

Fantasy Hero Companion

Edited by Rob Bell



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The Ultimate Super Mage™

Version 1.0

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FANTASY HERO™

COMPANION

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accept our apologies for this shortcut.

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INTRODUCTION.	4
How to Use This Book	4
What's Inside	4
Supporting Fantasy Hero	4

PLAYING FANTASY HERO

FANTASY HERO	
MASS COMBAT.	6
The Basis of Mass Combat	6
Before Mass Combat	6
Strategic Maneuvering	6
Unit Size	6
Game Scale	6
Unit Descriptions	7
Movement	7
Terrain	7
Combat	8
Fighting	8
Rally	9
Characters	9
Leadership	9
Inspiration	9
Fear	10
Direct Combat	10
Casualties	10
Adding Rules	11
Roleplaying Battles	11
BIBLIOGRAPHY AND	
FILMOGRAPHY.	13
Fiction	13
Films	14

LOCATIONS

ABBAY.	16
Abbey of the Setting Sun	16
Main Chapel	16
Main Cloister	17
Novices' Cloister	17
BASILICA.	18
Basilica of Blessed Light	18
Exterior	18
Interior	19
CASTLE.	20
Castle at Red Cliff	20
Exterior	20
Ground Level	20
First Floor	21
Second Floor	21
Third Floor	22
Fourth Floor	22
Fifth Floor	22
CAVE COMPLEX.	23
Coldwater Hellmouth	23
Surface	23
Caverns	24

FARMHOUSE.	25
Home of Tobin Pel	25
Interior	25
Grounds	25
GUILDHALL.	27
Hall of Cabinetmakers Guild	27
Ground Floor	28
KEEP.	28
Keep at South Ford	28
Ground Floor	28
First Level	29
Second Level	30
Sublevel	30
MANOR.	31
Lord Albrect's Manor	31
Ground Floor	31
First Floor	32
Second Floor	32
ROADSIDE INN.	34
The Eagle	34
Ground Floor	34
Upper Floor	35
Cellar	35
Grounds	35
CRAFTSMAN'S SHOP.	36
Shop of Garret Locksmith	36
Ground Floor	36
Upper Floor	36
TAVERN.	38
The Mongoose	38
Ground Floor	38
Upper Floor	39
WIZARD'S TOWER.	40
Thorn of Tanu	40
Exterior	40
Ground Floor	40
First Floor	40
Second Floor	41
Third Floor	41
Fourth Floor	43
Fifth Floor	43
Sublevel	43
MATERIAL SUMMARY.	44

THE BESTIARY

Bear	46
Beasts of Burden	46
Boar	48
Cat, Hunting	49
Centaur	49
Crocodile	50
Demon	51
Doppelganger	54
Dragons and Hydra	55
Dwarf	56
Elemental	56
Elf	58

Faerie	59
Feline	60
Gargoyle	61
Ghoul	61
Giant	62
Golem	64
Gryphon	66
Harpy	66
Halfling	67
Insect, Giant	67
Lich	68
Lizardman	69
Lycanthrope	70
Minotaur	70
Ogre	71
Orc	72
Pegasus	74
Rat, Giant	75
Sea Folk	75
Skeleton	77
Snake	77
Troll	78
Unicorn	80
Vampire	81
Wolf	82
Wraith	83
Wyvern and Wyrms	84
Zombie	85

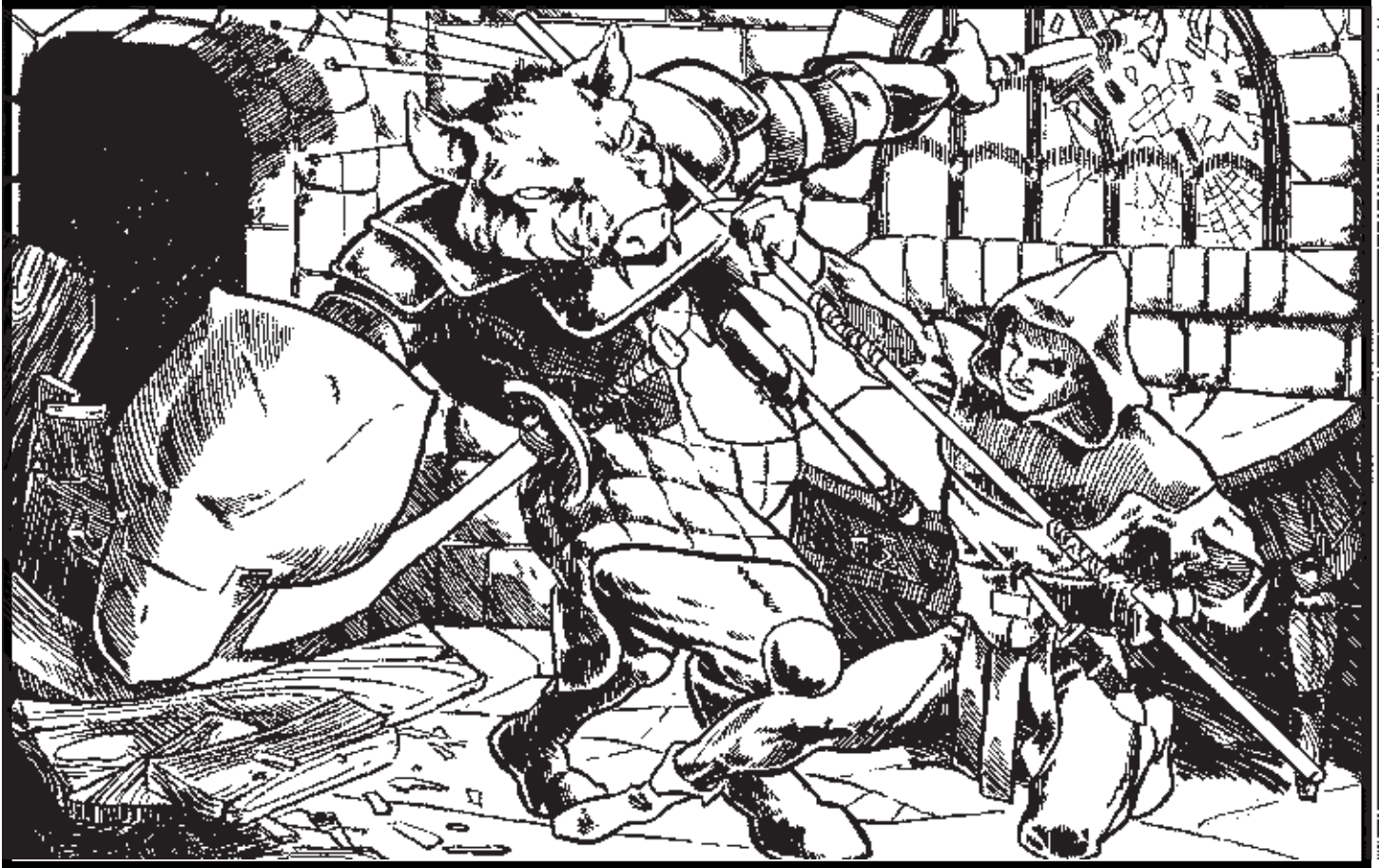
MAGIC ITEMS

TRIVIAL ITEMS.	87
Poitions	87
Scrolls	88
Other Trivial Items	89
MAJOR ITEMS.	91
Weapons and Armor	91
Other Major Items	93
ARTIFACTS.	98

SPELLBOOK

COLLEGE OF ANIMAL	
CONTROL.	102
Basic Spells	102
College Spells	103
Unique Spells	104
COLLEGE OF BODY	
MANIPULATION.	105
Basic Spells	105
College Spells	106
Unique Spells	107
COLLEGE OF DARKNESS.	108
Basic Spells	108
College Spells	109
Unique Spells	110
COLLEGE OF SENSE AND	
EXPLORATION.	111
Basic Spells	111
College Spells	111
Unique Spells	113

COLLEGE OF ICE WIZARDS	114	COLLEGE OF METAL WIZARDS	123	COLLEGE OF TRADE AND NEGOTIATION	133
Basic Spells	114	Basic Spells	123	Basic Spells	133
College Spells	115	College Spells	124	College Spells	133
Unique Spells	116	Unique Spells	126	Unique Spells	135
THE COLLEGE OF LIGHT WIZARDS	117	COLLEGE OF SONIMANCERS ..	127	COLLEGE OF TRANSPORT	136
Basic Spells	117	Basic Spells	127	Basic Spells	136
College Spells	118	College Spells	128	College Spells	137
Unique Spells	119	Unique Spells	129	Unique Spells	138
COLLEGE OF MENTALISM	120	COLLEGE OF TIME MAGES	130	CHURCH OF PURITY	139
Basic Spells	120	Basic Spells	130	Basic Spells	139
College Spells	121	College Spells	131	College Spells	140
Unique Spells	122	Unique Spells	132	Unique Spells	141



INTRODUCTION

More, more, more! Within these pages there are more spells, more magic items, more fantasy guidelines — everything you need to make a good *Fantasy Hero* campaign even better. While not absolutely necessary to play, this book should prove a valuable play aid to all *Fantasy Hero* players and GMs.

HOW TO USE THIS BOOK

The *Fantasy Hero Companion* is just that — a companion for *Fantasy Hero*. The chapters in this book should be treated just like the chapters of *Fantasy Hero*; they are just put under a separate cover. The creatures, spells, and magic items in this book are completely compatible with those in *Fantasy Hero*, and are designed under the same rules. They can be used directly, or they can serve as examples for players and GMs to emulate.

If you don't already own *Fantasy Hero* you should probably go get it. While it is possible to directly use the material in this 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 monsters, spells, and magic items that appear in this and future *Fantasy Hero* support pieces.

WHAT'S INSIDE

Like *Fantasy Hero*, the *Fantasy Hero Companion* is divided into several chapters. These are:

Playing Fantasy Hero: This chapter contains a mass combat system that allows players to handle large battles in a *Fantasy Hero* game. There is also a lengthy *Bibliography* that lists books and movies that can provide inspiration for players and GMs.

Locations: This chapter has floor plans and descriptions for a variety of fantasy locations, ranging from a humble farmhouse to a mighty keep.

Bestiary: This chapter contains the full write-ups and descriptions for more than 75 fantasy creatures and monsters.

Magic Items: Using the guidelines presented in *Fantasy Hero*, this presents dozens of magic items. These include trivial items like potions and scrolls, major items like magic swords, and unique — and powerful — artifacts.

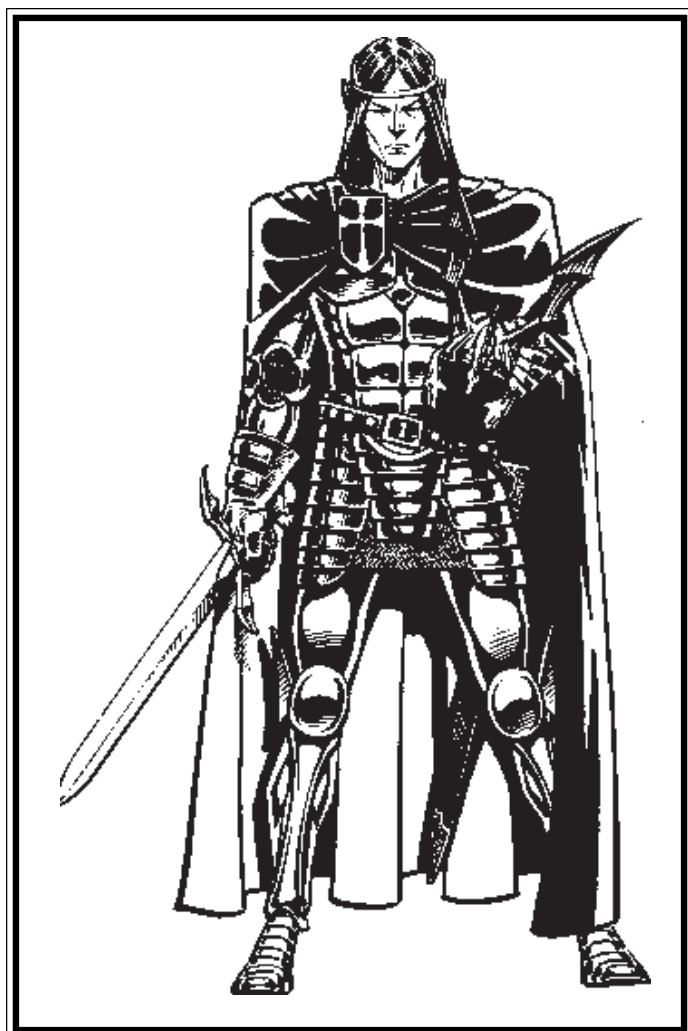
Spellbook: Taking up where *Fantasy Hero* left off, this chapter presents 13 more spell colleges, with hundreds of new spells. There are 12 colleges for wizards, and one college for priests.

SUPPORTING FANTASY HERO

This book is only the first in what will hopefully be a long line of *Fantasy Hero* support pieces. As we assemble useful *Fantasy Hero* material, we intend to publish additional *Fantasy Hero Companions* — but that's not all. We publish *Campaign Classics*, each of which describes a special historical or mythical setting. We also publish adventures and sourcebooks for *Shadow World*, a game line set on the planet Kulthea. Like the *Campaign Classics*, all *Shadow World* products have full statistics for *Fantasy Hero* and *Rolemaster*®. HERO also publishes a quarterly magazine — the *Adventurers Club* — which has regular *Fantasy Hero* features. If you want additional information on any of these products, just send us your name and address, and we'll send you a free catalogue.

WHAT IF I WANT TO WRITE?

Given our ambitious plan for supporting *Fantasy Hero*, we are always looking for new authors. If you have a good idea for an adventure or sourcebook, we'd love to hear about it. We are also looking for appropriate material for future *Fantasy Hero Companions*. If you'd like to try writing, send an SASE, and we'll send you our current Writers' Guidelines.



PLAYING FANTASY HERO

This chapter includes two sections that should be useful to all *Fantasy Hero* players and GMs. These are:

Fantasy Hero Mass Combat: This is a skirmish and mass battle system for resolving battles in *Fantasy Hero*. It is completely compatible with *Fantasy Hero*, and explains all aspects of mass combat.

Bibliography and Filmography: This is an annotated bibliography of fantasy literature and movies. These movies and books can be invaluable resources for anyone creating a fantasy character or campaign.

FANTASY HERO MASS COMBAT

The large battle, involving hundreds or thousands of combatants, is a common element of fantasy. Arthur fought at Camlan; Aragorn had his Pelennor Fields; and even Conan led troops while he was King. Many characters, especially warrior types, will also want to ride at the head of armies.

In general, the GM should let the outcome of battles be directed by his plots. For example, if the GM wants the characters to be trapped inside a besieged city, he should simply say that a huge host of the enemy has laid siege to the city. Similarly, if he wants the Etruscan Empire to be defeated by the Necromancer's undead legions, then the Etruscans should just lose (thereby requiring the characters to sneak into the Necromancer's castle, and so forth.).

Even in insignificant battles, the GM can focus on the tactical role of the characters, rather than on the battle itself. Thus, the characters can command a small group of troops behind enemy lines, or they can lead a charge that turns the tide, or they can hold a breach in the wall, preventing an enemy breakthrough. So long as the characters are only interested in a small part of the battle, the GM can resolve the rest of it however he chooses.

But what should the GM do if the characters are concerned with the outcome of the entire battle? In this case the GM can use the following mass combat system. The system is intended to be quick and simple, and emphasizes the role of the characters and other heroic figures (or villains).

THE BASIS OF MASS COMBAT

Fantasy Hero mass combat is based on the Characteristics of the soldiers in the various units. Combat can also be strongly affected by the actions and abilities of the extraordinary characters that lead or fight in those units. The effect of extraordinary characters or monsters is described under in the *Characters* section, below.

In combat, units move and act using the most of same rules that characters use in normal combat; units use the Speed Chart and act on Phases, they move based on their movement value, they use Combat Maneuvers, and they make attack rolls based on their CV's.

If the attack is successful, the enemy unit may have to make a Morale Roll. When a unit fails a Morale Roll, its readiness for combat is reduced. If the unit's readiness is reduced enough, the unit routs and is effectively destroyed. Combat continues until one side or the other retreats, routs, or surrenders.

BEFORE MASS COMBAT

To set up a mass combat, the GM defines when and where the battle takes place. Then he decides on the type and size of various units on each side, selects the scale and terrain of the battle, and defines any special conditions of the engagement. All of these are described in detail below.

STRATEGIC MANEUVERING

Before the battle, there will likely be a period of maneuvering. The GM can use this to determine the location of the battle, and any interesting terrain features. For example, if a group of orcs is trying to force its way past mounted group of knights, then the knights will likely be on the defensive. If the knights are holding a mountain pass, then the GM can set up the battlefield accordingly.

The area should be as tactically interesting as possible; the GM should endeavor to include river crossings, copses of trees, hills, blind spots, buildings, etc. See the section *Movement* for more details on setting up a battlefield.

UNIT SIZE

To set up a Mass Combat, the GM should divide the forces on each side into 3 to 30 units; each unit should have a roughly similar number of troops. If one side heavily outnumbers the other, the units of the larger side may have two to three times the troops of the units of the smaller side. But, when the GM divides up units, he should try to make sure that the largest unit has no more than four times the number of troops of the smallest unit.

GAME SCALE

In general, the ground and time scales for mass combat are flexible and not overly important to the final outcome. No matter what the scale, units will move and attack once per Phase, just like characters. The more troops in a unit, the larger the ground scale and time scale that is used to easily handle the units' capabilities. While two individuals can fight in seconds, it usually takes longer for two armies to engage in battle.

To determine an appropriate scale for a mass combat, the GM should estimate the average number of troops per unit. If there are 1-3 troops per unit, the battle should use normal *HERO* System combat — there is no reason to use the mass combat rules. If there are 4 or more troops per unit, refer to the Mass Combat Scale chart to find an appropriate time and distance scale. When in doubt, the GM should choose the larger scale.

Example: *18 knights are fighting 120 orcs. The GM splits the knights into 3 units of 6 knights each and the orcs into 10 units of 12 orcs each. As both sides are about squad sized, the GM uses 48 second turns and 8 meters hexes. All ranged attacks take a -2 OCV Scale Mod and have their Maximum Range divided by 4 because of the larger ground scale.*

Units making ranged attacks use the normal Range Modifier Chart and count each hex as an inch. But, to take into account the greater size of large hexes, all units making ranged attacks take an additional Scale Modifier to their OCV. Also, divide a weapon's Maximum Range by the Time & Distance multiple to find its maximum range in the larger hex scale. At large scales, ranged weapons are much less important because of large negative modifiers.

MASS COMBAT SCALE

Average Troops In a Unit	Unit's Name	Time & Distance	1 Turn Equals	1 Hex Equals	Scale Mod
1-3	Individuals	x1	12 sec	2 m	0
4-15	Squad	x4	48 sec	8 m	-4
16-63	Platoon	x8	1.5 min	16 m	-6
64-249	Company	x16	3 min	32 m	-8
250-999	Battalion	x32	6 min	64 m	-10
1,000-3,999	Regiment	x64	12 min	125 m	-12
4,000-15,999 etc.	Division	x125	24 min	250 m	-14

UNIT DESCRIPTIONS

Each of the units should be written up on the Unit Summary Sheet. This summary includes all the information necessary to carry out the battle using the mass combat system. It is a good idea to use index cards to keep track of these values, one for each unit.

To define the characteristics of a mass combat unit, the GM should write up and equip a single trooper in the unit; the next step is to decide how many soldiers are in it. The most important values are: DEX, SPD, OCV, DCV, Weapon Damage, Armor DEF, BODY, and Movement. For simplicity, any levels should be divided between OCV and DCV before the battle. A unit will often have Weapon Damage for both a melee weapon and a missile weapon.

A unit is also defined by the number of troops in the unit, the unit's Morale Roll, the unit's current state of combat readiness and any special equipment.

The number of troops in a unit functions as a modifier on the unit's ability to deliver damage and absorb damage. Add the Unit Size Modifier to the individual trooper's Weapon Damage and BODY to get the characteristics for the unit as a whole.

Example: *In the earlier example, each knight had 13 BODY and a weapon damage of 2d6. The knights are organized into squads of 6, which has a Unit Size modifier of 5. This means that the "BODY" for the unit is $13 + 5 = 18$. Any time the knights attack, they also add 5 to the damage.*

UNIT SIZE CHART

# of Troops In a Unit	Unit Size Modifier	# of Troops In a Unit	Unit Size Modifier
1	0	48	+11
2	+2	64	+12
3	+3	96	+13
4	+4	125	+14
6	+5	187	+15
8	+6	250	+16
12	+7	375	+17
16	+8	500	+18
24	+9	750	+19
32	+10	1000	+20
		etc.	etc.

MORALE ROLL

The Morale Roll represents a unit's chance to stay organized and coherent under attack. This morale is based on the inherent bravery of the troops (EGO) and the amount of training they have received. Completely untrained troops, like a peasant levy, have an 8- Morale Roll. Troops that have a weapon familiarity have a Morale Roll of 9 + EGO/5. Additional training can raise this Morale Roll even higher. The GM can define this as a 3 point Skill Level with Mass Combat, or he can simply assign a bonus to a unit's Morale Roll based on how long the unit has been training together.

Automatons, which have no EGO, have a Morale Roll of 11-. While certainly fearless, automatons aren't very good at initiating action, and quickly become disorganized and scattered in battle.

MOVEMENT

Mass combat encounters are fought on a map. The GM should draw the map and include terrain and natural barriers that armies can anchor its flanks on. Battles are often decided by the terrain the opposing commanders choose as their battlefield.

To move, units act just like characters, using most of the same maneuvers. Units may half move and attack, execute noncombat movement, or execute most other character maneuvers. They move and act on their DEX and Speed, just like characters.

On the map, units have a facing, just like characters. A unit attacked on the front gets its full DCV and gets the DCV bonus for its Shield. A unit attacked from the rear or flank is half DCV and gets no *bonus* for its shield.

GMs should use the "Ignoring Enemies" rule (see Fantasy Hero) to discourage units from moving through small gaps in the line.

A unit may "form square" when it is in danger of being surrounded. All attacks against a unit in "square" are against the front of the unit, but a unit in "square" may only move 1 hex per Phase.

In a Ranged Attack, modify the attacker's OCV by the normal Range Modifiers and the Scale Modifier based on the scale of the battlefield. Ranged attacks are applied like normal attacks (see below).

Only one unit can be in each hex; units may not "stack." Leaders or other characters may be in the same hex with a unit, they do not count as stacked. Unless the characters in a hex are all alone, any attack aimed at the unit does not necessarily affect the leader or characters in the hex.

TERRAIN

Terrain can affect movement and combat. Some terrain (like thick scrub or rough boulders) may cost double or triple to move through. Some terrain (like thick forest or swamp) may affect infantry and mounted troops differently. Some terrain (like rivers) may be impassible. The Terrain Effects Chart lists some possible terrain effects.

TERRAIN EFFECTS CHART

Terrain	Combat Effects	Movement Effects
Clear	—	—
Rough	—	x $\frac{1}{2}$
Trees	+2 DCV to Defender	x $\frac{1}{2}$
Thick Forest	+4 DCV to Defender	x $\frac{1}{3}$, no mounted troops
Village	+2 DCV to Defender	x1
Town	+4 DCV to Defender	x1
Hill	—	x $\frac{1}{2}$
Swamp	—	x $\frac{1}{3}$, no mounted troops
Stream	+2 DCV to Defender	x $\frac{1}{3}$
River	—	Impassable

COMBAT

Mass Combat occurs much like normal HERO System combat, except that defenders do not lose BODY when they are hit; they lose "readiness." Readiness indicates the ability of the unit to continue the battle. Similarly, a unit does not recover at the end of Segment 12; it attempts to "rally".

SIEGES AND OTHER SPECIAL BATTLEFIELDS

Sieges occur when the defender retreats inside a major fortification, and the attacker is unwilling to assault without preparation. Normally the besieging force is many times the size of the besieged force.

