favorite villain, return to the area to cause mischief. Now the party has another headache to deal with.



PACKAGE DEAL

Skills and Talents	Cost
FAM w/ Common Melee Weapons	2
Riding	3
Tactics	3
+2 w/ Weapon Group	6
KS: History of Order	2
KS: History of Knights	2
Paramedic	3
Animal Handler	3
Disadvantages	
Package Bonus	3
Believes that honor has been lost	15
Package Cost	6

WOLF CULT

Exactly where and when the Wolf Cult first appeared is unknown. Many legends that extend to the beginning of man mention lycanthropes; yet, there is a question of whether it really was a werewolf or a fanatic of the Wolf Cult.

Some sages believe that the origins of the cult and its continuation are found within the ranks of the College of Animal Powers. Yet the Wolf Cult and the those who use that college of magic are almost fanatical in their determination to destroy one another. As far as the majority of the mages in the College of Animal Powers are concerned, the Wolf Cult is an abomination of the natural order of nature. On the other hand, the Wolf Cult tends to consider the mages a rather powerful threat to their quest for power.

There are good reasons that some theories place the power of the cult in the college. First, less than reputable members of the college have been sighted with members of the Wolf Cult. Second, the power of the cult comes from magical wolf pelts which transform the users into a pseudo-werewolf. Furthermore, it is widely suspected that the spell used to create these magical wolf pelts is a forbidden spell of the College of Animal Powers. In fact, the majority of the mages in the college have heard rumors of the spell, but nobody is claiming to have actually seen it. However, many mages would be interested in acquiring the spell and putting it to use in their own ways.

The greatest danger of the cult is that nobody knows who the members are. Many people have no idea that their friends or even siblings are part of the murderous cult. The members lead normal lives meeting occasionally in secluded areas to offer up sacrifices to their patron demon.

The cult only becomes public when it is deemed necessary for there to be a public execution. During this event the victim is terrorized by a pair of unknown cultists wearing their magical wolf pelts (see *Magic Item* section) about their shoulders. For days the victim will wake up with animal parts strewn about his sleeping area proving just how vulnerable he is. The two cultists will follow the victim wherever he goes, and the general populace will get out of the way. It is well known that anyone who interferes will also be killed. After a few days, the victim usually becomes very isolated and afraid, and it is at this point that the actual execution takes place.

In a very public place, such as the marketplace, the cultists will suddenly present themselves and place the hood of the pelts, actually the head of the wolf, over their eyes so that they are looking out of the eye holes. The pelts then begin to transform the cultists into man-wolves. When the transformation is complete, the cultists leap into action and tear the victim into pieces. Anyone foolish enough to help defend the victim usually meets the same fate. But as soon as their duty is done, the cultists leave and are not seen again.

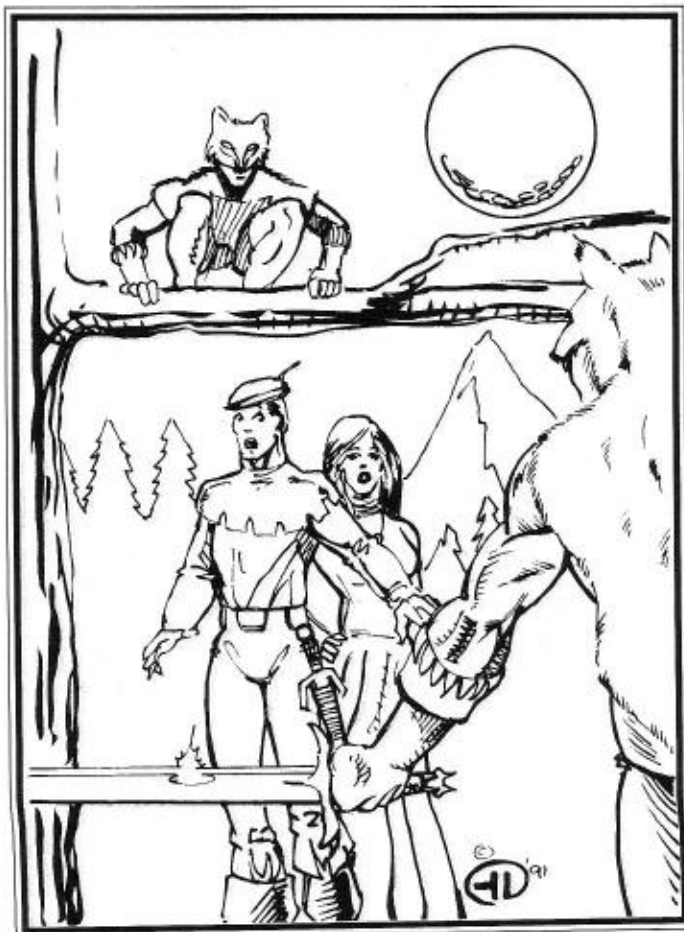
The cult is shrouded in great secrecy. Where the cultists come from and how they become cultists is unknown. The many unknown facets of the cult make it a very deadly organization, and it is possible to learn too much about the cult without realizing it at all.

CAMPAIGN USE

Involving the party with the cult is rather easy. Have the party try to save some victim from an execution or from becoming a sacrifice. Maybe a friend, or DNPC, is targeted for execution because they discovered a cult member's secret identity.

PACKAGE DEAL

Skills and Talents	Cost
FAM w/ Common Melee Weapons	2
Martial Arts Style	15
KS: Wolf Cult	2
PS: Cover Occupation	2
Disadvantages	
Package Bonus	3
Secret ID	15
Package Cost	3



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To play *Fantasy Hero*, the player must already own the *Hero System Rulebook* or *Champions*™



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