The most spectacular and dangerous part of a siege is an assault. Often such an assault disintegrates into many small unit battles, as only a few men can be atop the castle walls or on the siege towers at any one time. A break, sapped in a castle wall, is also a small battlefield where elite units can decide the fate of entire campaigns.

In preparation for the assault, the besieger's siege engines and mages fire to disrupt the defenders and keep them from firing back. Assault towers are brought up to the walls. An assault can also occur through a break in the wall. Sometimes this the wall is sapped by tunneling under the wall and collapsing or blowing the tunnel. Sometimes this the wall is blown by impressive magic. But, either way, once the wall is breached, the assault begins.

Until the assaulting troops have reached the top of a wall or the forward edge of a breach, the defenders have very good cover, at least +4 DCV and as much as +8 through a good arrow slit. Once the assaulting troops are atop or through the wall, however, neither side has much advantage.

Once troops are over or through the walls of a fortification, the battle inside can be handled like any other mass battle, except that there is a lot of terrain (buildings and rubble and such).

FIGHTING

A unit that is adjacent to another unit may attack it, using the same rules as those for individual characters. Similarly, units that have ranged attacks can use them against targets that they can see. In addition to normal penalties, ranged attacks should also take a penalty for the Scale Modifier.

In general, a unit can choose any combat maneuver available to all its members. For example, a unit can Dodge, Block, Strike; a squad of monks could all use a Martial Throw, etc. However, the larger the unit, the more difficult it is to coordinate intricate maneuvers. For any unit above squad size, the GM should sharply restrict difficult maneuvers like Disarm. For units above platoon size, maneuvers should generally be limited to Strike and (possibly) Dodge.

TAKING DAMAGE

When an attacking unit succeeds in hitting its target, it rolls damage for its weapon. This damage is modified by the Unit Size Modifier — bigger units do more damage. The defender subtracts his DEF from this damage to determine the BODY taken.

If the BODY taken is less than half the defender's modified BODY, then the attack has no effect. If the damage exceeds 1/2 the defender's modified BODY, the defender must make a Morale Roll. If the damage exceeds the defender's modified BODY, there may be a penalty to the defender's Morale Roll; the defender must make his Morale Roll at -1 for every 2 points the attack exceeds his BODY.



MASS COMBAT DAMAGE CHART

Attacker's Weapon's BODY Damage - Defender's Armor DEF is:	Defender Must:
less than $x\frac{1}{2}$ Defender's modified BODY	Take No Effect
$x\frac{1}{2}$ Defender's modified BODY to modified BODY	Make Morale Roll
+1 or +2 more than Defender's modified BODY	Make Morale Roll -1
+3 or +4 more than Defender's modified BODY	Make Morale Roll -2
+5 or +6 more than Defender's modified BODY	Make Morale Roll -3
etc.	etc.

If the defender makes his modified Morale Roll, then the attack has no effect. If the defender misses his Morale Roll, he loses a level of readiness. In addition, he must immediately make another Morale Roll, with the same modifiers as the first Morale Roll. A unit **must continue** making Morale Rolls until it succeeds or routs entirely.

Example: A unit of knights hits a unit of orcs and causes a modified 13 BODY. The unit of orcs has an Armor DEF of 2, a modified BODY value of 17, and a Morale Roll of 11-. The orcs have taken an attack of more than $\frac{1}{2}$ their BODY (but less than 1x BODY), so they must make a normal Morale Roll. The commander of the orcs rolls a 12, misses the Morale Roll, and the unit of orcs is disrupted. Still worse, the commander must roll again. This time he rolls a 14. His unit is now scattered, and he must roll again. This time he rolls a 10, which means that the unit loses no more readiness. Had he missed this last roll, the unit would have lost its last level of readiness, and would have routed altogether.

The GM may require units to attempt a Morale Roll whenever they try to do something special or face a major danger in a battle. This can include the first time a unit enters battle, whenever its leader is killed, or when an adjacent unit routs. If a unit fails its Morale Roll, it may fail to do a complex action, refuse to attack enemy, or even lose a state of readiness.

A Morale Roll can be modified by the particular situation of the unit in combat. A character can lead or inspire a unit in combat (see the Character section).

Other possible modifiers are listed on the Presence Attack Modifiers table, in the Hero System Rulesbook, page 170. Each +1d6 adds +1 to the Morale Roll; each -1d6 is -1 to the roll. GMs should ignore the -1d6 for "in combat", but all the other modifiers are appropriate. For example, attackers who are taking their opponents by surprise receive a +1 to their Morale Roll; but attackers who are at a disadvantage receive -1. GMs should apply additional modifiers as appropriate.

READINESS

The strength of a fantasy army unit is based on its ability to stay organized and coherent. Long before a majority of the soldiers are killed, the unit's morale will break and its ability to wage combat will be destroyed. A unit can have one of four states of readiness: Fully Ready, Disrupted, Scattered, and Routed. The Readiness Chart lists the effects of the various states.

READINESS CHART

Readiness State	Effect
Fully Ready	No Modifiers
Disrupted	-2 OCV, DCV, and Morale Roll
Scattered	-4 OCV, DCV, and Morale Roll
Routed	Eliminated
As a unit's readiness changes, it will take casualties. See the <i>Casualties</i> section for details.	

RALLY

At the end of Segment 12, each Disrupted and Scattered unit has a chance to rally and recover some of its readiness. If the unit makes a Morale Roll, it recovers a step of readiness (from Scattered to Disrupted or Disrupted to Fully Ready).

A unit may also try to rally on any of its Phases. A unit must declare its intention to attempt to rally as its action. The unit may do nothing else that Phase. If the unit is hit by an attack before its next Phase, the rally attempt automatically fails. If the unit is not hit by an attack before its next Phase, and makes a Morale Roll, it recovers a step of readiness. A unit that attempts to Rally on Segment 12 also gets a post-Segment 12 Rally attempt.

CHARACTERS

Characters and other exceptional beings can affect mass combat in four ways: They can lead units in combat, they can inspire loyalty in friendly units in combat, they can inspire fear in enemy units, or they can attack the enemy directly.

These rules tends to make the battle revolve around the characters and the units under their direct command. A small elite unit, stiffened by one or more characters, can literally turn the tide of an entire battle. Of course, if the GM uses this rule, he should give the enemy certain NPC leaders who can themselves affect battles. Often, the climax of the battle will occur when these units (or even their commanders) meet in the middle of the battlefield.

LEADERSHIP

A character should have the skill Tactics to lead a unit in battle. Each time a unit takes its action, the leader may attempt his Tactics Roll. If the leader makes his Tactics Roll, the unit may add +1 OCV, +1 DCV or +1 Morale Roll for that Phase. Additionally, for every 2 points the leader makes his Tactics Roll by, the unit may add an additional +1 OCV, +1 DCV, or +1 Morale Roll for that Phase. These bonuses act like levels and must be distributed by the leader when he makes his roll.

INSPIRATION

A skilled orator can try to rally troops with a speech. Just before a unit has to take a Morale Roll, the character may attempt to inspire the troops. For every 2 points the character makes his Oratory Roll by, the unit may add +1 to its Morale Roll.

A character may also inspire a unit with a great deed. Sometimes this is a single attack against an enemy that shows how vulnerable the enemy is. Roll a single attack from the character against an enemy trooper. If the enemy trooper is impaired, the unit gets +1 to its Morale Roll. If the enemy trooper is disabled, the unit gets +2 to its Morale Roll. If the enemy is killed outright, the unit gets +3 to its Morale Roll. The GM may also give similar bonuses for other amazing feats of magic or combat prowess.

FEAR

A powerful character or an exceptional being (like a dragon) can also inspire fear in an enemy unit (though this is harder than inspiring loyalty in friendly units).

To inspire fear, the attacker(s) should make a PRE attack with all the normal modifiers. In addition, both the attacker's **PRE** and the defender's PRE are modified by the Unit Size Modifiers.

Example: The ancient Dragon Karakazor is attacking a platoon of 50 orcs. Not wanting to engage in a bloody melee, he decides to try to scare them off. Karakazor has a 40 PRE, which gives him 8d6. In addition, the GM gives him +2d6 for flying majestically out of his volcano (very appropriate setting) and +1d6 for reputation. Each orc has a 13 PRE, and the unit receives a bonus of +12, for a unit PRE 25. If Karakazor rolls 44, which would normally be $(44 - 13 = 31) + 30$ effect, and would send the orcs scurrying. However, because they are fighting as a unit, the orcs only take $(44 - 25 = 19) + 10$ effect, and are only "impressed."

DIRECT COMBAT

A character or an exceptional being can also participate in mass combat by attacking enemy units directly. The character moves and attacks on his own Phases (but is still affected by the Scale Modifier). The character simply makes whatever type of attack he likes against the enemy unit, with his OCV vs. their DCV. If the attack is a hit, roll the BODY damage of the character's attack, subtract the enemy's Armor DEF, and compare the result to the enemy unit's modified BODY value. If the attack is large enough, the enemy unit may have to make a Morale Roll.



Personal attacks by characters are most effective if the character is much more powerful than the individual troops that he is fighting. For example, a small group of a dozen orcs has to be hit by an attack of 12 BODY before they are forced to even attempt a Morale Roll. Nonetheless, some characters or monsters are so powerful, that they are more effective attacking alone than leading or inspiring a unit.

MAGIC

Magical attacks are made like other attacks except that they have modifiers for their area of effect. Each "volley" of magic spells is simulated by the casting of a single spell with the Unit Size Modifier added to the BODY of the attack (just as a volley of arrows is represented by a single attack). For simplicity, we assume that magic, like other attacks, is limited by Long Term END, command control, and other factors to its normal casting limitations (once per mass combat Phase or longer).

All area magic will probably affect only one unit. To represent the area effect of a spell attacking many targets at the same time, multiply the BODY of any spell with the Area Effect advantage by x2 before adding the Unit Size Modifier. Multiply the BODY of any spell with the Explosion advantage by x1 1/2 before adding the Unit Size Modifier. Each additional +1/4 advantage that increases the area of a spell increases the BODY multiple by +1/4 as well. Thus, a spell with an Explosion that loses -1 DC per 3" (a +1/2 +1/4 +1/4 = +1 advantage) would multiply the BODY by x2.

CASUALTIES

A unit that is in a battle will take casualties. Casualties should be calculated after the battle has ended. In general, a unit that engaged in combat takes incidental losses equivalent to 1% of its total. If the unit was forced to make a Morale Roll, it takes 5% casualties. If a unit was disrupted, it takes 25% losses. If a unit was Scattered, it takes 50% casualties. A routed unit takes **100% casualties, and ceases to exist**. These effects are not cumulative.

Occurrence	Casualties
Entering Combat	1%
Being forced to make a Morale Roll	5%
Being Disrupted	10%
Being Scattered	20%
Being Routed	100%

It is important to note that not all "casualties" are dead; casualties include those killed in action, those that were wounded, those captured by the enemy, and those missing in action. Historically, the vast majority of medieval casualties simply ran away or died of disease. In a more fantastic setting, the GM can assume that 25% of casualties are dead, and another 25% are wounded so seriously that they cannot fight in the near future. The remaining 50% are those that fled the battle, or who were only lightly wounded. These casualties can eventually be recovered.

Obviously, these percentages should be adjusted for the exact circumstances. If the attackers are savage Mongolian riders who mercilessly chase fleeing opponents, then the death toll will be much higher. Alternately, if the battle involves honorable knights who want to capture their opponents for ransom, then the casualties will be much lower.

If a unit is forced to fight a mass combat again soon after a battle, its Unit Size Modifier should be recalculated to reflect its new size.

Characters in a battle should seldom be killed as part of the normal percentage of dead and wounded. Characters should be given the chance to fight their own tactical combat (even if it is against overwhelming odds). To determine if a character should have to fight a tactical combat, the GM should use the following guidelines:

- If a character's unit never lost any readiness, the character is in little or no danger of fighting.
- If a character's unit has its readiness reduced, but is not routed, the character may have to fight a tactical combat alone against an enemy force of equal or slightly lesser power.
- If a character's unit is routed, he will almost certainly have to fight a tactical combat alone against a powerful enemy force.

If a character loses a tactical combat in the midst of a mass battle, many things can happen. The character can be killed outright. This should only happen if the character is killed by a blow in the tactical combat. The character can be captured by the enemy for ransom, recruiting, or slavery. The character can be ignored, to awaken on the battlefield amidst the dead and dying. Or, the character can be rescued by others in his unit or on his side. Do not assume that a character's story is over, just because he has been defeated; for many characters, their story is just beginning.

ADDING RULES

Because these rules are intended as an adjunct to a roleplaying game, they have been intentionally kept simple. GMs who want to add rules for berserkers, indirect missile fire, and all the other myriad aspects of fantasy warfare should feel free to do so. The more important a mass combat is to the current story, the more flavorful and interesting it should be.

ROLEPLAYING BATTLES

Even in the height of battle, the GM should not ignore roleplaying. The characters should still be in character — honorable knights would never plot an ambush, for instance. Similarly, the NPC opponents should not be simply faceless generals; instead they should have personalities and hopefully some recognizable tactics. For example, a certain goblin chieftain might be willing to throw his goblins away by the thousands, but is unwilling to lose a single member of his elite guard. Using such quirks can give the characters important opportunities to influence the battle in their favor.

Lastly, the GM should remember that this is a battle! He should feel free to stop the overall action for a moment, in order to run an individual combat for a character. So Lord Roberts wants his company to hold the line? The GM should make him face three of the attacking Hill Giants himself. If he wins, then his troops rally around him; if he loses, his position is overrun! Similarly, if a orator wants to stand on a hill to rally the troops, he'll be a logical target for enemy archers. Although the GM should never randomly kill off a character, a battlefield is a dangerous place, and it's not *unlikely* for some characters to get hurt.

Name	DEX	SPD	OCV	DCV	Melee DMG*	Missile DMG*	Armor DEF*	BODY	Move	Morale Roll
Human Troops										
Peasant Levy	8	2	3	3	1d6	—	1	10	6"	8-
Militia	10	2	3	3	1d6+1	1d6	2	10	6"	11-
Troops	11	2	5	5	1d6+1	1d6+1	4	10	6"	12-
Elite Troops	14	3	6	6	1.5d6	1.5d6	4	11	7"	13-
Knights	18	3	7	6	2d6	2d6	6	13	7"	14-
Light Cavalry	15	3	5	5	1d6+1	1d6+1	2	16	18"	12-
Medium Cavalry	15	3	5	5	1.5d6	1.5d6	4	18	12"	13-
Heavy Cavalry	18	3	6	6	2d6	2d6	6	18	12"	14-
Good Troops										
Centaur	14	3	5	5	2d6+1	2d6+1	0	18	16"	11-
Mountain Dwarf	14	3	6	5	2d6	—	6	12	5"	11-
Hill Dwarf	14	3	6	5	1.5d6	—	6	11	5"	11-
High Elf	18	3	8	8	1d6	1d6	2	10	7"	13-
Wood Elf	18	3	8	8	1d6+1	1d6+1	2	10	8"	12-
Half Elf	15	3	7	6	1d6+1	1d6+1	4	10	7"	11-
Halfling	14	3	6	5	1d6	1d6	2	9	5"	11-
Evil Troops										
Goblins	13	2	4	4	1d6+1	1d6+1	2	8	6"	11-
Hobgoblins	14	3	5	5	1.5d6	1.5d6	2	13	7"	11-
Lesser Orcs	14	2	5	5	1.5d6	1.5d6	2	10	6"	11-
Orcs	14	2	5	5	1.5d6	1.5d6	2	12	6"	11-
Greater Orcs	14	3	5	6	2d6	2d6	4	15	6"	11-
Half Orcs	14	3	6	6	1.5d6	1.5d6	4	12	6"	11-
Ogre	14	3	5	5	(9d6)	—	2	20	8"	11-
Common Troll	14	3	5	4	2d6	—	2	22	8"	11-
War Troll	15	4	5	2	3d6+1	—	6	23	9"	12-
Skeleton	14	3	6	5	1d6+1	—	0	10	6"	11-
Armor Skeleton	14	3	6	3	1d6+1	—	6	10	6"	11-
Zombie	8	2	3	3	(6d6)	—	0	20	6"	11-
Armored Zombie	8	2	3	1	2d6	—	6	20	6"	11-

UNIT SIZE CHART			
Num of Troops In a Unit	Unit Size Modifier	Num of Troops In a Unit	Unit Size Modifier
1	0	48	+11
2	+2	64	+12
3	+3	96	+13
4	+4	125	+14
6	+5	187	+15
8	+6	250	+16
12	+7	375	+17
16	+8	500	+18
24	+9	750	+19
32	+10	1000	+20
		etc.	
Sample Characters to Base Mass Combat Units On * To make these into Units in Mass Combat, add their Unit Size Modifier to their Melee Damage, Missile Damage and BODY values.			

UNIT SUMMARY SHEET

Unit Name: _____

DEX: _____ SPD: _____ OCV: _____ DCV: _____

Phases: 1 2 3 4 5 6 7 8 9 10 11 12

Melee Weapon : _____ (Base Dmg: _____) Modified Dmg*: _____

Missile Weapon: _____ (Base Dmg: _____) Modified Dmg*: _____

Armor DEF: _____

Base BODY: _____ Modified BODY*: _____

of Troops : _____ Unit Size Mod: _____

Move : _____ Morale Roll: _____

Readiness: ()Full, ()Disrupted -2, _____

()Scattered -4, () Routed (gone) _____

Equipment: _____

* Add the Unit Size Modifier to the Trooper's Weapon BODY Damage and BODY values.

UNIT SUMMARY SHEET

Unit Name: _____

DEX: _____ SPD: _____ OCV: _____ DCV: _____

Phases: 1 2 3 4 5 6 7 8 9 10 11 12

Melee Weapon : _____ (Base Dmg: _____) Modified Dmg*: _____

Missile Weapon: _____ (Base Dmg: _____) Modified Dmg*: _____

Armor DEF: _____

Base BODY: _____ Modified BODY*: _____

of Troops : _____ Unit Size Mod: _____

Move : _____ Morale Roll: _____

Readiness: ()Full, ()Disrupted -2, _____

()Scattered -4, () Routed (gone) _____

Equipment: _____

* Add the Unit Size Modifier to the Trooper's Weapon BODY Damage and BODY values.

MASS COMBAT DAMAGE CHART	
Attacker's Weapon's BODY Damage - Defender's Armor DEF is:	Defender Must:
less than x½ Defender's modified BODY	Take No Effect
x½ Defender's modified BODY to modified BODY	Make Morale Roll
+1 or +2 more than Defender's modified BODY	Make Morale Roll -1
+3 or +4 more than Defender's modified BODY	Make Morale Roll -2
+5 or +6 more than Defender's modified BODY	Make Morale Roll -3
etc.	etc.

UNIT SUMMARY SHEET

Unit Name: _____

DEX: _____ SPD: _____ OCV: _____ DCV: _____

Phases: 1 2 3 4 5 6 7 8 9 10 11 12

Melee Weapon : _____ (Base Dmg: _____) Modified Dmg*: _____

Missile Weapon: _____ (Base Dmg: _____) Modified Dmg*: _____

Armor DEF: _____

Base BODY: _____ Modified BODY*: _____

of Troops : _____ Unit Size Mod: _____

Move : _____ Morale Roll: _____

Readiness: ()Full, ()Disrupted -2, _____

()Scattered -4, () Routed (gone) _____

Equipment: _____

* Add the Unit Size Modifier to the Trooper's Weapon BODY Damage and BODY values.

UNIT SUMMARY SHEET

Unit Name: _____

DEX: _____ SPD: _____ OCV: _____ DCV: _____

Phases: 1 2 3 4 5 6 7 8 9 10 11 12

Melee Weapon : _____ (Base Dmg: _____) Modified Dmg*: _____

Missile Weapon: _____ (Base Dmg: _____) Modified Dmg*: _____

Armor DEF: _____

Base BODY: _____ Modified BODY*: _____

of Troops : _____ Unit Size Mod: _____

Move : _____ Morale Roll: _____

Readiness: ()Full, ()Disrupted -2, _____

()Scattered -4, () Routed (gone) _____

Equipment: _____

* Add the Unit Size Modifier to the Trooper's Weapon BODY Damage and BODY values.

BIBLIOGRAPHY AND FILMOGRAPHY

There are many fine sources for Fantasy Hero ideas. The following list is certainly not exhaustive, but it does cover some of the classics in the field. Also listed are *particularly* unusual settings or other features of special interest to Fantasy Hero players.

In many cases, individual titles are not listed; rather, the series name is given. Many of these works are out of print, but can be found at used bookstores. Look for the authors listed, and usually you will be satisfied by any of their works.

FICTION

The Lord of the Rings by J.R.R. Tolkien. This is simply the greatest piece of fantasy fiction of all time — a richly detailed story of an epic quest. ICE publishes an entire series of adventures and supplements *detailed* the world of *Middle Earth*; they are eminently *useful with Fantasy Hero* (use the Rolemaster conversions listed in the Fantasy Hero appendix). Tolkien's other works (**The Hobbit**, **The Silmarillion**) are also among the best fantasy ever written.

The **Conan** stories by Robert E. Howard, L. Sprague De Camp, and others. The progenitor of all sword-swinging barbarians, the Conan stories present a classic background for fantasy roleplay. Stick to the original Howard stories; those by other writers are usually pale imitations of the original powerful prose style.

The Once and Future King by T. H. White. A very readable book, this retells the entire King Arthur legend. White's characters are richly detailed, and his Camelot is appropriately mythic. White ends the book before the battle of **Camlan**; readers who want the rest of the story should read White's **Book of Merlin**.

The **Bard** series by Keith Taylor. This is excellent sword and sorcery set in Dark Ages Europe, with interesting depictions of magic. This is an example of a **well-detailed historical setting using classic myths and legends**.

Darkness Weaves, **Death Angel's Shadow**, **Night Winds**, **Dark Crusade**, **Bloodstone** by Karl Edward Wagner. These novels and stories of Kane, an immortal swordsman, are often dark and brooding, but have tremendous action sequences and an interesting fantasy world. **The monsters, spells, and story ideas** are some of the best.

The **Darwath Trilogy**, **The Silicon Mage**, **Dragonsbane**, and other novels by Barbara Hambly. These well-done stories feature magic, intrigue, and epic struggles. **Many of her stories mix characters from modern Earth with fantasy worlds**.

Master of the Five Magics by Lyndon Hardy. This book and its sequels *detail several interesting systems of magic that are readily adaptable to Fantasy Hero*.

Three Hearts and Three Lions and **The Broken Sword** by Paul Anderson. These are two classic sword-and-sorcery tales by a master writer. They include **terrific** depictions of classic creatures and rollicking good stories.

The **Xanth** series by Piers Anthony. **This is comedic fantasy** — silly but fun. Along with Robert Asprin's **Myth Adventures**, these books are **useful source material** if you want to run a silly fantasy campaign.

The **Lords of Dus** series and the **Ethshar** novels by Lawrence Watt-Evans. **These present straightforward fantasy with some interesting twists**.

The Belgariad, **The Mallorean** by David R. Eddings. These two connected series **have a grand cast of characters and an interesting magic system**.

Lyonesse, **The Green Pearl**, **The Dying Earth**, **Eyes of the Overworld**, **Cugel the Clever**, **Rhialto the Marvelous**, **Cugel's Saga** by Jack Vance. An elegant prose style and a fantastic imagination make these classics. They are **bursting with ideas, spells, items, monsters, and amusing characters**.

A Quest for Simbilis and **Niffit the Lean** by Michael Shea. These are in the style of Jack Vance's classics with their own unique twists.

Moonheart and other novels by Charles De Lint. This is fantasy set in the modern world; **it shows how to take modern people and put them into a fantasy setting**.

The Unbeheaded King trilogy, **The Orthodox Ogre**, **The Incorporated Knight** by L. Sprague De Camp. **This is light-hearted fantasy about unusually ordinary heroes**.

The Shattered World and **The Burning Realm** by Michael Reaves. This is a **very unusual fantasy world that has literally gone to pieces**.

The **Vlad Taltos** novels: **Teckla**, **Jhereg**, **Yendi** by Steven Brust. This is an unusual background combining different styles of magic; the hero is an assassin.

The **Deryni** novels by Katherine Kurtz. **Wonderfully detailed magical battles** highlight this epic series.

Night's Master, **The Birthgrave**, and many others by Tanith Lee. These are compelling stories with **fantastically powerful magic and gods who interfere with mortals**.

The **Elric of Melniboné** novels, the **Runestaff** series by Michael Moorcock. These are classics of sword and sorcery. Elric, the sorcerer-prince with the enchanted sword, **shows how to use summoning spells and many other types of magic**.

The **Videssos Cycle** by Harry Turtledove. These five novels tell the story of a Roman legion transported to a world of magic and clashing empires. **They show how mass combat can be integrated with story-telling**.

The **Amber** series, the **Dilvish the Damned** series, and the **Madwand** novels by Roger Zelazny. These, too, are fantasy classics, **with detailed characters, unusual magic, and grand story lines**.

Tros of Samothrace novels by Talbot Mundy. This is historically based fiction about an adventurer who defies Caesar and tries to build a ship to sail around the world. The stories show how to have terrific adventures with very little swordplay, no monsters or magic items, but devilishly clever intrigue and derring-do.

The **Thomas Covenant** novels by Stephen Donaldson. This is dark fantasy of a man transported to a fantastic world to be its savior. It provides wonderful background material.

The **Thieves World** series by Robert Asprin, Lynn Abbey, Andrew Offutt, and others. These books are fantasy anthologies set in the seedy town of Sanctuary. The quality of the individual **stories varies widely**, but some are very good low-powered fantasy.

The **Riddlemaster of Hed** trilogy by Patricia A. McKillip. These books involve a riddlemaster's quest, where he must overcome shapechangers and wizards.

FILMS

Conan. This movie has great sets and costumes, but a poor story. It provides good visual references so that players know what **fantasy settings** look like. The sequel is less serious, but more enjoyable.

Willow. The special effects are good, **but the story is confused**. A high-budget epic, this is a visual treat.

The Sword and the Sorcerer. This is low budget, but is redeemed by interesting settings, good special effects, with some amusing fight **scenes**. It demonstrates the swashbuckling style in a fantasy setting.

Robin Hood. The Errol Flynn classic shows some snappy fencing (which is many centuries ahead of Robin's time) and **wonderful heroes and villains**. Shows how to create a memorable NPC or two.

The Three Musketeers. This is swashbuckling at its finest, with great **fights showing clever** use of improvised weapons and surprise maneuvers.

The Princess Bride. A children's story aimed at adults, this movie has brilliant **fencing, good fantasy characters**, and even some magic. A modern classic.

Monty Python and the Holy Grail. This is a comedy that spoofs most fantasy conventions, including brave knights, powerful wizards, **and riding horses**. This is a good break from the more serious movies.

Robin & Marion. A very accurate depiction of weapons and armor. Sean Connery and Audrey Hepburn give moving performances as **the aging lovers** in their final battle with the Sheriff of Nottingham.

Excalibur. Glittering, fantastic retelling of the Arthur **legend**. Merlin is terrific; and the armor and weapons are stunning.

Dragonslayer. This is a slow-moving tale of a magician's apprentice battling a dragon. It **should give** a GM some ideas on how to run dragons, and how tough they are.

Ivanhoe. One of the classics, starring **Robert Taylor**. Look for the jousting scene and the marvelous fights.

Flesh and Blood. "Realistic" fantasy, this film involves a mercenary company led by Rutger Hauer. **There is** tremendous detail on medieval warfare, armor, weapons, etc.

Ladyhawke. A slow-moving fantasy tale about true love and a curse.

LOCATIONS

When the barbarian charges in through the “back door” of the inn, where does he go? What lies between the gate of the keep and the throne room? What’s hidden in the chapel basement? Does it even have a basement?

Every time a wizard or knight walks into a room or building, questions like these can come up. Some GMs have the answer, some haven’t a clue. What follows is much of the information needed to answer these questions.

This section presents examples of twelve common fantasy buildings, based on the architecture of 5th to 12th century Western Europe, the society many “standard” fantasy worlds emulate.

Each example contains a description of the building’s role in medieval society, followed by a description of a specific example, including location, construction materials, and a few practical or impractical why’s and wherefore’s. Next each floor is outlined, room by room, from ground level to topmost, then sublevels if any. Finally, there is a table listing various DEF and BOD statistics for the various material used in medieval construction.

The examples given represent midpoints for the GM to build upon or subtract from. Most have one or two unique features that are suggestions on how to depart from “reality.” The architecture of fantasy frequently takes unexpected twists and turns. If a castle needs to be as big as a mountain, so be it.

At least the GM will know if there is a basement...

Abbeys are miniature worlds unto themselves. They represent a microcosm of medieval life. All the activities of work, worship, and government are represented within their walls.

ABBEY

The abbey is also a special place to the outsider. Far from the masses of urban centers, the abbey is a sanctuary for pilgrims and the sick — a shelter for sacred artifacts and relics, a center of agriculture, and a house of higher learning and art.

ABBEY OF THE SETTING SUN

Most of the buildings that compose the Abbey of the Setting Sun are constructed of stone with plastered interior walls and tile roofs. Erected over a century ago, the buildings are under constant repair. The larger buildings — the chapels, refectory, chapter house, and cloisters — are highly decorated with sculpted stonework, painted details, and finely crafted furnishing, all of which is produced by the residents. Conversely, the spartan living and work areas reflect the inhabitants' devotion to the spiritual rather than the physical world.

MAIN CHAPEL

Narthex: Ornate main entry to the chapel. This vestibule entrance traditionally faces west.

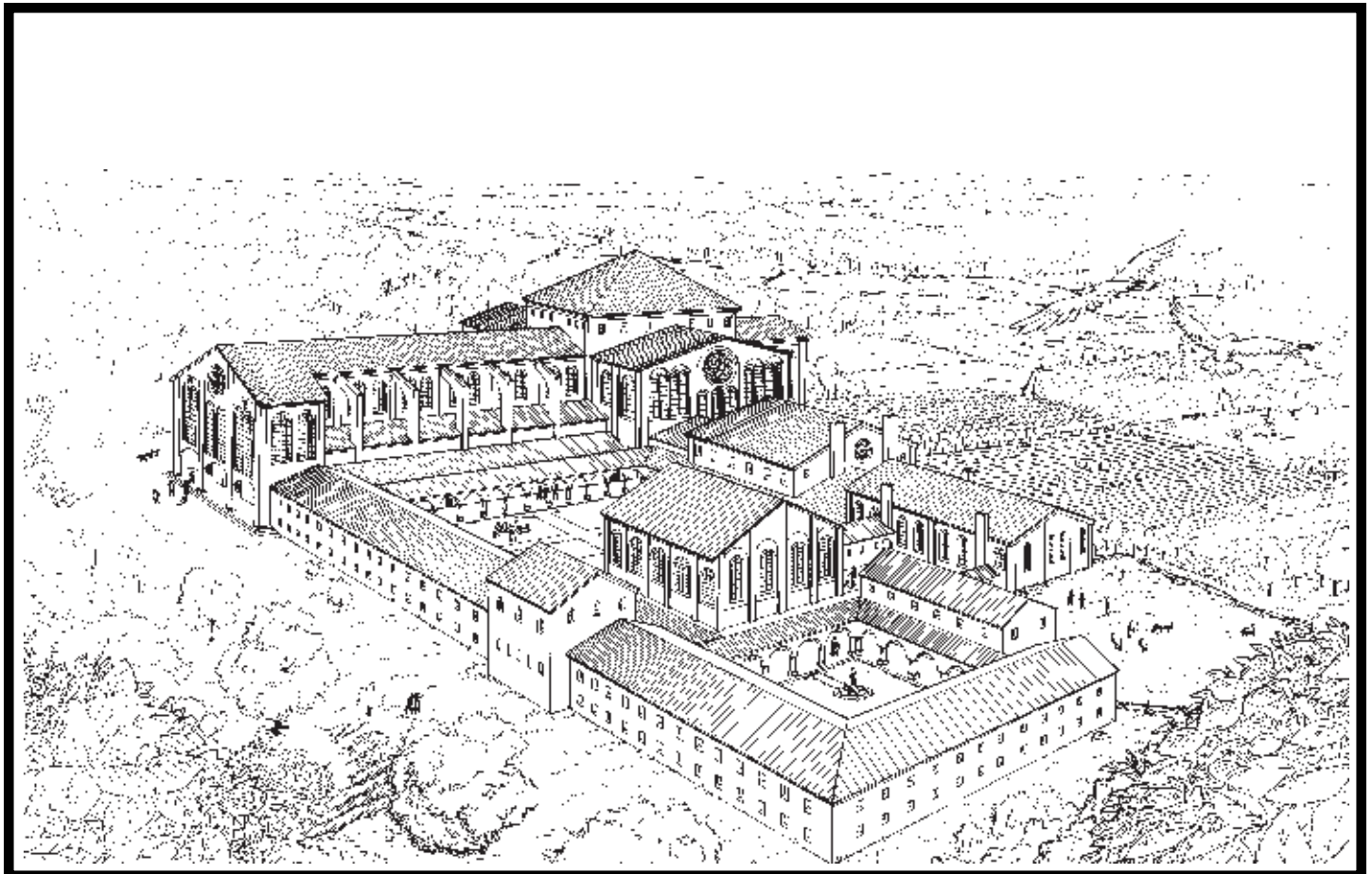
Nave: Central assembly area with side aisles.

Transept: The area at the far end from the public entrance, perpendicular to the nave, which provides additional space for the clergy.

Apse: Alcove that frames the intricately carved stone altar. Decorated with numerous statues and carvings.

Triforium: Gallery above both side aisles, overlooking the nave, reserved for additional clergy and the choir. Reached by small circular stairways off each aisle.

Crypt: The Main Chapel was built on the ruined foundations of the old shrine. A stairway in the south transept leads down to the ancient crypt of the old chapel. Here high priests are laid to their final rest in stone vaults.



MAIN CLOISTER

Main Cloister: Open quadrangle surrounded by a covered arcade.

The rest of the abbey's buildings are clustered around it. The Main Cloister serves as a classroom for the instruction of the novices, a garden for quiet contemplation, and a refuge for visiting laymen and monks. There is a small shrine to the abbey's founder in the center of the cloister.

Robing Chamber: For the clergy to prepare for the daily services. It contains a wall of large wardrobes and many chests for the various vestments and devices.

High Priest's Residence: A moderately furnished study, sleeping, and dining chambers for the exclusive use of the High Priest.

Chapterhouse: A meeting hall where communal business is carried out. A table and several chairs for the meeting's monitors are the only furniture pieces. Several ancient tapestries of great size depict historical moments of the Brotherhood.

Library: The Brothers of the Setting Sun have one of the most extensive collections of written documents known. The librarian and his assistants spend much of their lives in service to the abbey scribing a single copy of holy scriptures.

Refectory: A large hall where brethren eat their spartan meals. Heavy oak tables and benches fill the room. The head table is reserved for the elder members.

Kitchen: Extensive cooking and baking facilities able to provide

morning and evening meals for up to 150.

Garden: Provides herbs and spices and a yard for chickens and geese.

Stables: For dairy cattle and grain storage. Access to the abbey's fields is by the gate between buildings.

Chapel: With simple stone altar at one end. For smaller or private services. Modestly decorated with tapestries and wood carvings.

Monks' Dormitory: Two floors of living quarters for the residents. Each cubicle is furnished with two single bunks and small storage chests.

NOVICES' CLOISTER

Novice's Cloister: Used mostly for individual study or meditation.

Blacksmith's Shop: Contains a small forge for smelting soft metal.

Carpentry Shop: Contains tools and materials for wood carving, cabinetry, and building maintenance.

Craftsman's Shop: Above metal and carpentry shops. Tool and material storage and work area for working leather, fabric, and earthenware.

Novice's Dormitory: Novices' living quarters, each containing two double bunks and several storage chests. Used for storage when not occupied.

Hospice: Small, two-story, modestly furnished guest house for visiting clergy and nobles. The ground floor has an antechamber, dining hall, and servant quarters. The second floor holds two large bed chambers.

BASILICA

In a world where spiritualism and politics are tightly intertwined, the cathedral or basilica became as important as the lord's castle. The epicenter of the local religion, a grand and glorious basilica was considered a measure of the worshippers' faith. As with the castle, the larger the basilica, the more devout the people's belief in their leader, be he of flesh or spirit. But whereas the castle was built with the people's taxes and toil, the basilica was constructed with gifts and blessings... and the people's toil.

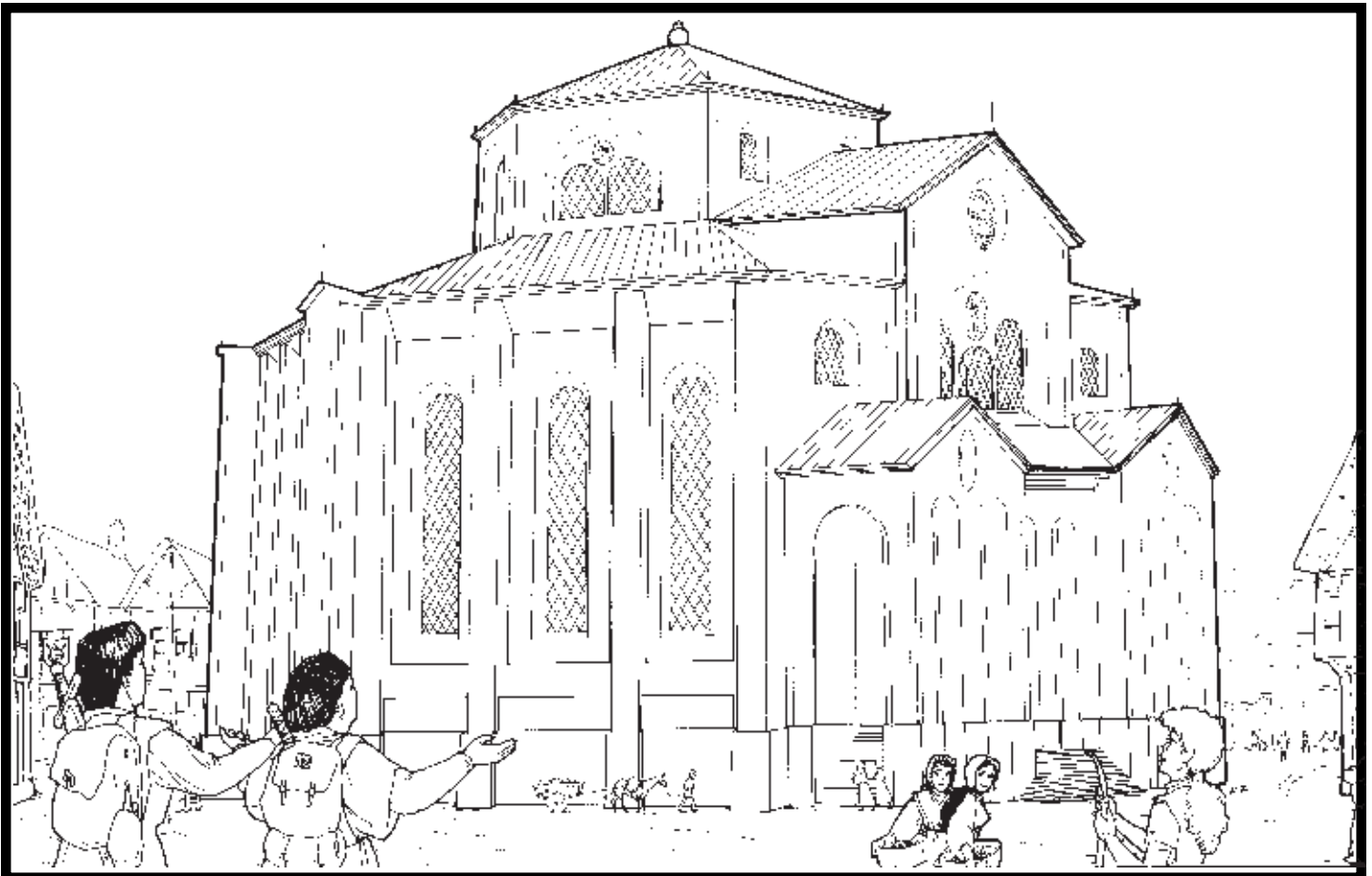
BASILICA OF BLESSED LIGHT

Built around the same time as the castle and the keep of the city, the construction of the Basilica of Blessed Light was remarkably similar. A strategic site was chosen in the town's square and central marketplace. The same materials and building techniques were

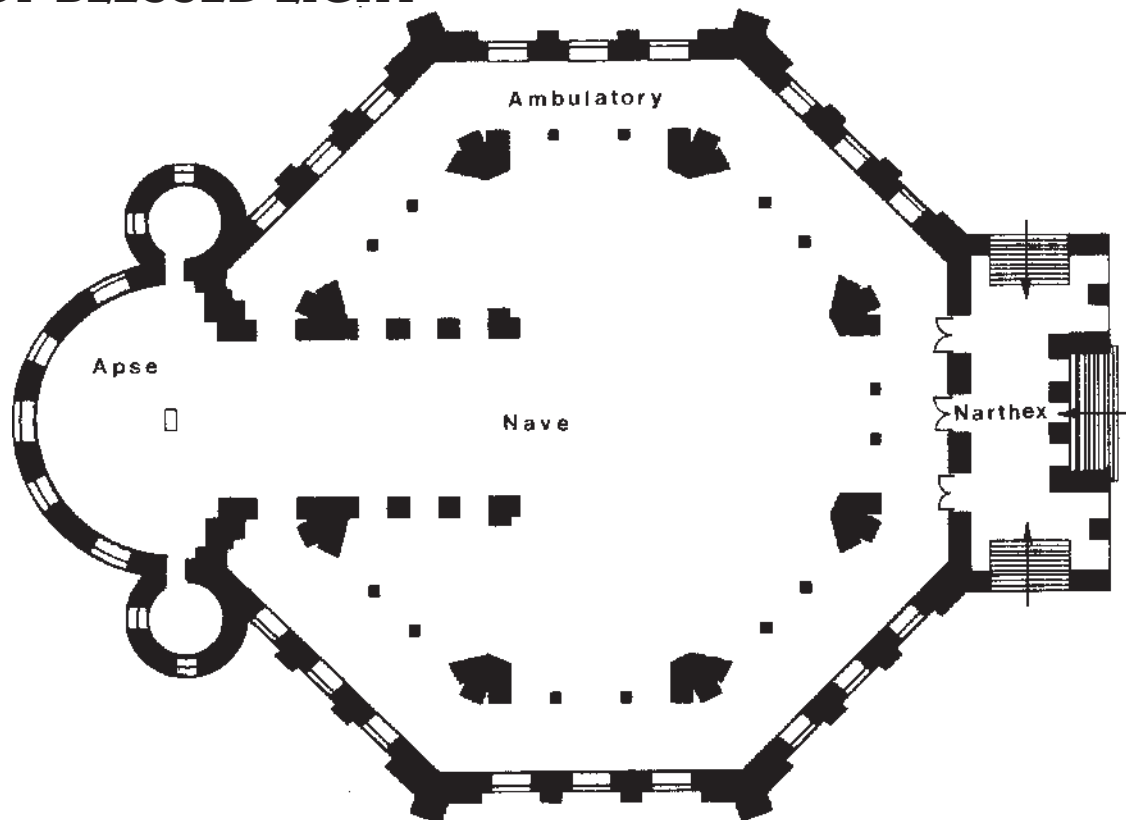
used as in the castle: walls and floor of cut limestone, plastered and painted interior walls, wooden beam and slate tiled roof. Even the same labor force was employed, but few people were paid in coin, for their services were donated in the hope that it would strengthen their faith.

EXTERIOR

Narthex: Sitting commandingly on the western side of the central marketplace, the basilica's wide, decorative stone facade draws all focus from the drab, two story structures that flank it. The wide stained glass windows refract the light of the sun in all directions, giving the basilica the appearance of a jewel sparkling in the darkness. On holidays when special services are attended by all, weather permitting, processions and pageants are held on the steps of the narthex and the square fills with townsfolk.



BASILICA OF BLESSED LIGHT



INTERIOR

Nave: Central gallery of the basilica. Eight pairs of majestic columns support the large gilded dome, eighty feet overhead. Here the faithful may meditate, pray or attend a service. On days of high services, only nobles, dignitaries, and the clergy are admitted to the nave.

Ambulatory: Wide circular aisle surrounding the nave. With its many depictions of the religion's first faithful, a pilgrim may walk around and see the entire history of the Blessed Light.

Apse: The area under the immense columned arch around the altar. Here the clergy perform the various rites and services.

Side Chambers: Circular chambers to either side of the apse, used as a vestry and as a place to store sacred objects. They are also used for special religious rites and private ceremonies.

As with the main chapel of the abbey, the basilica has a number of buildings around it to house the other functions of the church. Depending on the size of the city and the religion, support buildings can range from a house for the clergy to a complete cloister of monks.

The presence of a large, sprawling castle indicates sustained prosperity and a secure society. Historically, castles were intended to be dwellings to protect the seat of government or the royal family.

CASTLE

As a ruler grew stronger and accumulated more wealth, he could better afford to build the elaborate layered defenses of the castle. People would come seeking employment and protection, pledging fealty in return. Houses would spring up till they overflowed the walls. Another wall would be built. Cultivated lands would extend further afield. The castle would become a source of civic pride to those in and around its walls.

Although a historical castle was usually utilitarian in design and built on a carefully chosen site of strategic value, the castles of fantasy are stupendous works of craftsmanship, located in out-of-the-way places, for totally illogical reasons. The castle depicted here represents a combination of the historical and the fantastic.

CASTLE AT RED CLIFF

Castle Redcliff was commissioned by the then single Lord Anlan. Four years earlier, the lord met the enchanting Princess Imber. Knowing they were destined to spend their lives together, Lord Anlan began the ritual courting, which lasted six years. In the romantic mood of the time, Anlan decided not to build in or around one of his cities, but instead chose a site three miles from a smaller port town. The small rocky island southwest of the high granite cliffs, Anlan thought, would provide the perfect location for the next chapter of their storybook romance.

EXTERIOR

Built atop a sheer stone island almost a quarter of a mile off the coast, Redcliff is well protected from invaders. The swift and unpredictable currents close to the island prevent larger ships from sailing too close, lest they be dashed against the many rocks just below the surface. The only approach is by a small skiff or barge, from the east where a pier has been built. A sweeping stair threads its way up to the castle gates. A drawbridge provides a final obstacle before the actual walls are reached.

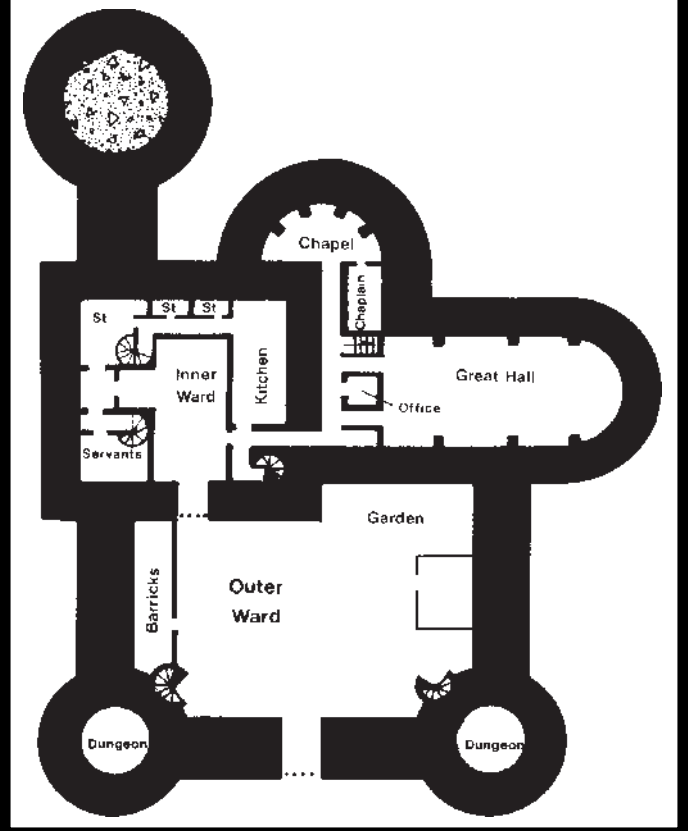
GROUND LEVEL

Outer Ward: Courtyard inside the outer wall, provides a small drilling ground for soldiers. A vegetable and herb garden occupy one corner of the yard. Circular stairs in the corner towers give access to the upper floors.

Barracks: Sleeping accommodations for twenty men-at-arms, includes several long tables for dining.

Inner Ward: Inner courtyard, landscaped with exotic trees and flowers as per Lady Imber's instructions. Three circular stairs lead to various parts of the upper floors.

CASTLE REDCLIFF - GROUND LEVEL



Great Hall: Dining and meeting hall for official functions, elaborately decorated with intricate, hand-carved woodwork and silk banners.

Chapel: For the lord and lady's devotions and morning services.

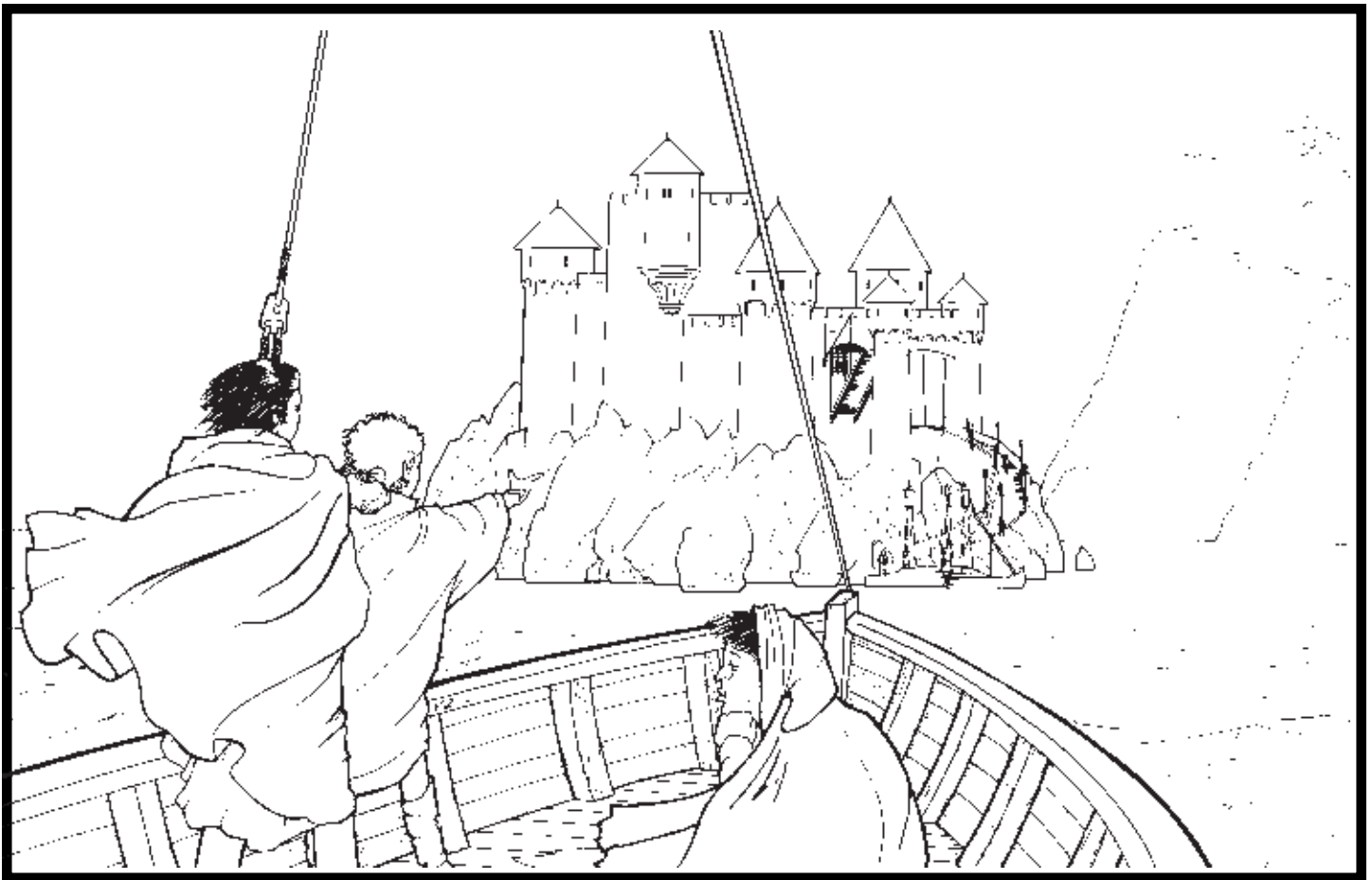
Rectory: Living quarters for the chaplain.

Kitchen: Large, well-equipped kitchen with special pastry ovens. The master chef directs the activities of other cooks in the preparation of the meals served daily.

Store Rooms: Larger rooms for storing foods and beverages of all types, smaller rooms for linen and tableware.

Servant's Quarters: Living quarters for cooks.

Dungeons: Seldom used holding cells, accessed by trap doors in the ceiling.



FIRST FLOOR

Guard Rooms: Guard posts and weapon rooms, normally manned by two guards each. A ladder can be lowered through a trap door into the dungeons.

Guest Rooms: Four lavishly furnished sleeping chambers for guests of all social stations.

Servants' Quarters: Living quarters for three manservants.

Bed Chamber: Accommodations for Lord Anlan's squire.

Guard Captain's Quarters: Private living quarters for Castle Redcliff's Captain of the Guard.

Steward's Quarters: Living quarters for Lord Anlan's steward.

SECOND FLOOR

Tower Armories: Weapon storage and access to the outer ramparts. Controls for the drawbridge are located in the north tower.

Meeting Hall: The lord's private hall for meetings of a military or political nature.

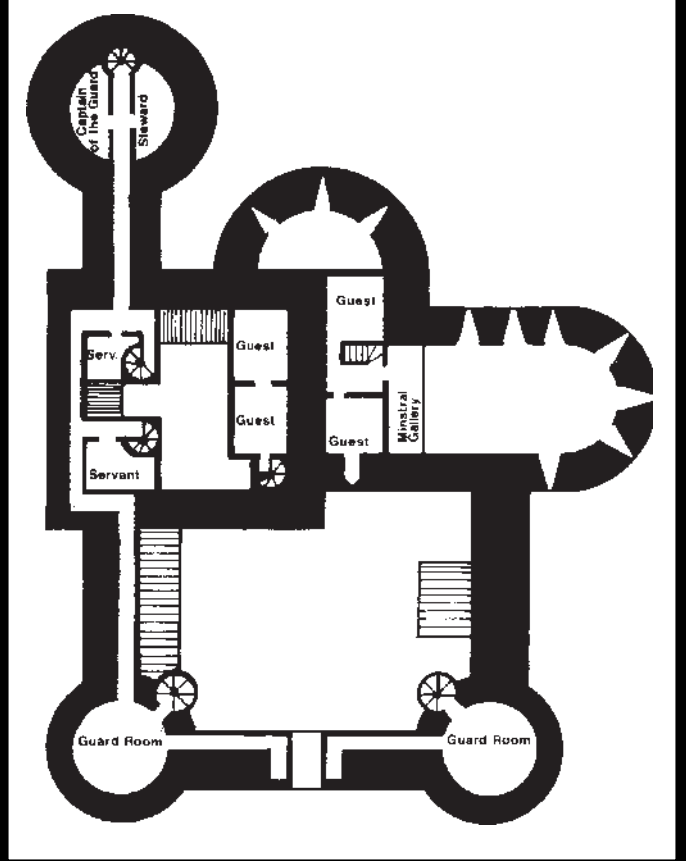
Document Room: Storage for maps, treaties, deeds, and other official papers.

Study: Steward's private office for conducting the administrative duties of the castle.

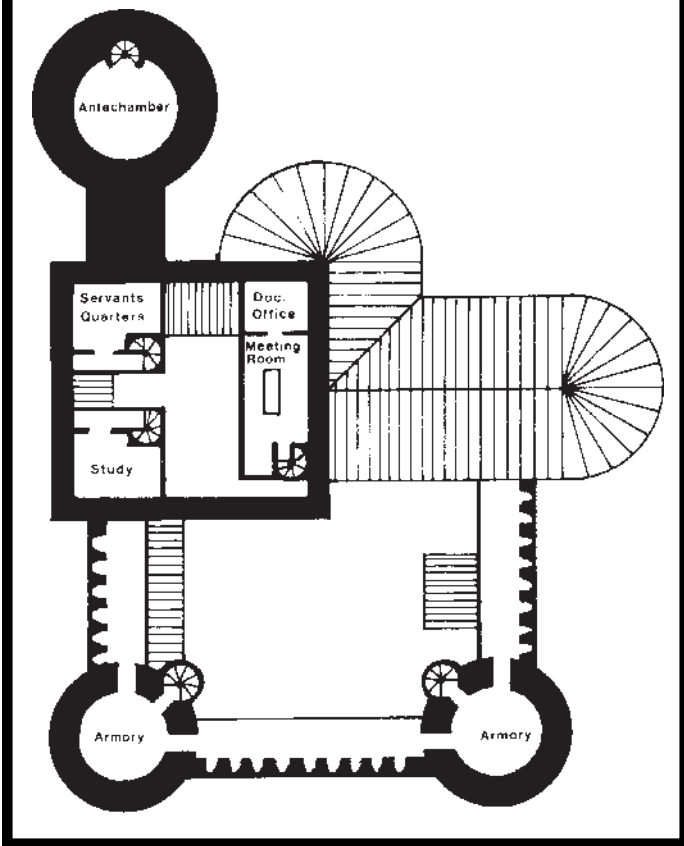
Servants' Quarters: Living quarters for three chambermaids.

Royal Antechamber: Private living quarters for the royal couple.

CASTLE REDCLIFF - FIRST LEVEL



CASTLE REDCLIFF - SECOND FLOOR



THIRD FLOOR

Tower Rooms: Lookout towers and missile firing positions.

Library: For the lord and lady's extensive private collection of rare books, scrolls, and objects of art. A circular stair spirals up to a square balcony and more shelves.

Bed Chamber: Future nursery, currently unused.

Royal Bed Chamber: Comfortably furnished bed chamber for the lord and lady.

FOURTH FLOOR

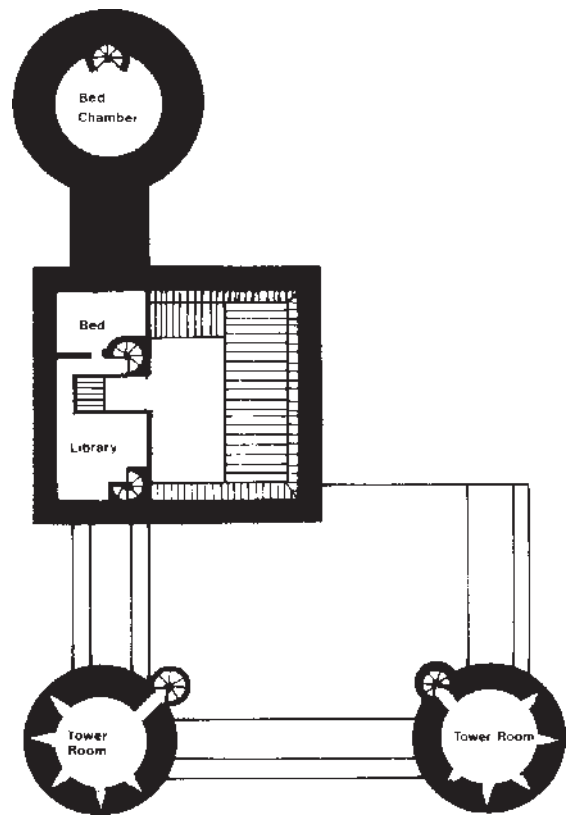
Bed Chamber: Bed chamber used by the lady's cousin during her frequent visits, currently vacant.

Lord's Study: The Lord Anlan's private study. Off limits to all members of the household, even the Lady Imber, here Lord Anlan keeps many mementos of his childhood and his father.

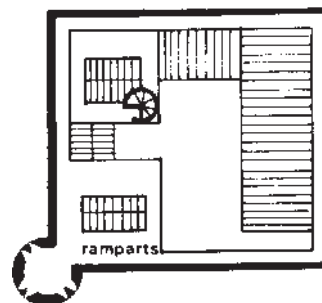
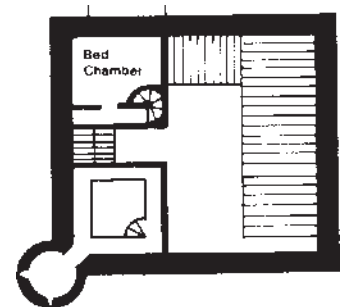
FIFTH FLOOR

The southwest stair opens on the inner ramparts.

CASTLE REDCLIFF - THIRD FLOOR



FOURTH FLOOR



FIFTH FLOOR

CAVE COMPLEX

Most cave complexes are formed when mildly acidic water slowly dissolves a layer of limestone, causing fissures to appear. As the fissure widens, the water seeps down to the water table, usually the level of a nearby lake or other body of water. The water now moves horizontally toward an outlet, continually carrying tiny particles of rock with it. This process continues and in time huge chambers and passages are formed. This depositing of particles is also responsible for the many strange stone formations found in caves.

COLDWATER HELLMOUTH

Falling swiftly from the mountains, the Coldwater River runs across several narrow valleys on its way to the sea. In each of the valleys, the river has carved a narrow channel into the valley floor which can attain depths of 100' or more. The southernmost valley is crossed by a major trade route.

Soon after travellers began reporting being attacked near the river crossing, a squad of soldiers were dispatched to investigate. Of the three that returned, one reported seeing, " 'undreds o' dark, twisty creatures bein' spat out o' the mouth o' the earth." Further,

more reliable investigations found evidence of a large population of orcs inhabiting a cave 200 yards upstream of the Coldwater Bridge. Later expeditions discovered that a sizable portion of the valley floor was crisscrossed with underground tunnels and passageways. What follows is a small section of the central cave complex.

SURFACE

The valley near the river is heavily wooded, which provide excellent cover for raiders to launch surprise attacks and then quickly disappear. The Coldwater is 85' below ground level, with hills rising no more than 20'.

Hell's Gate: First and most northern entrance. A 10' high by 25' wide opening with a 15' wide channel from the river.

Belfry: 4' high by 24' wide opening 60' above water level. Main entry for the cave's bat population. Drops sharply downward toward Vampire's Hall.

Maria's Sink: 35' diameter sinkhole with 4' diameter vertical shaft. Drops 52' to small chamber and passage.

Porch: 35' long by 16' wide ledge, 10' down from ground level, holds a commanding view of the river below.



Central Chimney: 15' fissure sloping to a 5' diameter, 32' shaft to river channel below.

East Chimney: 6' diameter pothole with carved hand holds, well hidden by a dense stand of trees.

Devil's Pot: 21' wide sinkhole narrowing to a 16' diameter shaft, frequently guarded by orcs.

Back Door: 3' wide by 4' high passage slopes gently toward the Den.

Water Hole: 7' diameter sinkhole and shaft between three low hills, drops 80' to the Rain Room below.

Howler: 28' wide by 13' high river level exit for diverted water. Wind passing into the contoured cave mouth gives off a low moaning sound. Guarded constantly by 6 to 10 orcs.

CAVERNS

Waterways: A 15' wide by 12' deep channel cuts down the southern side of the Hellmouth opening and winds its way south to the Howler. It is navigable its entire length (by a small raft), and divides only once, 550 yards north of the Rain Room. A second subterranean entrance surfaces in a deep pool north of Devil's pot and forms a small lake in the Den. It joins the main stream 250 yards east of the Den. The main channel rejoins the Coldwater almost three miles downstream at the Howler. A third channel merges with the main channel at the deep pool in the Plunge Pit. Its source is unknown.

Vampire's Hall: 20' wide by 6' high by 140' long passage, home for 2,000 vampire bats. An 18" deep foot path through the guano on the floor indicates the cave sees frequent use, despite its inhabitants.

Moon Dome: 48' wide by 160' long by 35' high chamber with a few diminutive stalactites, gives the ceiling a moon-like appearance. The sloped floor is littered with house-sized boulders. Used as living quarters by 30 to 60 orcs.

Plunge Pit: 45' triangular chamber at the meeting of the main channel and the third channel the depth of which is unknown, although the sound of a hidden waterfall can be heard.

Bone Room: 40' wide by 60' long by 25' high chamber with numerous ivory colored stone columns which look like leg bones.

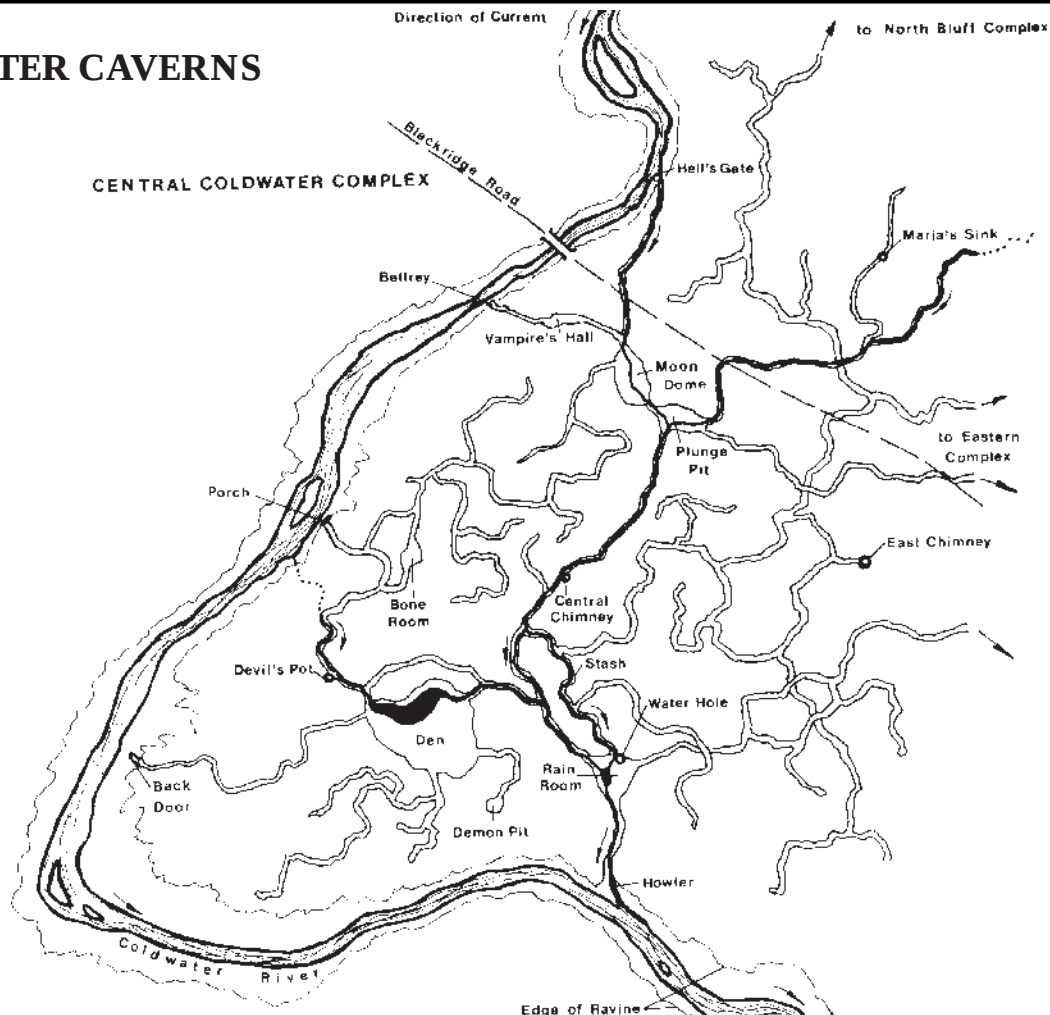
Stash: 20' wide by 25' long by 15' high room with huge deposits of quartz crystals. Used as the treasure depository.

Rain Room: 25' wide by 115' by 85' high gallery with long drapery structures. A constant trickle of water splashes down from the shaft above giving the appearance of a light spring shower. Used as a sleeping chamber by the orcs.

Den: 230' wide by 290' long by 70' high gallery decorated with a wide variety of natural formations. These are the primary living quarters of the known orc colony. Approximately 120 orcs inhabit this room.

Demon Pit: 15' wide by 30' long by 25' high room of broken limestone slabs. A 17' diameter shaft of uncommon smoothness drops to an unknown depth. An occasional warm breeze is the only clue to its origins.

COLDWATER CAVERNS



FARMHOUSE

The most common type of building is the simple farmhouse — every peasant lives in one.

HOME OF TOBIN PEL

Tobin Pel, a common peasant farmer and serf of Lord Albrect, farms two and a half acres of good land three miles south of the city, near the forest. He works the fief with the help of his wife, their four children, his younger brother and their mother. For Tobin, the house, built by his great grandfather, is the center of his life. It is very similar to the dwellings found in the city, but it is smaller and slightly cruder in construction. It is built of materials native to the area: coarse stone for the fireplace, heavy timber and peat for the walls, and thatch for the roof. The floor is dirt.

INTERIOR

The dominant interior feature is the fireplace of laid stone. Most of the household's inside activities directly involve or take place in front of the fire. Cooking is an all-day activity. Even during warmer

weather, a fire is often going. There is also a small oven for baking bread. To the left of the fireplace, a small supply of fuel for the fire is stored. Moved from a larger supply outside, it is kept dry and ready for immediate use.

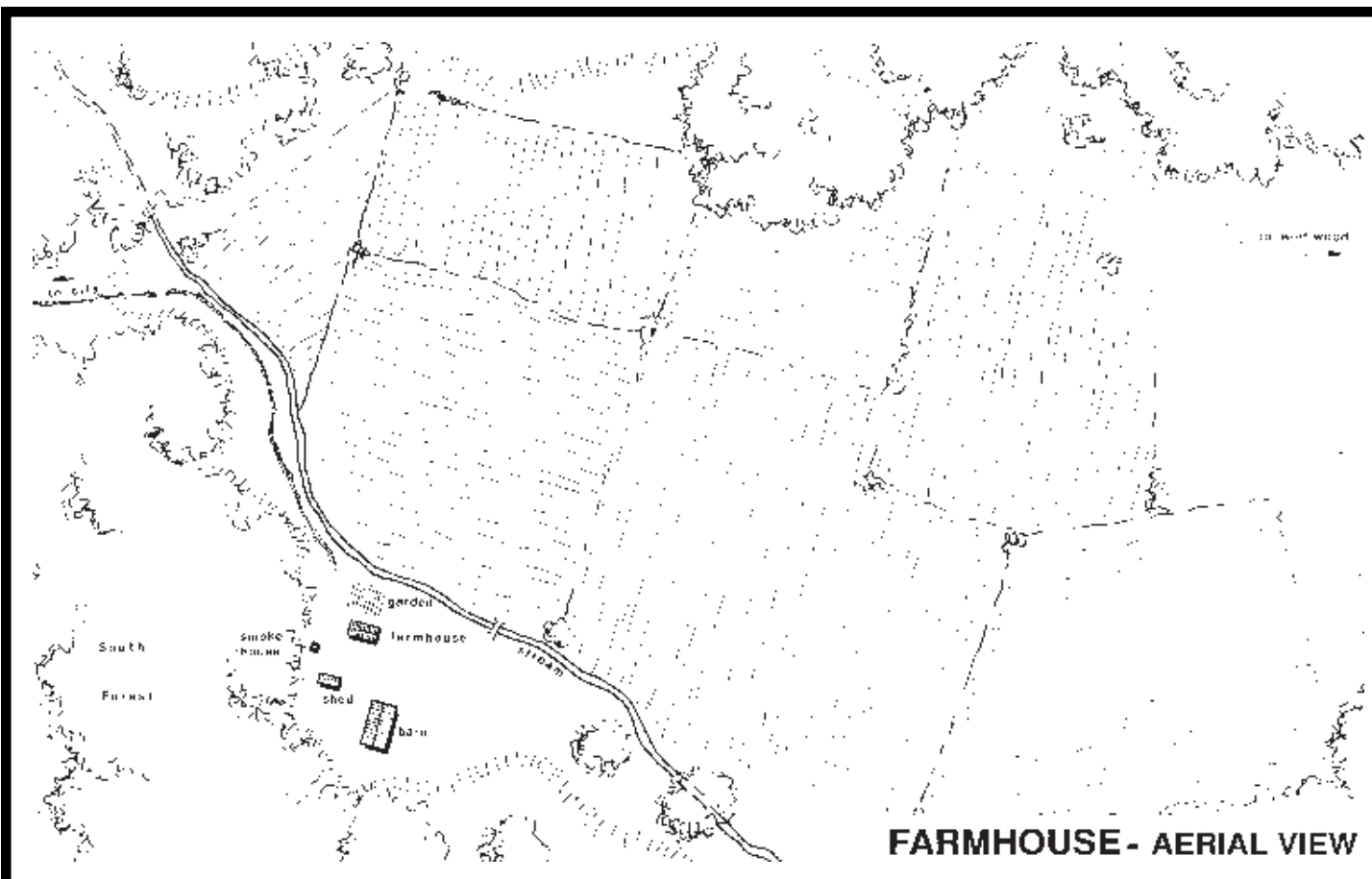
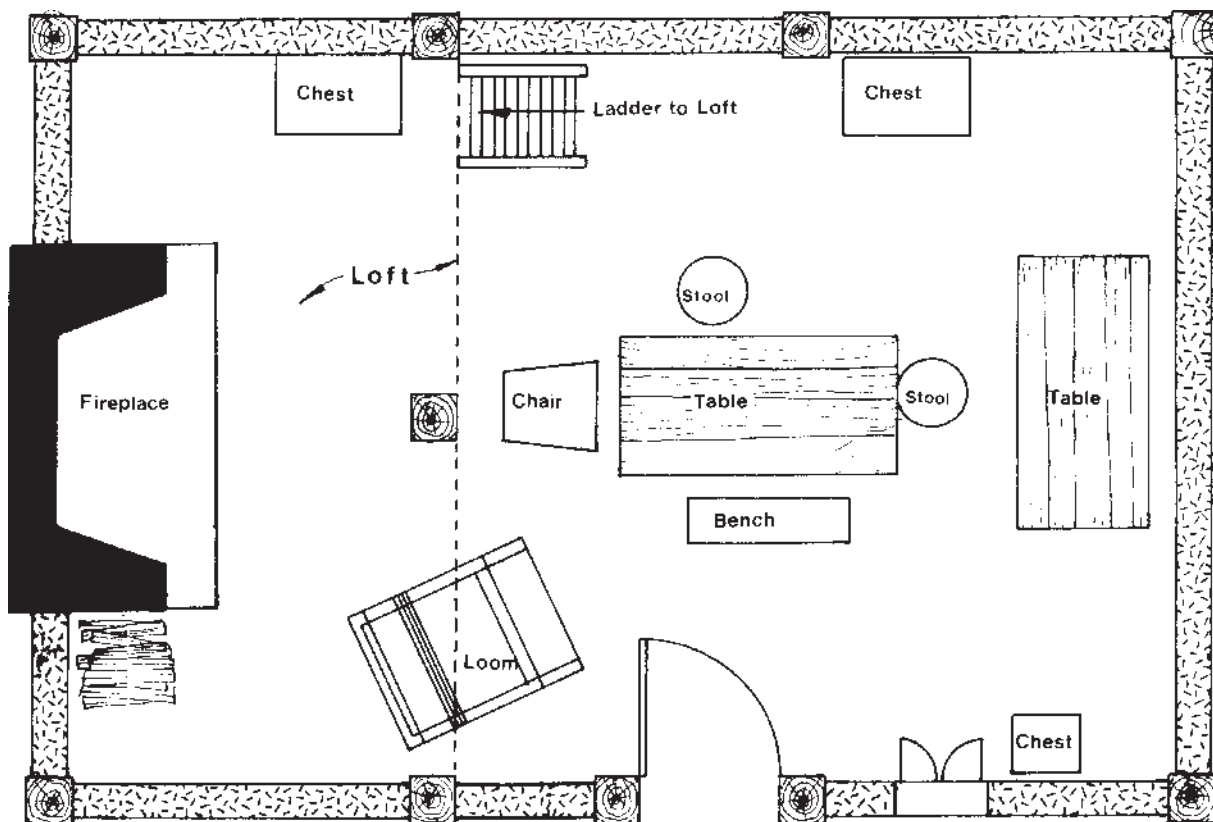
In the center of the room there is a wooden table. Meals are prepared and served here, and other daily activities such as sewing, mending, and the crafting or repairing of household tools take place at the table. Being a fairly prosperous household, the remainder of the room is taken up by a few rare personal possessions: a small work table, several chests, and a loom.

To the rear of the dwelling there is a ladder up to the loft. The loft, which covers almost half the room, is made of wooden planks covered with straw. It is warmed by rising heat from the fire.

GROUNDS

The farm setting is completed with a shed for animals, a storage barn for grain and the cow, a smokehouse of peat and stone, and a small herb garden.



FARMHOUSE

GUILDHALL

As villages and hamlets grew and expanded, a new class of people appeared who were neither serf or noble — the bourgeoisie. Instead of pledging loyalty to a higher lord, these people purchased their freedom by paying taxes. Most of the bourgeoisie were merchants and craftsmen who lived and worked in larger cities. As their numbers swelled, groups of people practicing a single trade would band together to halt price wars, reduce destructive competition, and set standards of measure and quality. These guilds are the forerunners of modern day trade unions.

HALL OF CABINETMAKERS GUILD

The members of the Cabinetmakers Guild have been reasonably prosperous over the last 173 years. With the recent growth in urban population and the opening of new trade routes to the east, the Grandmaster predicts record growth in the field of cabinetmaking. The recently completed guildhall, built by the generous contributions of the membership, has exterior walls constructed, ironically, of stone. The interior walls are all faced with finely carved wood paneling. The richly detailed roof trusses gracefully span the full width of the hall with only two columns for support.



GROUND FLOOR

Entry: This is a waiting area for members, guests, and those seeking admittance into the guild. The chairs in the room, done by several of the more prominent members, serve as examples of the guild's work.

Main Office: This is where the paperwork of the guild is done. Two clerical workers keep track of the membership, dues and fees collected, and taxes paid.

Workshop/Showroom: This is a fully functional woodworking shop, complete with the most modern tools and techniques, handed down for generations. Here real pieces are built and sold as in any other shop. It also serves as a place for apprentices to start or be tested.

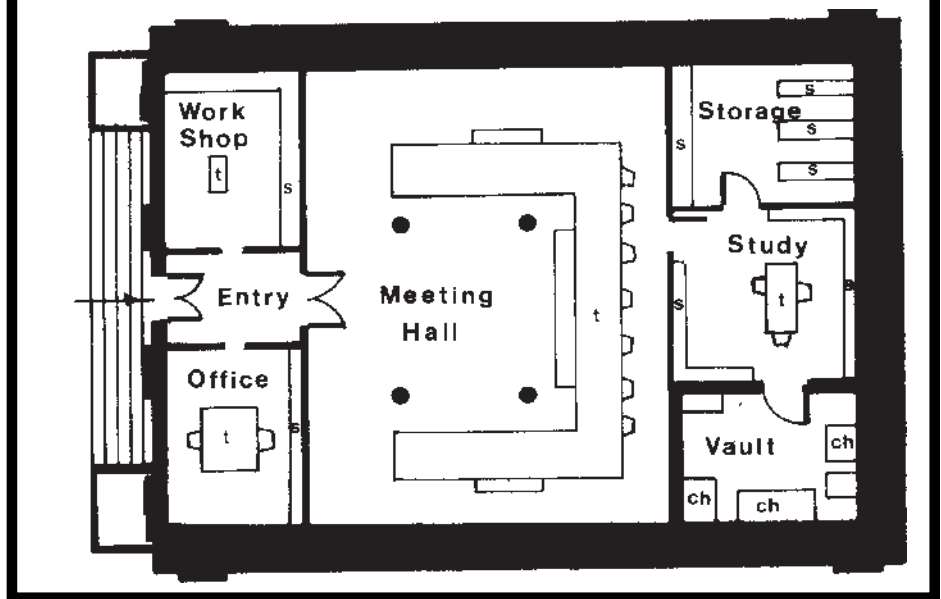
Meeting Hall: Hall for monthly and annual membership meetings. The annual meeting is a small scale trade show and recruiting seminar. Members sit or stand around the outside of the large "U" shaped table, and others sit on benches in the center.

Study: A library and meeting room for the guild's senior members.

Vault: Storage area for special or valuable projects and monies collected and saved.

Storage: Storage for guild record, ledgers, and minutes of meetings.

CABNETMAKERS GUILD



KEEP

A king or lord's holdings can be vast, stretching for many miles across farmlands, forests, and mountains. Throughout his realm, there may be many places where an enemy army can enter his lands unchecked. Cunning attackers will be able to penetrate swiftly, striking every helpless town and hamlet till they can be stopped.

To discourage such an offensive, a ruler builds fortified outposts at vulnerable spots or places of strategic importance. A trusted knight may be charged with the operation of this keep, and is fully responsible for manning and maintaining the structure and security of the area. Depending on the location and importance of the keep to the realm's security, such an assignment can be a reward for faithful service or a sign of disfavor.

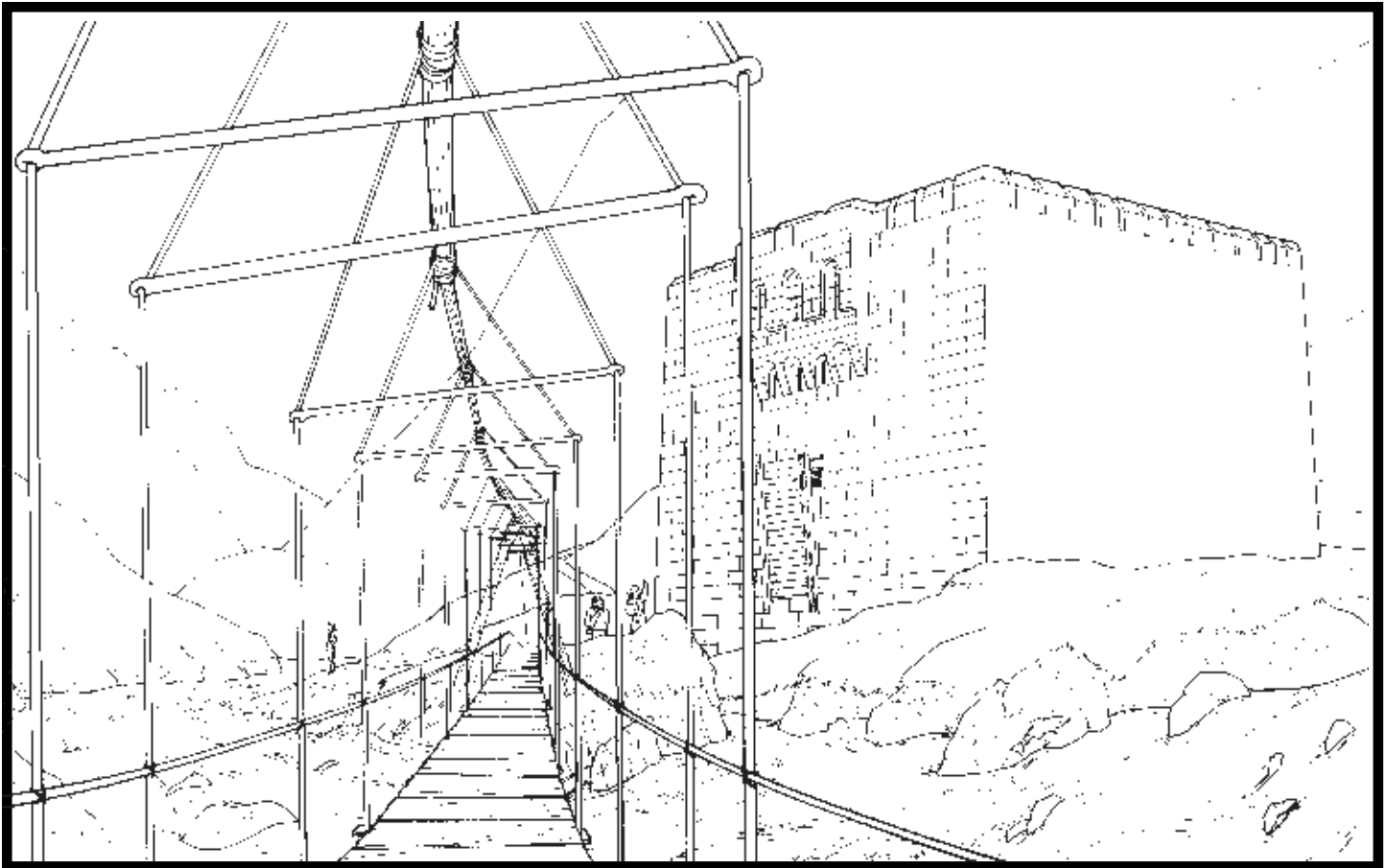
KEEP AT SOUTH FORD

The site of the South Ford is strategically important. Situated in a narrow valley along the South River's swift descent though the mountains, the keep guards the only crossing for nine days ride in either direction.

The outer wall and foundation of the keep are made of granite cut from the nearby mountains. The footing for the foundation was started 18' below ground level to prevent enemy sappers from undermining the walls. Two four-foot parallel walls with a rubble/mortar fill give the outer curtain wall a total thickness of 12'. Most interior walls, also of stone, are plastered and whitewashed. Floor beams are planked in oak, and roof timbers are covered with slate tiles to lessen the effects of flaming missile attacks.

GROUND LEVEL

Entrance: The sole entrance to the keep is separated from the surrounding land by a moat of water diverted from the South River, and by the steep, rocky bank. The approaching roadway has been built short of the wall. A counterweighted drawbridge spans the remaining gap. Inside the drawbridge is a portcullis of heavy timber faced with iron, which can be raised and lowered. Beyond is a pair of heavy wooden doors, reinforced with iron straps. Each of these barriers can be rendered inoperative, the drawbridge and the portcullis by detaching their counterweights and the doors with a large drawbar.



Bailey: A small courtyard with stabling for several horses. A stairway leads up to the wall and the gate house. Note that all stairs in the keep are designed to be defensible from above, that is, a normal right-handed attacker coming from below will be swinging his weapon into the wall.

Entry Hall: Entrance to the living quarters. This sturdy door can be held fast with a pair of drawbars. A short hall leads to a pair of circular stairways, up to Sir Ipsal's quarters and down to the sublevel.

Servants' Quarters: Living space for servants, contains two double bunks and an assortment of rustic furnishings.

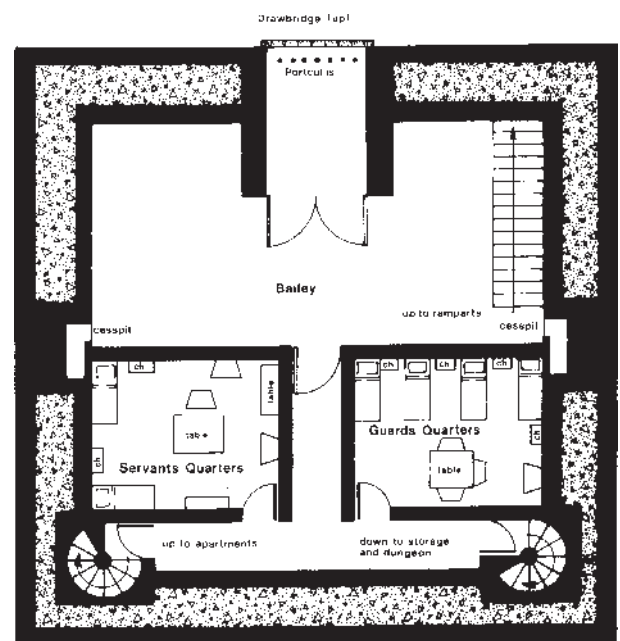
Guards' Quarters: Sleeping area for the men-at-arms. Four single bunks are shared by the dozen men garrisoned there.

FIRST LEVEL

Dining Hall: For eating and meetings between Sir Ipsal and his captains. The drab plaster walls are decorated only with the king's standard.

Kitchen: For preparing all meals served at the keep, from the bland daily fare to the occasional holiday feast.

SOUTH FORD - GROUND LEVEL



SECOND LEVEL

Lord's Bedchamber: Private sleeping quarters for Sir Ipsal, modestly furnished with bed, chests, chairs, a wardrobe, and a few of the knight's personal possessions.

Bedchamber: Smaller bedchamber for relatives or guests of Sir Ipsal. When not occupied, it is used for additional storage space.

Gatehouse: Small room directly above main entrance, which houses the winch controls for the portcullis and the drawbridge. In the floor there are three murder holes from which missiles can be fired on enemies below. Narrow tapered openings called arrow loops give a commanding view of the bailey and the keep's approach. A steep, narrow stair continues to the ramparts above.

SUBLEVEL

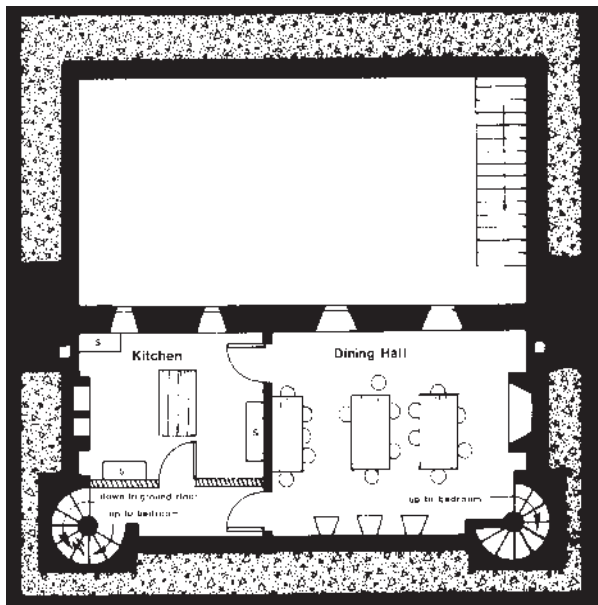
Storage Rooms: Primarily for food. Small quantities of wine, clothing, tools, and repair materials are also kept there.

Armory: Storage of spare weaponry, particularly arrows and long bows.

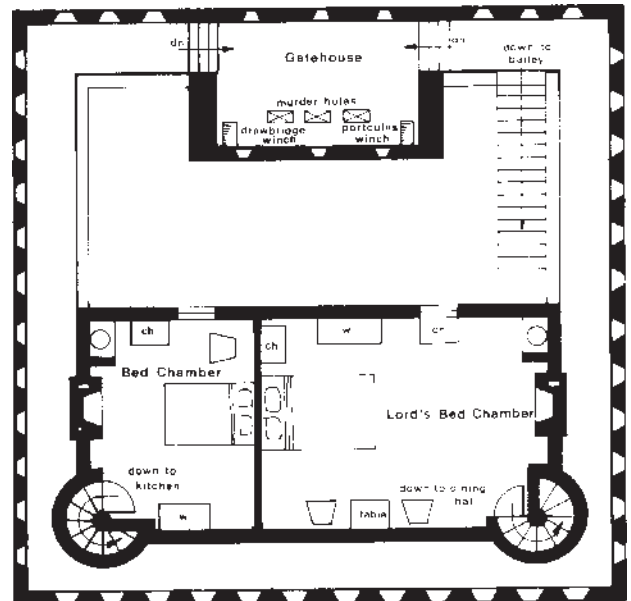
Dungeon: Block of three locking cells. The outer door can also be barred.

Well: Dug to below the river's level, and used for drinking water.

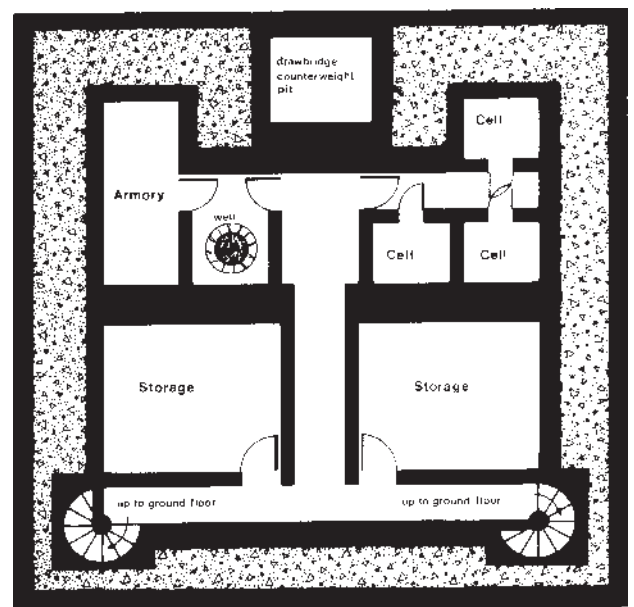
SOUTH FORD - FIRST LEVEL



SOUTH FORD - SECOND LEVEL



SUBLEVEL



MANOR

In many historical periods, royal permission was needed to crenelate; that is, to fortify a dwelling by crenelating its walls. Anyone who did so was viewed as a possible threat to the king, so many of those who could afford to build would live in smaller accommodations inside the city walls.

Instead of living on the cramped atmosphere of the city, a knight or minor noble could build a large house on his own land, not too far from the relative safety of the city. These structures would normally be part of a collection of buildings that would include stables, barns, and living quarters for retinue.

LORD ALBRECHT'S MANOR

Lord Albrecht felt the need to leave the city in the summer months to better oversee, and enjoy, his holdings. He chose a stony bluff, overlooking his lake. The topsoil was removed and a sturdy foundation of laid stone with a rubble and mortar fill was con-

structed. The exterior and most interior walls are also stone, but half-timber construction was used on the second floor. Interior walls were then plastered and whitewashed except for the great hall which was faced with carved wood panels. The floors are wooden planks nailed to oak beams. A steeply pitched gable roof of slate tiles and leaded glass windows finish the exterior.

GROUND FLOOR

Kitchen: For preparation of the household's meals. Stairs lead up to the first-floor antechamber.

Storage Rooms: Contain foodstuffs, wine, ale, etc.

Servants' Quarters: Living/sleeping area for the manor's year round staff, a housekeeper, a cook, a manservant, and groundskeeper.

Workroom: Work and storage space for groundskeeper.

A small stable, a tithe barn, and several seasonal servant's dwellings complete the manor complex.



FIRST FLOOR

Antechamber: Serves as a foyer, waiting room, greeting room, hallway, and sitting room. It is lightly furnished with a table, two side chairs and several benches. Like all living spaces, it contains a fireplace. The antechamber is also a show place for the lord and lady's artwork, rare antiquities, and trophies. An ornate staircase leads up to the second floor. Below it, a second stair leads to the ground floor. Heavy wooden doors lead to the great hall and the exterior.

Great Hall: This is a small replica of the king's own great hall and serves much the same functions. Here, the lord and lady dine, meet with other nobles, entertain visitors, view entertainments, and hold court. The illusion of greater size is created by the wide fireplace, full width minstrel gallery, and high, open-beamed ceiling. The room's main furnishing is a great 'U' shaped table. The lord, lady and their honored guest sit at the center section facing the fireplace, with other guests on their two flanking sides. Squires and other attendants wait behind their masters and food is served from the center of the 'U'. The walls are decorated with banners, tapestries, and artwork. Side doors lead out of the great hall to the antechamber on one side and to a connecting hallway on the other.

Study: Where Lord Albrect handles business and paperwork. It contains a modest table and shelves for books and papers.

Guest Room: Comfortably furnished bedchamber for noble or honored guests.

SECOND FLOOR

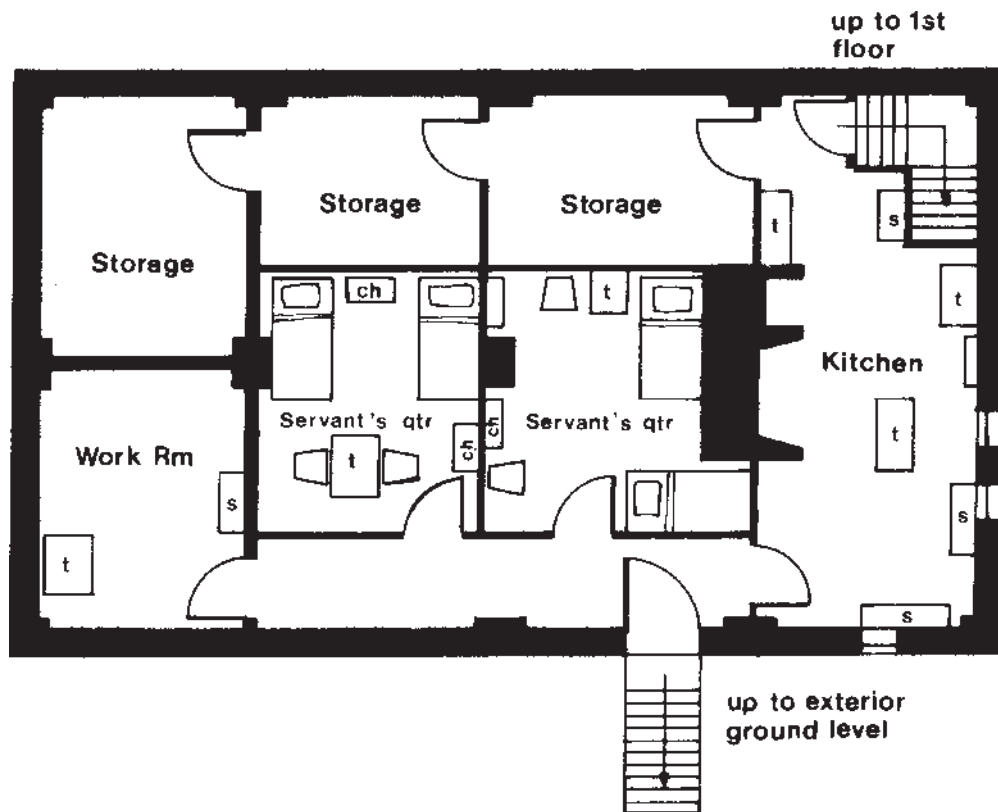
Lord and Lady's Bedchamber: Combination bedchamber and sitting room. Here are Lady Elizabeth's finest furnishings: chairs, tables, wardrobes, and a large bed — all of exquisite workmanship. In the corner is a wooden tub for bathing.

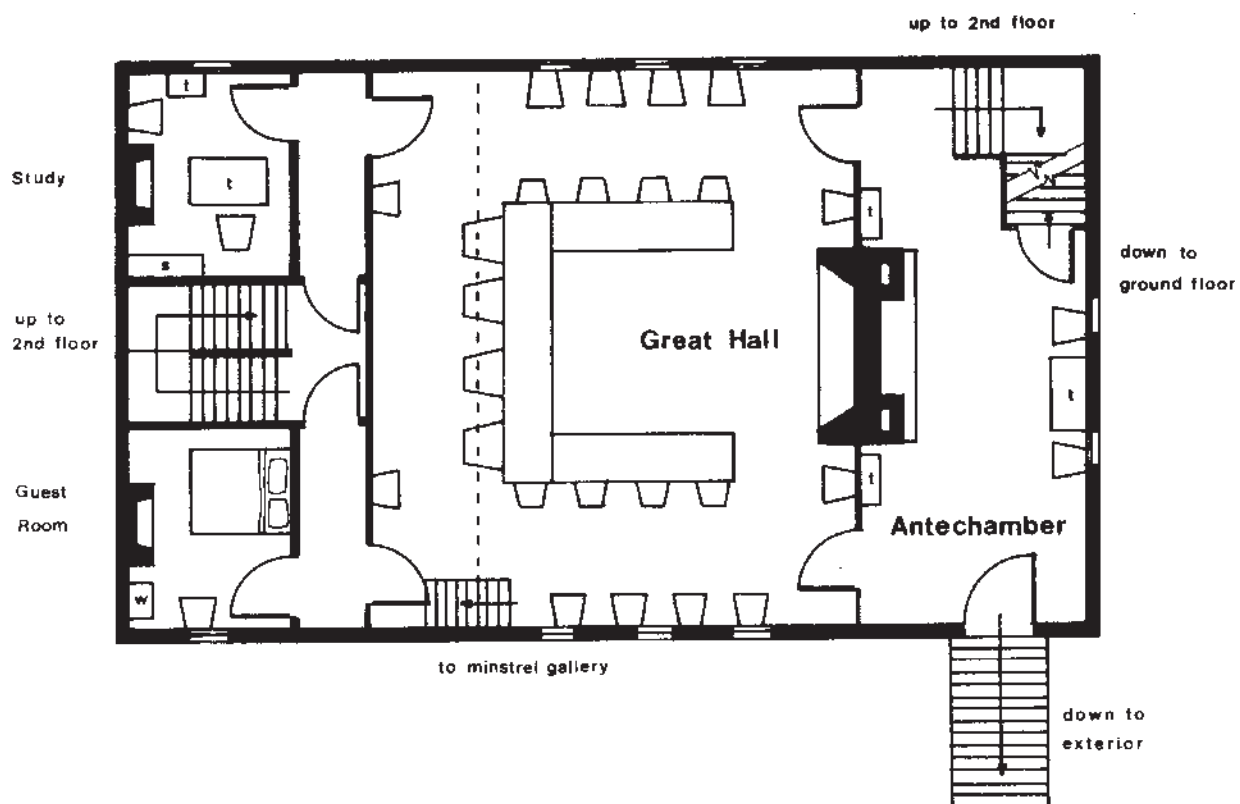
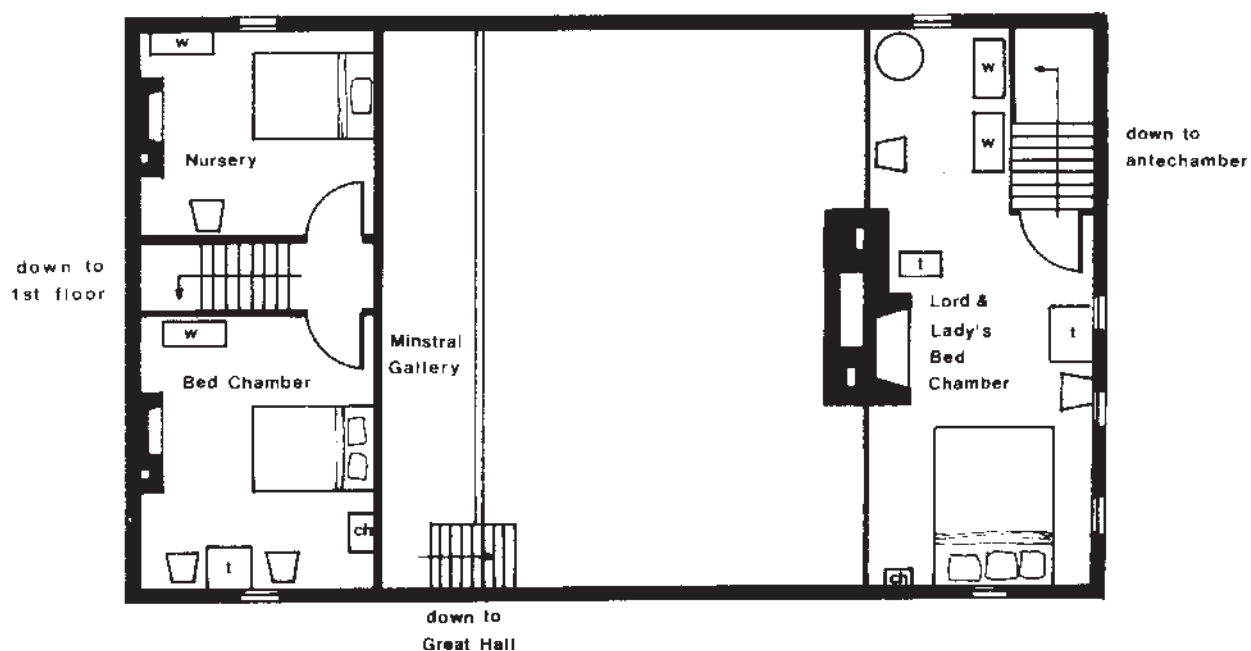
Minstrel Gallery: Balcony overlooking the great hall, used by musicians and singers during banquets, entertainments, etc.

Nursery: Modestly furnished bed chamber for Lord Albrect's 7 year old daughter, Ardon.

Bed Chamber: For Ardon's private nursemaid/tutor. Daily lessons in language, history, and religion are given here.

LORD ALBRECHT'S MANOR - GROUND FLOOR



LORD ALBRECHT'S MANOR - FIRST FLOOR**SECOND FLOOR**

ROADSIDE INN

The roadside inn is the highway rest stop of early times. It can provide the weary traveller with a hot meal, a mug of brew, and a quiet night's rest. Many were more than just bed and board — numerous other services could be found there. An inn commonly employs a blacksmith or other local craftsman to mend a worn horseshoe or to repair broken tack.

The inn was also a place for the local villagers to gather, a place to trade goods, learn news, and a place to find a brave adventurer to rout the creature from the nearby woods.

THE EAGLE

Built at a remote crossroad, the Eagle is a sizable structure that can be seen at a great distance. Built on a foundation of stone, the walls are half timber and plaster with a ground floor of field stones and wooden planking over excavations areas. The wooden shingled roof is steeply pitched to shed wind and rain.

GROUND FLOOR

Common Room: Accessed from the courtyard by a heavy door, this is the center of the Eagle's activities. A large stone hearth and fire dominates the room, providing heat, light, and comfort. To the right are stairs to the upper floor and the innkeeper's table. This is nothing more than a long table from which Burtrum, the Eagle's proprietor, displays his wares and fills orders.

Kitchen: Large and well stocked, the kitchen is constantly in operation, preparing one of the day's meals, something for a late night arrival, or tomorrow's bread. The kitchen is staffed by Burtrum's wife and two hired hands.

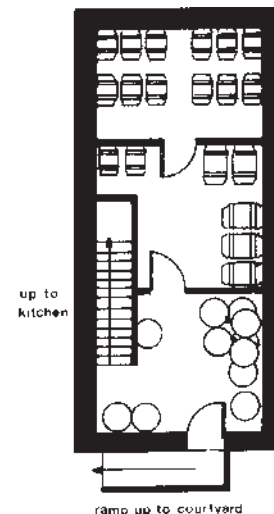
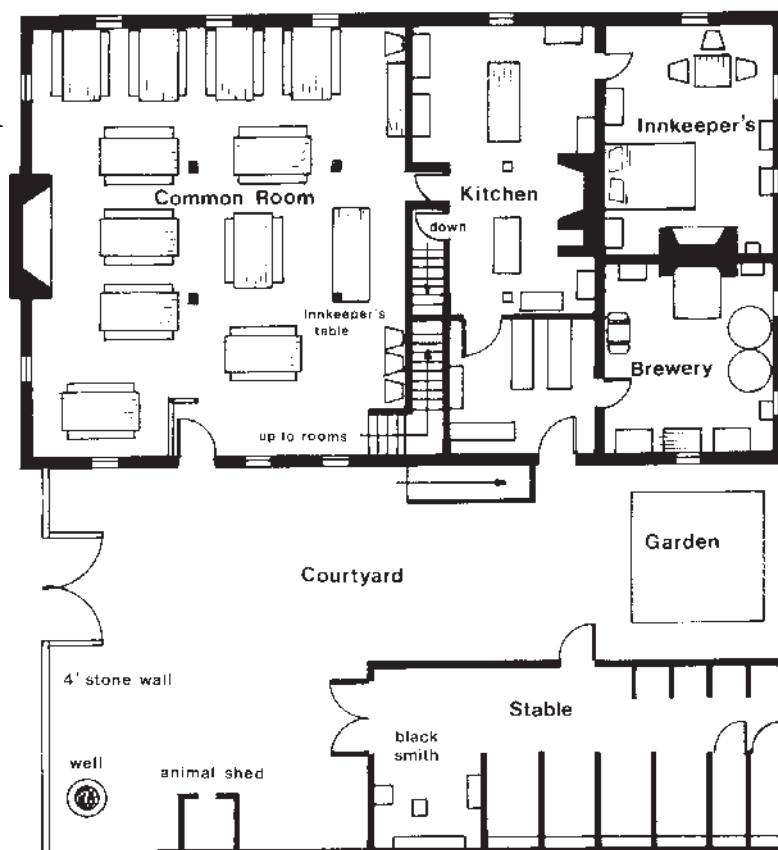
Storeroom: Shelves, bins, and racks for grains, meats, and vegetables.

Brewery: Oversized fire pit, large copper kettles, and other tools and materials for brewing ale.

Innkeeper's Apartment: Living/sleeping quarters for Burtrum and his wife. Simply furnished with the same rustic furniture found throughout the Eagle, with the exception of a double bed with a goose feather mattress.



THE EAGLE GROUND FLOOR



CELLAR

UPPER FLOOR

The one single, one double, and seven quadruple occupancy rooms give the Eagle a capacity of 31 boarders, a rare occurrence. The seven "four-pennies" are identically furnished with a pair of double bunks with straw and wool pallets, two chairs or stools, and a table with a water basin. The double and single were designed to house more worthy personages and several servants. The single room is more finely furnished than the rest, and has a larger bed with feather mattress and a wardrobe. All rooms have fixed leaded glass windows and heavy curtains.

CELLAR

Wine Cellar: For storage of imported wines, cheeses, and other spirits as well as Burtrum's own popular brew. The rear room is specifically for aging. Stairs lead to the ground floor kitchen and a plank ramp goes up into the courtyard.

GROUNDS

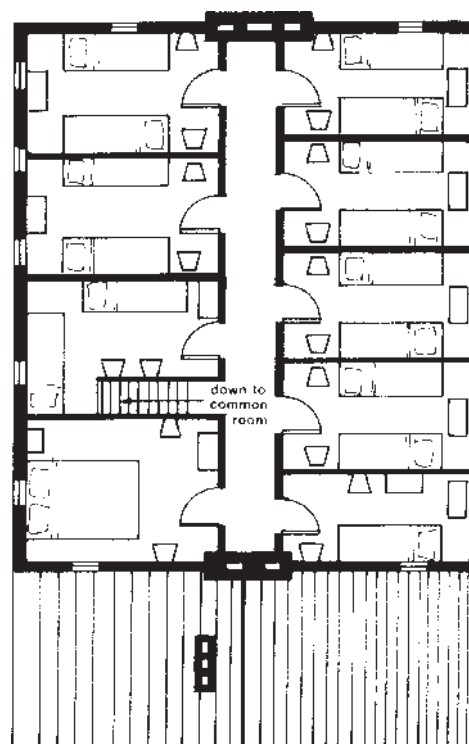
Stable: Houses grain stores and guests' animals as well as those owned by Burtrum. A small forge, anvil, and stock of tools are kept on hand for the blacksmith from the near by village.

Animal Shed: Simple wooden shed for the score of chickens kept on the grounds.

Well: 35' deep freshwater well dug at great expense. The nearest stream or creek is almost a mile away.

Garden: For vegetables, herbs, and other seasonings used in the Eagle's well-known kitchen.

THE EAGLE - UPPER LEVEL



CRAFTSMAN'S SHOP

Every city, town, and hamlet has its craftsmen, those gifted few who possess a rare skill or knowledge necessary to the survival and well being of the community. Be it handed down from father to child or learned in a far off land, there are always those who make their living by performing services for others.

Craftsmen can be divided into two groups; those that perform their job on a specific site like a stonemason or a shipwright, and those that require a small manufacturing facility. With the exception of a few craftsmen who carry all their tools and materials with them, like a travelling tinker, most craftsmen have a shop in which they work and often live.

SHOP OF GARRET LOCKSMITH

This is an inner city shop of modest size. Garret, the proprietor, inherited the building and the craft from his father two score years ago. The structure is of a design common to most buildings in this area of the city, having been built after that section was burned by invaders.

The shop has a planked wood floor, half timbered walls, and a wood-shingled roof. The shop's only distinguishing exterior feature is a sign or 'shingle' hung over the door. Though most of the

populace is illiterate, the large silver key it depicts quickly informs anyone of the business conducted within.

GROUND FLOOR

Workroom: The workroom is the showroom, sales office, factory and warehouse of Garret's business.

To the right of the doorway is a large window with a fold down shutter which becomes a counter top. This is the shop's display window. From the shelves directly across the room, a selection can be brought to the window for closer examination. A sale may be no more than an exchange of an item for an item or coin, or it may involve an accurate written record of the transaction. The "cash register" is just a small box hidden on a shelf.

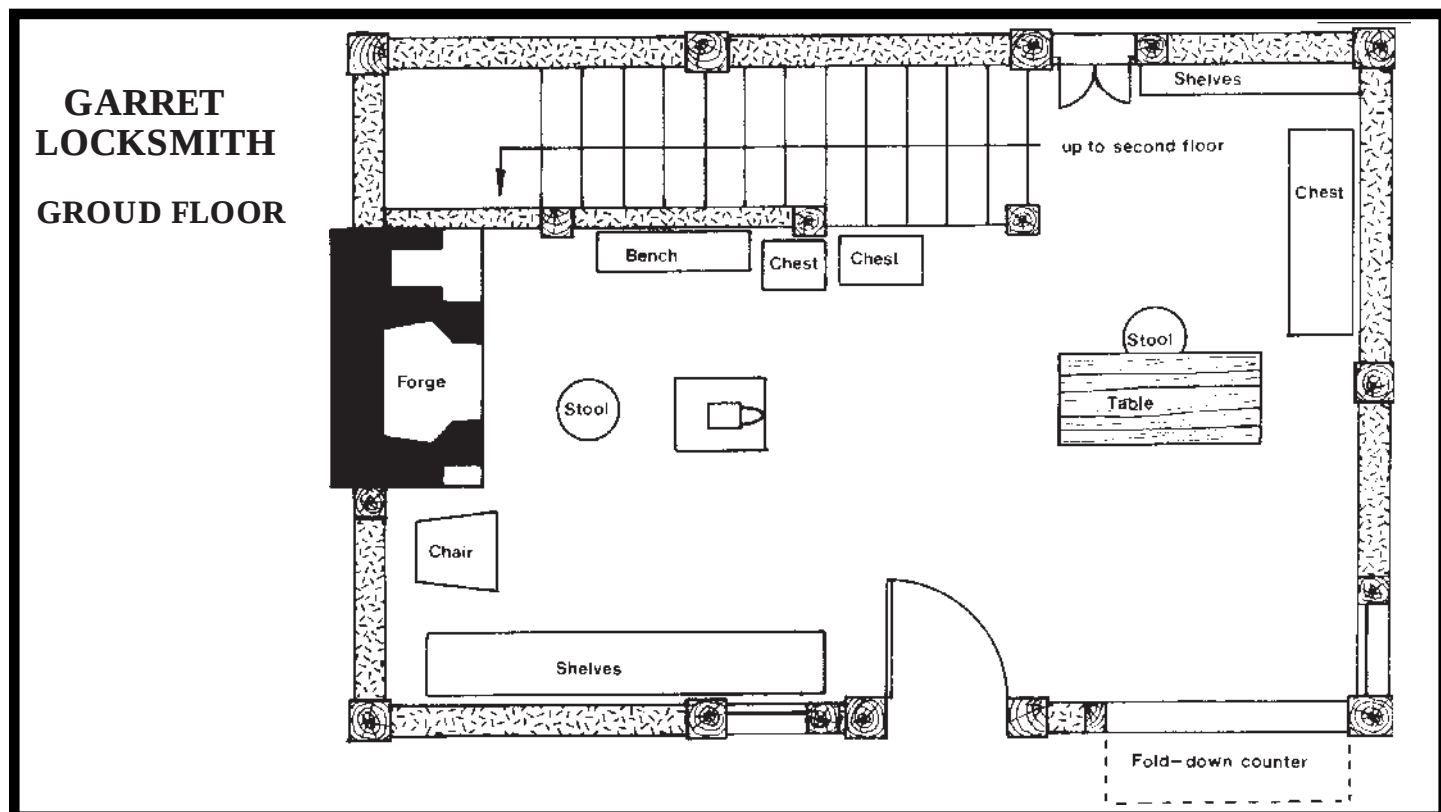
Large shelves next to the door store the various raw materials; flat and bar stock, ingots of special metals, fasteners, molds, etc.

The fireplace has been converted into a forge with bellows for increasing the heat of the fire.

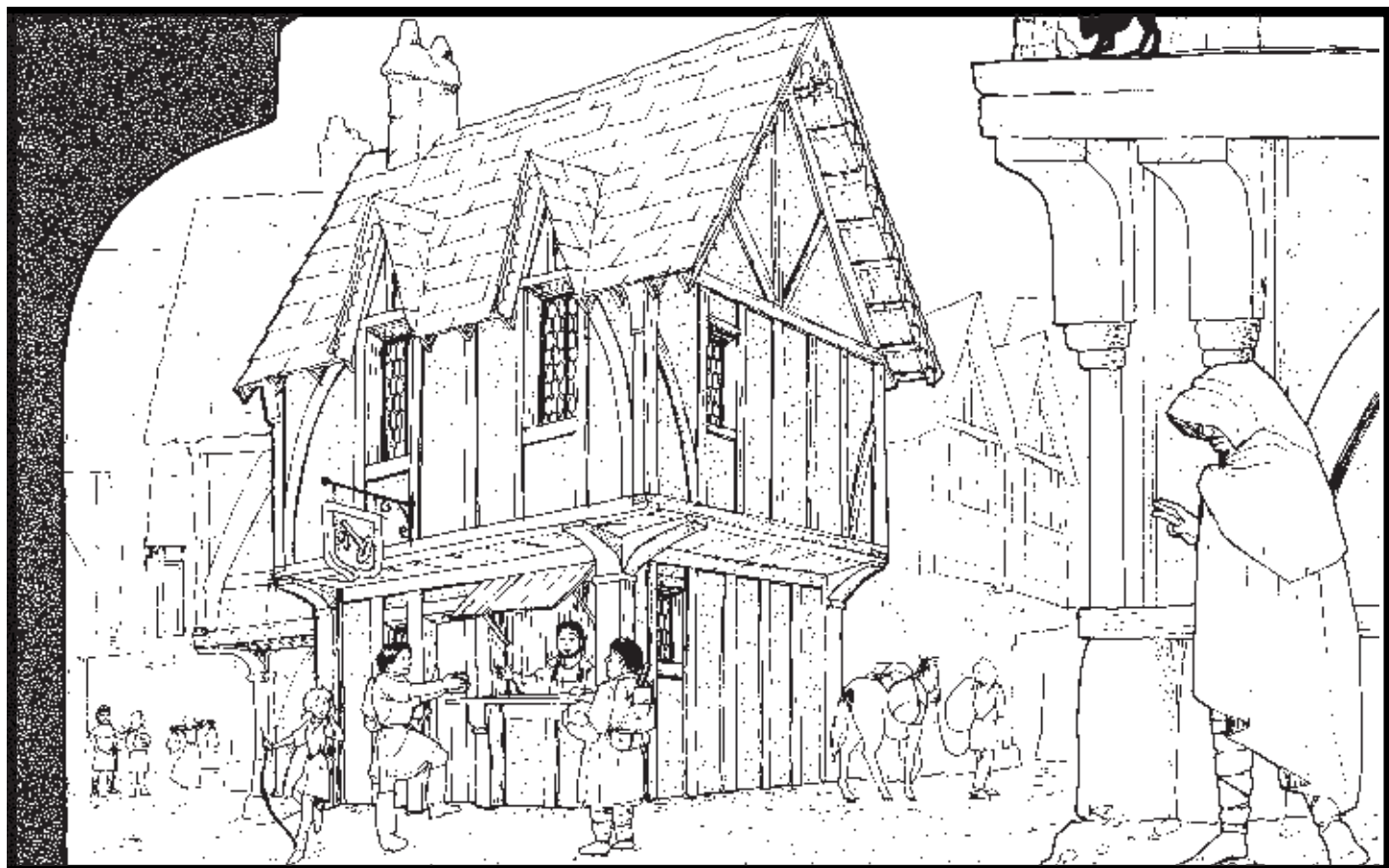
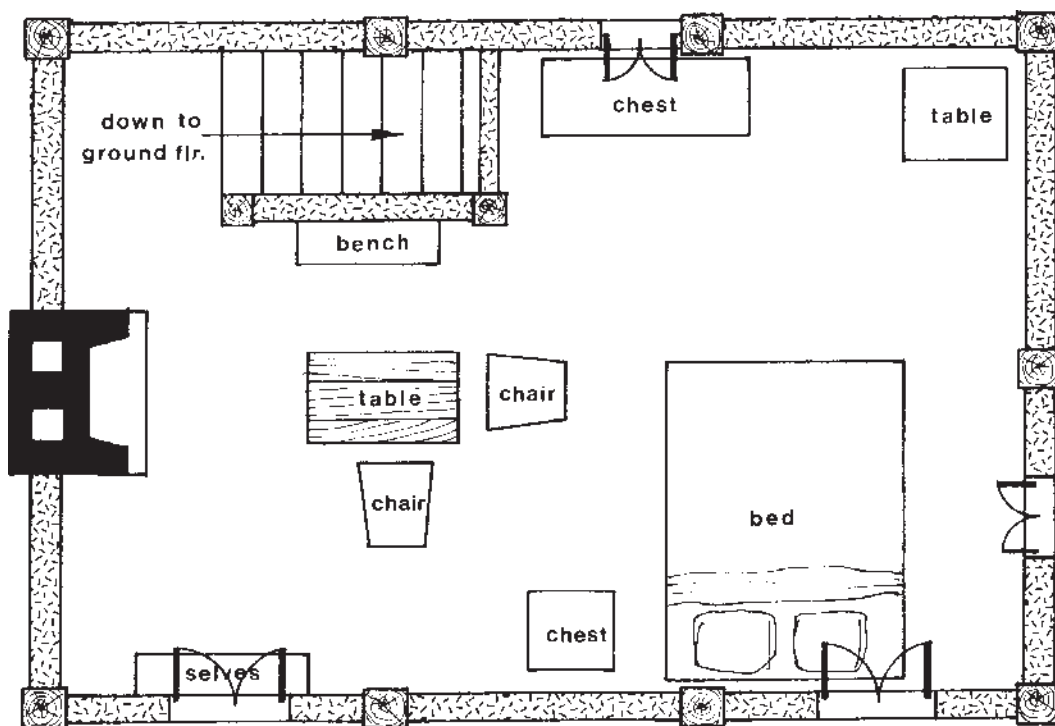
A small blacksmith's anvil and work table for assembly occupy the center of the work area. Tools are stored in various chests. Stairs in the rear lead up to the upper floor.

UPPER FLOOR

The second floor is Garret's home. It resembles many single residences in the city, with cooking, dining, and sleeping areas.



**GARRET
LOCKSMITH**
UPPER FLOOR



TAVERN

Few fantasy adventures go by without a stop or two at the local tavern. Whether looking for work, meeting a contact, or simply trying pass a few quiet hours, the tavern provides the right atmosphere for the adventurer.

THE MONGOOSE

The Mongoose, known for its lightning fast service and hired help, belongs to a former adventurer and local hero named Alcon. Upon attaining the ripe old age of 37, Alcon felt ready to hang up his sword and retire. The operation of a tavern would keep him close to his friends and following.

Located in the older, questionable area of the city, the Mongoose is an amalgamation of methods and materials. When the city was young the building material of choice was masonry. A thick course of stone at the bottom of the walls serves as foundation, with bricks finishing off the wall. When the original wooden beams and thatched roof burned, Alcon took the opportunity and to add an upper-story apartment for himself with half-timber walls and terracotta roof tiles. Wooden planking was added to the ground floor shortly after the new, drier roof was completed.

GROUND FLOOR

Common Room: The main room where most of the tavern's activities take place. Large doors in front open in warm weather to help cool the tavern. Sturdy wooden tables and benches



surround a huge fire pit where nightly a pig is roasted. Servers shuttle orders back and forth from the barkeep's table to patrons. A stairway at the rear leads up to the upper floor apartment.

Dining Rooms: Four private dining rooms with curtained entryways afford patrons some privacy. By moving in a larger table, each room can seat ten people.

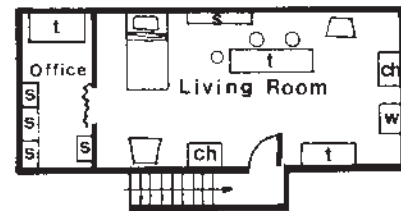
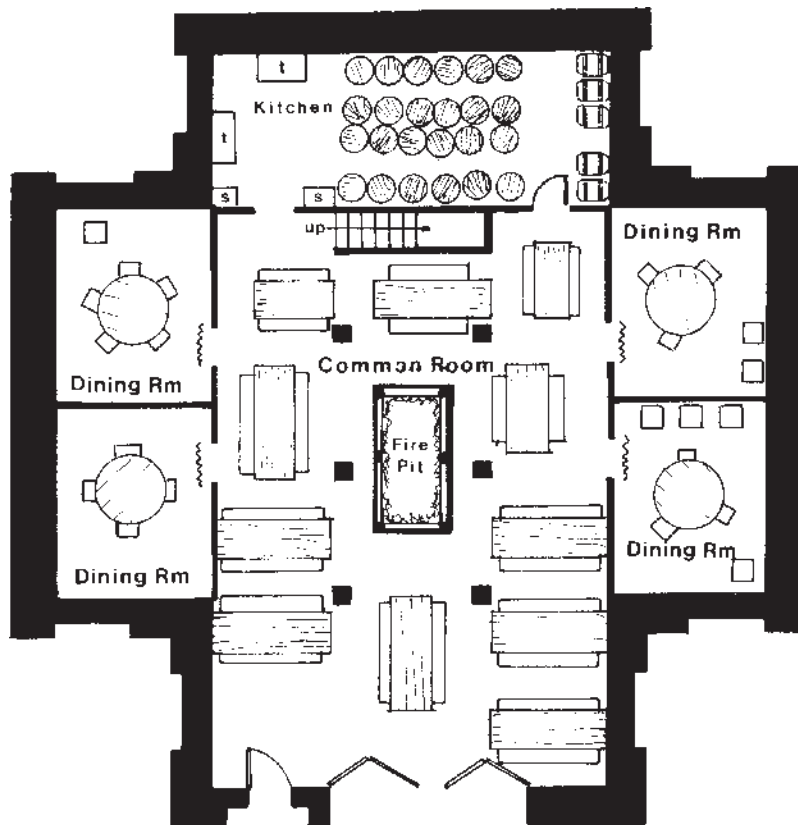
Kitchen: A marginally adequate kitchen is mostly a store room for the various casks and jars of beverages. Most of the cooking is done in the common room's fire pit.

UPPER FLOOR

Living Quarters: Spacious living/sleeping area for Alcon, filled with the various trophies of his adventures. The furnishings range from simple, utilitarian stools to exotic and expensive silk cushions.

Office: For conducting the small amounts of paperwork for the tavern, also used to store valuables and the tavern's income.

THE MONGOOSE - UPPER FLOOR



UPPER FLOOR

WIZARD'S TOWER

Perched on a remote mountaintop, hidden deep in the forgotten interior of an enchanted forest, or standing as a lone pillar on a barren plain, the wizard's tower is a center of fear, wonder, and mystery in any fantasy campaign.

Wizards are often loners. Many of their works require long days of solitary study, hence their abodes are located in remote and unusual places — far from the curious masses. Some appear as natural terrain or flora. Others are shaped to inspire awe or fear. Often these sites have some great mystic significance known only to the residents.

THORN OF TANU

The tower of Cablex Tanu is located many leagues from the nearest village inside a rugged mountain range. The tower has been mystically shaped from the granite slabs of a long extinct volcanic fissure. Since it was constructed entirely by enchantments, the tower employs few commonly known building techniques although the floors and rooms are arranged much the same as many structures built by hand.

EXTERIOR

The approach to the tower can only be made by foot, up a narrow ledge past three sentry stones, which trigger silent alarms in the tower. The stone field surrounding the other sides of the tower is impassable.

GROUND FLOOR

The main entrance is protected by an earth elemental, shaped as the door. If attacked, it will not fight back, but will restructure itself, giving the appearance of a door that "heals" itself. This is in front of a 2 ½ ton granite deadfall which is manually operated from the guard's post.

Entry Hall: A large unfurnished hall where guests are greeted .

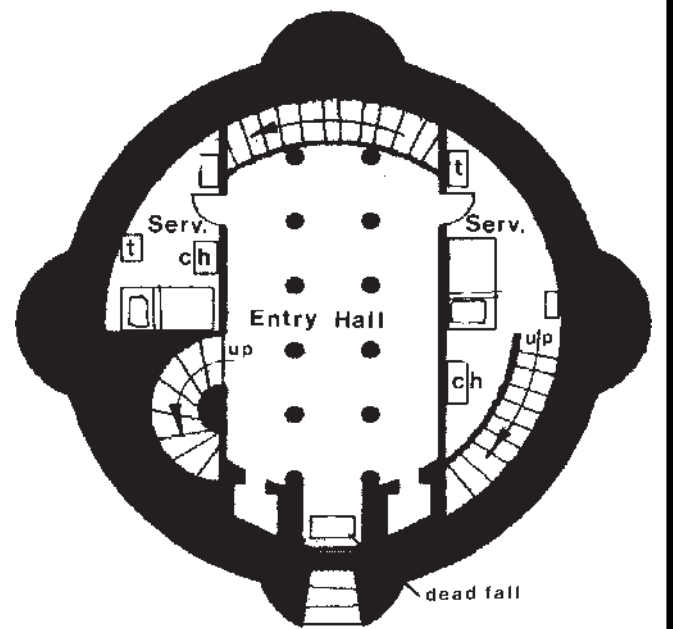
Guard Post: Contains controls for the counterweighted deadfall.

Servants' Quarters: These two rooms house up to three guards or servants each and are minimally furnished with beds and storage chests. The servant's stairs gives direct access to the first floor kitchen.

Main Stair: Up to first floor and Main Hall.

THE TOWER OF CABLEX TANU

GROUND FLOOR



FIRST FLOOR

Main Hall: For meeting and formal dining. Large oak table and chairs. Old, dusty tapestries cover the walls.

Guest Rooms: Well appointed sleeping chambers with bed, wardrobe, nightstand, and basin.

Kitchen: Complete with pots, cauldrons, and central work table. Water can be drawn from a small magical basin in the wall next to the fireplace.

Stairwells: Leading up to the second floor and down to the servant's quarters and sublevel dungeons.

SECOND FLOOR

Workroom: Used for small constructions, spells, and as a classroom for the apprentice.

Apprentice's Chambers: Private quarters for sleep and study. Furnished with a bed, table, stool, and wardrobe. There is a secret door in the rear of the wardrobe with stairs leading up to the third floor hallway.

Storage Rooms: For food stores, animals, miscellaneous materials, and minor magical components. Secret door in component storage leads to stairs to third floor library.

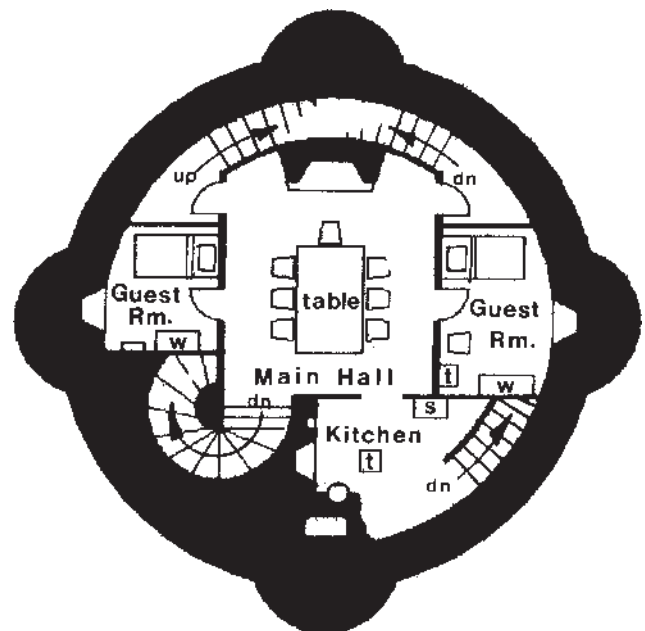
THIRD FLOOR

Conjure Room: Magically protected room for creating, refining, and casting of powerful spells, specifically attuned to the four elements.

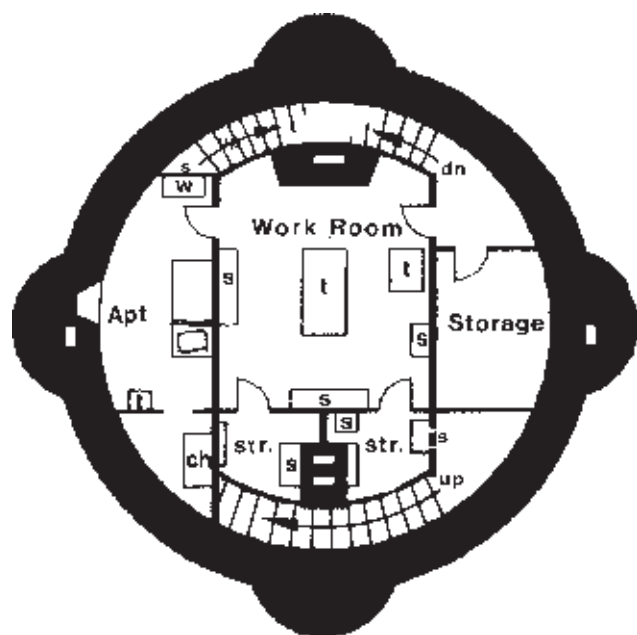
Observation Ring: Circular hallway surrounding the conjure room, with stairways up to the fifth floor, down to the apprentice's chamber, and down to second floor.

THE TOWER OF CABLEX TANU

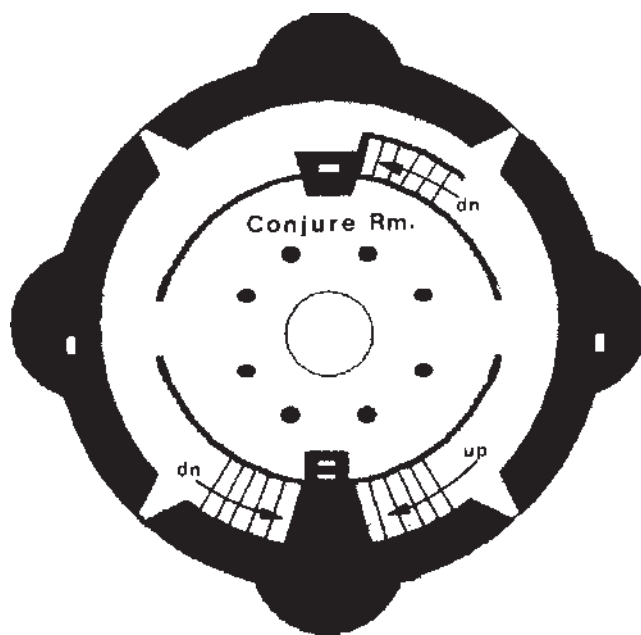
FIRST FLOOR



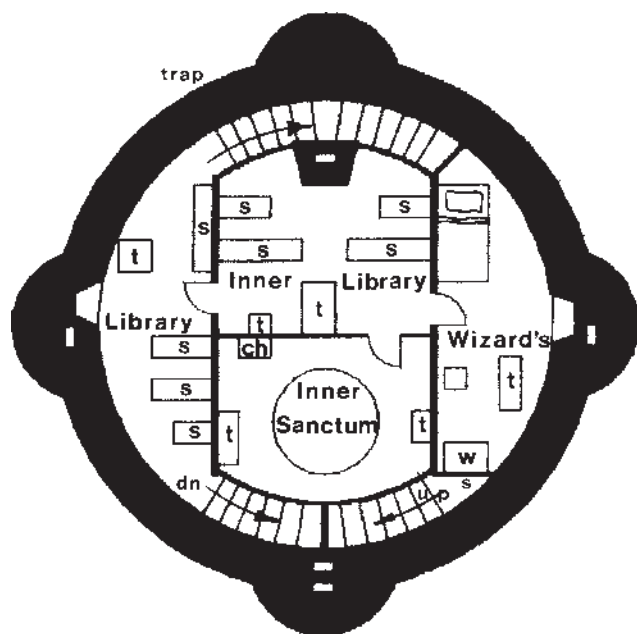
THE TOWER OF CABLEX TANU



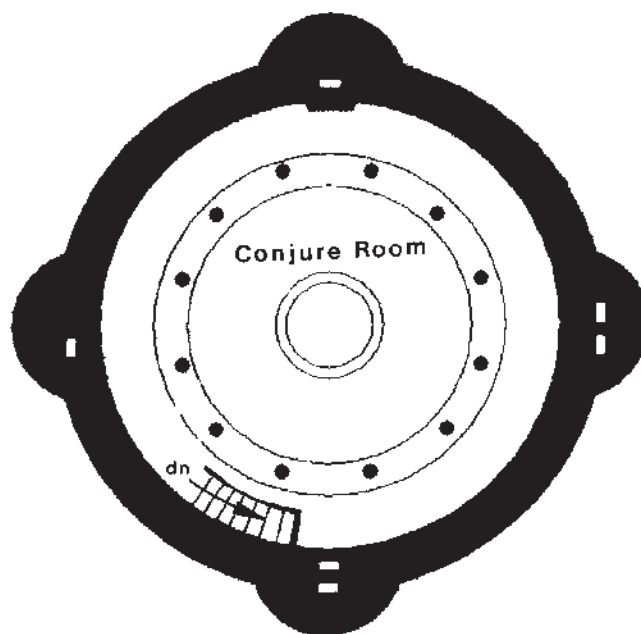
SECOND FLOOR



THIRD FLOOR



FOURTH FLOOR



FIFTH FLOOR

FOURTH FLOOR

Library: Large cluttered table and built-in floor-to-ceiling shelves. Shelves contain numerous reference books, histories, and oddities. No magical tomes. Fourth, eighth, and eleventh stairs trigger teleport to sublevel dungeon cells.

Inner Library: Small table and chair, shelves of magical references and small devices, magical and mundane.

Wizard's Chamber: Bed chamber of Calex Tanu. Modestly furnished bed, wardrobe, bureau, and chests. Numerous personal mementos of little value. Secret door in wardrobe to stairway to the fifth floor conjure room.

Inner Sanctum: Magically protected meditation chamber, also storage for minor and normally worn magical items.

Stairwells: Down to third floor hall and up to fifth floor conjure room.

FIFTH FLOOR

Conjure Room: Magically protected room for casting major magic spells, particularly energy-based. There is a large stone brazier in center of the chamber. Protections vary with type of spells currently being prepared or cast.

SUBLEVEL

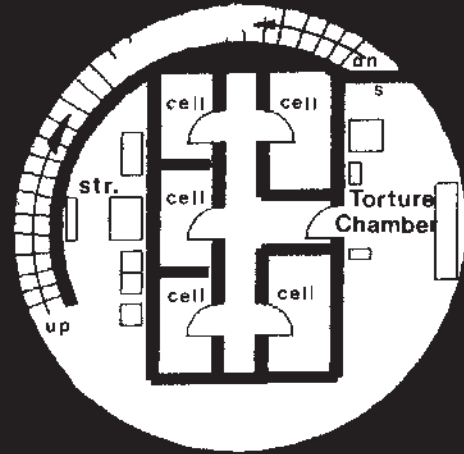
Torture Chamber: With "standard" equipment; rack, iron maiden, irons, etc. Unused but kept in repair to frighten the occasional unwelcome guest. Concealed stone door (command word: "karst") opens to stairway to secret escape tunnel. The entrance lies hidden in a stone field 250 yards north of tower.

Cells: Key or magically locked.

Storage: Additional food and wine stores.

THE TOWER OF CABLEX TANU

SUBLEVEL



MATERIAL SUMMARY

MATERIAL	DEF	BOD
Walls		
Natural Stone (as in Wizard's Tower)	6	9
Exterior Stone Wall, Solid (as in Castle, Keep, etc.)	7	8
Exterior Stone Wall, Rubble Fill (as in Keep)	6	12
Exterior Stone Wall, Medium (as in Basilica, Abbey, Manor)	6	7
Exterior Stone Wall, Light (as in Tavern, Guild Hall)	5	4
Logs	4	7
Planks and Boards	4	4
Peat Brick (as in Farm House)	3	3
Doors		
Portcullis	6	7
Drawbridge	5	6
Heavy Wood (3") w/ iron strapping	4	4
Medium Wood (2") w/ iron strapping	4	3
Light Wood (1") w/ iron strapping	3	3
Wooden Shutters	2	3
Roofing (includes framing but not trussing)		
Stone Slab (6")	5	5
Slate Tile	3	4
Terra Cotta Tile	2	4
Wooden Shingles	3	3
Thatched	1	2



THE BESTIARY

This Bestiary contains complete statistics and write-ups for many fantasy creatures normally encountered in a fantasy campaign. For guidelines on how to design and GM creatures, see the *Bestiary* chapter in *Fantasy Hero*.

GM's note: *As is explained in the Hero System Rulesbook, the creatures designed in this section do not receive any points simply for being creatures. For example, even though a tiger could never fit normally into human society, it does not receive Distinctive Features. (Intelligent creatures who interact with normal humans do, however.) The GM should give exceptional creatures additional Disadvantages, as appropriate; a mother bear might have DNPC cubs, for instance.*

The monsters in this section have been created to simulate their counterparts in literature and legend. Many have large Monster Bonuses to help pay for some especially powerful ability. Others actually have fewer points than the 50 point base; these are built with a negative Monster Bonus (-30, for instance). Such monsters also have Disadvantages that are marked with parentheses. These Disadvantages give the monster no points, but help define it and make it interesting. For an example of this, see Goblin, below.

Monster	Page	Monster	Page
Bear	48	Halfling	69
Beasts of Burden	48	Insect, Giant	69
Boar	50	Lich	70
Cat, Hunting	51	Lizardman	71
Centaur	51	Lycanthrope	72
Crocodile	52	Minotaur	72
Demon	53	Ogre	73
Doppelganger	56	Orc	74
Dragon and Hydra	57	Pegasus	76
Dwarf	58	Rat, Giant	77
Elemental	58	Sea Folk	77
Elf	60	Skeleton	79
Faerie	61	Snake	79
Feline	62	Troll	80
Gargoyle	63	Unicorn	81
Ghoul	63	Vampire	83
Giant	64	Wolf	84
Golem	66	Wraith	85
Gryphon	68	Wyvern and Wyrms	86
Harpy	68	Zombie	87

BEAR

Appearance: Bears are large, humanoid mammals. They generally run on all fours and are surprisingly agile climbers. Their fur coloring ranges from light brown to black, or white in polar regions. Adult bears stand 7' tall or more, and weigh several hundred kilograms.

Combat Technique: Bears are curious and generally peaceful creatures and will usually fight only when frightened or cornered, though some attack without provocation. Bears attack by swiping their prey with huge claws or biting anyone close at hand. Larger species will Grab and crush their victims. A mother bear will become Berserk if her cubs are attacked.

GRIZZLY BEAR					
Val	Char	Cost	50+	Disadvantages	
33*†	STR	13*	15	Phys Lim: No fine manipulation	
20	DEX	30			
18	CON	16	10	Psych Lim: Frequently Hungry	
23†	BODY	24		(Goes out of the way to find food)	
5	INT	-5			
5	EGO	-10	89	Monster Bonus	
20	PRE	10			
10	COM	0			
10*	PD	4*			
8*	ED	3*			
4	SPD	10			
10	REC	2			
36	END	0			
33†	STUN	-10			
*Density Increase bonuses already added					
† Growth bonuses already added in.					
Cost	Abilities				
20	1d6 +1 HKA (2 ½d6 with STR), bite				
20	1 ½d6 HKA; reduced penetration, 2x 1 ½d6 HKA (2x 1d6+1 with STR), claws				
5	+1 w/ H-to-H combat				
9	Armor: +4 rPD/ +2 rED				
7	Density Increase (5 pts) 0 END, Persistent, Always On				
7	Growth (5 pts), 0 END, Persistent, Always On				
6	+10 PRE; Fear only (-½) only while growling (-¼)				
3	+1 PER, all senses				
3	Climbing 12-				
3	Concealment 10-				
-4	Running: -2" (4" total)				
OCV: 7; DCV: 7; ECV: 2; Phases: 3, 6, 9, 12					
Costs:	Char	Powers	Total	Disad	Base
	85	+	79	=	164 = 114 + 50

BLACK BEAR									
Val	Char	Cost	50+	Disadvantages					
23*	STR	8*	15	Phys Lim: No fine manipulation					
15	DEX	15	10	Psych Lim: Frequently Hungry					
18	CON	16		(Goes out of way to find food)					
12	BODY	4	41	Monster Bonus					
5	INT	-5							
5	EGO	-10							
20	PRE	10							
10	COM	0							
8*	PD	3*							
6*	ED	1*							
3	SPD	5							
10	REC	2							
36	END	0							
33	STUN	0							
*Density Increase bonuses already added.									
Cost	Abilities								
15	1d6 HKA (2d6 with STR), bite								
16	1d6+1 HKA; reduced penetration, 2x 1d6-1 HKA (2x 1d6+1 with STR), claws								
5	+1 w/ H-to-H combat								
3	Armor: +2 rPD								
7	Density Increase (5) 0 END, Persistent, Always On								
6	+10 PRE; Fear only (-½) only while growling (-¼)								
3	+1 PER, all senses								
3	Climbing 12-								
3	Concealment 10-								
-4	Running: -2" (4" total)								
OCV: 5; DCV: 5; ECV: 2; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	49	+	57	=	106	=	56	+	50

Ecology: Most bears prefer the country life, feeding on honey, nuts, berries, and roots found in wooded areas. Some bears hibernate during winter, choosing caves or heavily wooded groves for accommodation. Most bears are encountered singly, or sometimes in groups of two or three.

Other Names: Grizzly, Kodiak.

Rumor: Some of the largest bears are revered as spirits of the woodlands, protecting the forest from destruction by humans.

BEASTS OF BURDEN

Appearance: This category includes most forms of horses, camels and mules. Horses typically stand between five and seven feet at the shoulders. They have light coats of hair which come in any number of colors. Mules, while they resemble horses, are much shorter and stockier. Camels of course have their own notable features such as the hump(s) upon their backs.

Combat Technique: Horses, like most other herbivores, avoid fighting and most will run away from foes. If the animals are cornered, however, they will defend themselves by kicking or biting. Some horses have actually been trained for war. These animals are typically more intelligent, using their speed to out maneuver opponents and then striking when necessary. Camels, not being as adept at kicking as horses are, tend to bite and spit at opponents.

GMs should note that the values below are for extremely well-bred horses — the kind that could be found on a modern race-track or in a king's stables. More common horses could be substantially slower or weaker. In any case, the movement that is listed indicates the animal's speed at full gallop. For longer distances, the animal will move much more slowly.

Ecology: Wild horses can be found in many climates, although they prefer plains regions. Mules are typically used in mountainous regions, but some may be found in other areas. Domesticated horses and mules can be found almost anywhere that man lives. Camels are almost exclusively found in desert regions.

Other Names: Charger, draft horse, Clydesdale, etc.

Rumor: Mules are renown for their stubbornness and camels are rumored to have nasty tempers. There are many rumors about the camel's hump — that it contains pure water, for instance.

RIDING HORSE

Val	Char	Cost	50+	Disadvantages
25*	STR	0	15	Phys Lim: No fine manipulation
15	DEX	15	15	Psych Lim: Fear of Combat and Loud Noises
20	CON	20		
16*	BODY	6	35	Monster Bonus
4	INT	-6		
5	EGO	-10		
15	PRE	5		
16	COM	3		
5	PD	3		
4	ED	0		
3	SPD	5		
8	REC	4		
40	END	0		
32*	STUN	1		

* Characteristics From Growth Already Figured In

Cost Abilities

20	Growth (15 pts.), 0 END, Persistent, Always On (-2 DCV, +2 to other's sight PER, +1" Reach, -3" KB)
8	½d6 HKA with Reduced Penetration = 2x 1 pip HKA (2x½d6 with STR), bite
6	+3d6 HA, kick
3	Armor: +1 rPD/+1 rED
24	+12" Running (18" Total)
8	Hearing PER +4

OCV: 5; DCV: 3; ECV: 2; Phases: 4, 8, 12

Costs:	Char		Powers		Total		Disad		Base
	46	+	69	=	115	=	65	+	50

WAR HORSE

Val	Char	Cost	50+	Disadvantages
30*	STR	0	15	Phys Lim: No fine manipulation
18	DEX	24	68	Monster Bonus
20	CON	20		
18*	BODY	8		
5	INT	-5		
8	EGO	-4		
15	PRE	5		
10	COM	0		
7	PD	5		
4	ED	0		
4	SPD	12		
7	REC	2		
40	END	0		
33*	STUN	0		

* Characteristics From Growth Already Figured In

Cost Abilities

27	Growth (20 pts.), 0 END, Persistent, Always On (-2 DCV, +2 to other's sight PER, +1" Reach, -4" KB)
8	½d6 HKA with Reduced Penetration = 2x 1 pip HKA (2x½d6 with STR), bite
6	+3d6 HA, kick
3	Armor: +1 rPD/+1 rED, Natural Hide
—	+5 rPD/+5 rED Armor, OIF (Barding)
12	+6" Running (12" Total)
8	Hearing PER +4
1	Familiarity with Tactics
1	Familiarity with Language (For Commands)

OCV: 6; DCV: 4; ECV: 3; Phases: 3, 6, 9, 12

Costs:	Char		Powers		Total		Disad		Base
	67	+	66	=	133	=	83	+	50



MULE

Val	Char	Cost	50+	Disadvantages
23*	STR	-2	15	Phys Lim: No fine manipulation
11	DEX	3	15	Psych Lim: Stubborn
20	CON	20	15	Psych Lim: Afraid of Loud
12*	BODY	-2		Noises/Combat
3	INT	-7	4	Monster Bonus
5	EGO	-10		
10	PRE	0		
10	COM	0		
5	PD	3		
4	ED	0		
3	SPD	9		
7	REC	2		
40	END	0		
31*	STUN	5		

* Characteristics From Growth Already Figured In

Cost Abilities

20	Growth (15 pts.), 0 END, Persistent, Always On (-2 DCV, +2 to other's sight PER, +1" Reach, -3" KB)
8	½d6 HKA with Reduced Penetration = 2x 1 pip HKA (2x½d6 with STR), bite
15	+5d6 HA, kick
3	Armor: +1 rPD/+1 rED
24	+5" Running (11" Total)
8	+4 Hearing Perception

OCV: 4; DCV: 2; ECV: 2; Phases: 4, 8, 12

Costs:	Char		Powers		Total		Disad		Base
	21	+	78	=	99	=	49	+	50

CAMELS

Val	Char	Cost	50+	Disadvantages
25*	STR	0	15	Phys Lim: No fine manipulation
11	DEX	3		
20	CON	20	15	Psych Lim: Nasty Temper
16*	BODY	6	36	Monster Bonus
4	INT	-6		
5	EGO	-10		
13	PRE	3		
8	COM	-1		
5	PD	3		
4	ED	0		
3	SPD	9		
8	REC	4		
40	END	0		
32*	STUN	1		

* Characteristics From Growth Already Figured In

Cost Abilities

20	Growth (15 pts.), 0 END, Persistent, Always On (-2 DCV, +2 to other's sight PER, +1" Reach, -3" KB)
16	1d6+1 HKA with Reduced Penetration = 2x ½ d6 HKA (2x 1d6+1 with STR), bite
5	1d6 Flash, No Range, Full Phase Attack, Spit
5	Armor: +2 rPD/+1 rED
24	+12" Running (18" Total)
8	Hearing PER +4
2	Flash Defense (2 pts.)
4	+2 With Spit Attack

OCV: 4; DCV: 2; ECV: 2; Phases: 4, 8, 12

Costs:	Char		Powers		Total		Disad		Base
	32	+	84	=	116	=	66	+	50

BOAR

Appearance: Boars and wild swine are four-legged pigs covered with coarse, dark hair. Some varieties, notably the true boars, are equipped with large tusks. They range from 2' to 5' in length, and weigh from 100 to 300 kg.

Combat Technique: Boars charge at their opponent, attempting to bite or gore the victim. Larger specimens may attempt to knock down and trample an opponent.

Ecology: Boars live in temperate climes, foraging in woods and brushlands for roots and edible plants. They travel in herds of five to twenty members, though sometimes they are encountered singly. Exceptionally large boars are often hunted for sport or meat.

Other Names: Pig, swine, sow, razorback.

BOAR

Val	Char	Cost	50+	Disadvantages
13	STR	3	15	Phys Lim: No fine manipulation
17	DEX	21		
15	CON	10	6	PER: -3 PER, Sight only (7- Roll)
12	BODY	4	51	Monster Bonus
5	INT	-5		
5	EGO	-10		
10	PRE	0		
8	COM	-1		
8	PD	5		
4	ED	1		
3	SPD	3		
8	REC	4		
30	END	0		
28	STUN	1		

Cost Abilities

12	1d6 HKA with Reduced Penetration = 2x ½d6 HKA (2x 1d6+1 with STR), tusks
3	Armor: +2 rPD
3	PRE: +5; for PRE Attacks only (-½)
18	Running: +7" (13" total)
8	Smell PER +4
8	Hearing PER +4
5	Ultraviolet Vision
7	Concealment 12-
15	+3 w/ H-to-H combat

OCV: 6; DCV: 6; ECV: 2; Phases: 4, 8, 12

Costs:	Char		Powers		Total		Disad		Base
	36	+	86	=	122	=	72	+	50

CAT, HUNTING

Appearance: Hunting Cats are simply larger versions of their more common cousins. Hunting cats tend to stand between four to five feet high and are typically covered in a slick and thin coat of fur. Most prominent among the species are the lions and tigers. Lions are easily recognized by their golden fur and flowing mane. Tigers are famous for their gold and black striped fur. Other hunting cats have their own distinctive colorations or spots. The tiger is the largest of all living cats, although cave lions and saber tooth tigers were bigger still.

Combat Technique: Hunting cats of all sorts resort to similar tactics. They like to stalk their prey, using their stealth and concealment to maneuver into an ideal position. When they feel they are ready, the beasts leap on their prey. They can then use their powerful jaws and sharp claws to make short work of the enemy.

Motivations: The hunting cats' motivations are simple: survival. These cats only attack when they are hungry or feel threatened.

Ecology: Hunting cats may be found in a number of different climates. While they are more commonly found in the jungle and steppe regions, it is not unheard of to find a hunting cat in mountain or forest areas.

LION									
Val	Char	Cost	50+	Disadvantages					
23*	STR	8	15	Phys Lim: No fine manipulation Monster Bonus					
20	DEX	30	113						
20	CON	10							
14*	BODY	6							
6	INT	-4							
5	EGO	-10							
20	PRE	10							
16	COM	3							
10+	PD	6							
8	ED	4							
4	SPD	10							
9	REC	2							
40	END	0							
36*	STUN	3							
* Characteristics From Growth Already Figured In									
Cost	Abilities								
7	Growth (5 pts.), 0 END, Persistent, Always On (-1" KB)								
15	1d6 HKA (2d6 with STR), bite								
12	1d6 HKA with Reduced Penetration = 2x ½d6 HKA (2x 1d6+1 with STR), claws								
10	+5" Running (11" total)								
9	+15 Presence, Fear Only (-½), Only While Roaring (-¼)								
1	Armor: +1 rPD								
10	Tracking Scent								
6	+2 General PER								
4	+2 Hearing and Smell PER								
5	Ultraviolet Vision								
3	Climbing 13-								
5	Concealment 11-								
3	Stealth 13-								
10	+2 w/ H-to-H combat								
OCV: 7; DCV: 7; ECV: 2; Phases: 3, 6, 9, 12									
Costs:	Char	Powers	Total	Disad	Base				
	78	+	100	=	178	=	128	+	50

TIGER									
Val	Char	Cost	50+	Disadvantages					
25*	STR	10	15 130	Phys Lim: No fine manipulation Monster Bonus					
21	DEX	33							
23	CON	16							
18*	BODY	14							
6	INT	-4							
5	EGO	-10							
20	PRE	10							
16	COM	3							
12	PD	7							
8	ED	3							
4	SPD	9							
10	REC	0							
46	END	0							
43*	STUN	3							
* Characteristics From Growth Already Figured In									
Cost	Abilities								
7	Growth (5 pts.), 0 END, Persistent, Always On (-1" KB)								
12	1d6 HKA with Reduced Penetration, 2x ½d6 HKA (2x 1d6+1 with STR), claws								
24	2d6 HKA with Reduced Penetration, 2x 1d6 HKA (2x 2d6 with STR), claws								
12	+6" Running (12" total)								
6	+10 Presence, Fear Only (-½), Only While Roaring (-¼)								
1	Armor +1 rPD								
10	Tracking Scent								
6	+2 General PER								
4	+2 Hearing and Smell PER								
5	Ultraviolet Vision								
3	Climbing 13-								
5	Concealment 11-								
3	Stealth 13-								
10	+2 w/ H-to-H combat								
OCV: 7; DCV: 7; ECV: 2; Phases: 3, 6, 9, 12									
Costs:	Char	Powers	Total	Disad	Base				
	94	+	101	=	195	=	145	+	50

CENTAUR

Appearance: Centaurs are a noble race of creatures with the torso and head of a human set upon the lower body of a thoroughbred horse. Their hair and features are dirty and wild, and they smell powerfully, belaying any indication of a keen wit or quick mind. Their range of coloration is as varied as the breeds of horses they resemble.

Combat Technique: Centaurs ride in packs called stadi and attack by charging their opponents in waves. Centaurs employ swords and bows with skill, though if pressed they can rear up using powerful forelegs to kick a foe. They are often armored with barding. Trained centaur soldiers use movement to their advantage, galloping in circles and weaving to confuse the enemy.

Motivations: The equine grace and strength of the centaur is offset by its driving human traits of arrogance, greed and an extremely short temper. As such, their love of vice (drink, lust, and such) is not easily controlled. Many a centaur is wont to brawl and drink himself into a stupor at the slightest provocation. A few more peaceable individuals lead a scholarly life, but these are the exceptions.

Ecology: Centaurs prefer a nomadic lifestyle on an open ranges. Here they may run free as their equine counterparts, whom they often herd. Centaurs will settle in woodland villages during the winter months but move come spring. Some centaurs have settled small farms on the prairie, raising grain, vegetables and livestock.

Rumors: Some think that centaurs are the offspring of the gods and horses. It is also thought that centaurs must eat twice at each meal — once with human food and once with horse fare.

CENTAUR									
Val	Char	Cost	50+	Disadvantages					
28*	STR	3	15	Distinctive Features: not concealable, noticed Psych Lim: Short Tempered Monster bonus					
14	DEX	12							
18	CON	16	10						
18*	BODY	10	30						
10	INT	0							
10	EGO	0							
15	PRE	5							
10	COM	0							
8	PD	5							
4	ED	0							
3	SPD	6							
10	REC	0							
40	END	2							
40*	STUN	6							
*Growth already figured in									
Cost	Abilities								
20	Growth (15 pts.), 0 END, Persistent, Always On (-2 DCV, +2 to other's sight PER, +1" Reach, -3" KB)								
20	Running +10" (16" total)								
6	+2d6 HA (7 ½d6 w/ STR), kick								
2	FAM w/ Common melee weapons								
1	FAM w/ Bows								
OCV: 5; DCV: 3; ECV: 3; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	65	+	50	=	115	=	65	+	50

CROCODILE

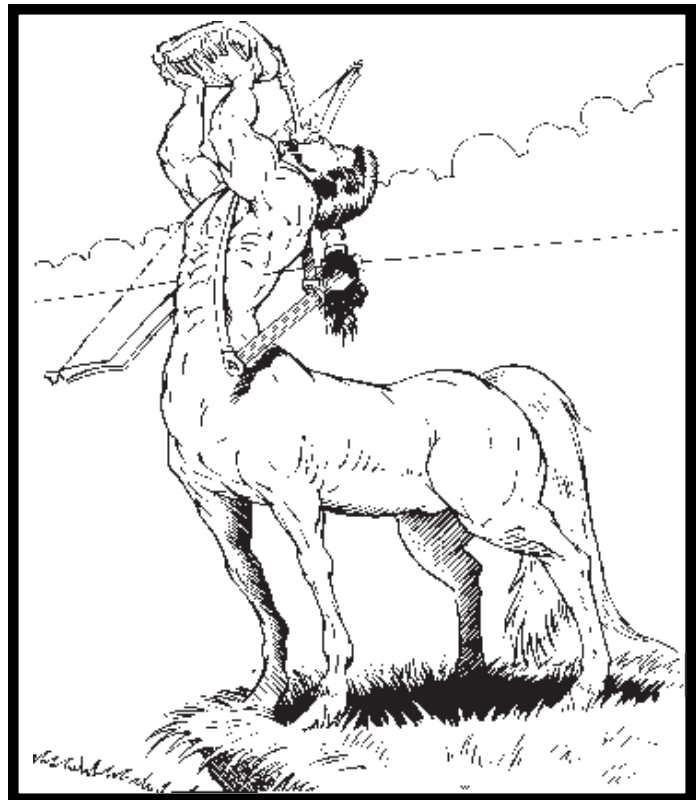
Appearance: Crocodiles are large lizard-like reptiles with large tails and long, flat heads. They have thick, leathery skin that is colored olive, brown, or black with yellow cross-bands. Alligators have rounded, broad snouts, while crocodiles have long, slender heads. True crocodiles range from 10' to 25' in length and weigh around 440 pounds (200 kg), while alligators run between 7' and 15' long and weigh 220-310 pounds (100-150 kg).

Combat Technique: Crocodiles will attempt to bite anything within reach. If their opponent is too far away, they will lash with their tail, hoping to knock the foe down. Crocodiles ride very low in the water, and will swim slowly about looking for prey. When swimming, they are often mistaken for logs or matted weeds. Alligators will stay in the water to fight, as they do not move quickly on land. Crocodiles have more developed legs and will chase prey onto land.

Ecology: Crocodiles prefer swamps, marshes, and similar wetlands. They are found exclusively in warmer climes. Amphibious by nature, alligators spend most of their time wallowing in thick marsh mud or cruising in shallow, slow-moving water. They are equally at home in both fresh and salt-water. Crocodiles feed on fish, snakes, waterfowl, and small mammals. They are usually found in groups of three to twenty individuals. Crocodiles are dormant during cold weather, hibernating in dens of fallen trees and mud.

Other Names: Water lizard, croc, gator.

Rumors: Some jungle tribes worship crocodiles as gods, believing that the spirits of ancestral chiefs reside in the bodies of crocodiles.



CROCODILE							
Val	Char	Cost	50+	Disadvantages			
23*	STR	8	15 5 80	Phys Lim: No fine manipulation Phys Lim: Cannot leap Monster Bonus			
15	DEX	15					
20	CON	20					
15*	BODY	8					
4	INT	-6					
5	EGO	-10					
20	PRE	10					
4	COM	-3					
10	PD	6					
8	ED	4					
3	SPD	5					
12	REC	8					
40	END	0					
35*	STUN	1					
*Growth bonuses already figured in							
Cost	Abilities						
7	Growth (5 pts), 0 END, Persistent, Always On						
15	1d6 HKA (2d6 with STR), bite						
6	+2d6 HA (6 ½d6 with STR), tail						
9	Armor: 4 rPD, 2 rED						
4	Swimming +4" (6" total)						
5	Extra Limb: tail						
10	+2 w/ H-to-H combat						
2	+1 w/ tail						
3	+1 PER, all senses						
6	+3 Hearing PER						
6	+3 Smell PER						
11	Concealment 14-						
-4	-2" Running (4" Total)						
OCV: 5; DCV: 5; ECV: 2; Phases: 4, 8, 12							
Costs:	Char	Powers	Total	Disad	Base		
	66	+	84	=	150		
				=	100		
					+		
					50		

ALLIGATOR									
Val	Char	Cost	50+	Disadvantages					
18*	STR	3	15	Phys Lim: No fine manipulation Phys Lim: Cannot leap Monster Bonus					
15	DEX	15	5						
18	CON	16	66						
13*	BODY	4							
4	INT	-6							
5	EGO	-10							
18	PRE	8							
4	COM	-3							
9	PD	6							
8	ED	4							
3	SPD	5							
12	REC	10							
40	END	2							
34*	STUN	5							
Cost	Abilities								
7	Growth (5 pts) 0 END, Persistent, Always On								
15	1d6 HKA (2d6 with STR), bite								
6	+2d6 HA (5 ½ d6 with STR), tail								
6	Armor: 3 rPD, 1 rED								
4	Swimming: +4" (6" total)								
5	Extra Limb: tail								
10	+2 w/ H-to-H combat								
2	+1 w/ tail								
3	+1 PER, all senses								
6	+3 Hearing PER								
6	+3 Smell PER								
11	Concealment 14-								
-4	-2" Running (4" Total)								
OCV: 5; DCV: 5; ECV: 2; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	59	+	77	=	136	=	86	+	50

DEMON

Appearance: Demons come in all shapes, sizes, and forms. Human(oid) forms are common, especially among Demon Lords and Deceivers. The traditional version has a human torso atop goat's legs, or is half-man and half-reptile.

Combat Technique: Most Demons prefer trickery and deceit to a straight fight, though many will fight to the death if angered. Most demons have magical powers of some sort, though only a Demon Lord will forego the use of physical weapons altogether. The embodiments of evil, Demons have little concept of, and less use for, a fair fight. Demon Lords usually prefer to let their followers fight it out with their enemies, but will seldom refuse a direct challenge.

Ecology: Demons live in Hell — literally. Some Hells are cold, others hot as a furnace. All of them are unpleasant, which may be why Demons have such short tempers. Being magical creatures, they are rarely encountered outside of Hell, unless summoned by a mage of either immense power or immense stupidity. Or both.

Other Names: Devil, Fiend.

Rumors: It is often said that knowing a demon's True Name gives one power to command it. Conversely, some claim that speaking a demon's True Name aloud will summon it immediately. Usually, the only way to find out which is true in the campaign is to give it a try.

Character Write-up: Six different kinds of Demon templates are provided. Each represents a distinct type of Demonic entity and can be used as a model to construct other Demons. This is encouraged, as the element of the unknown is one of the things that makes these creatures so terrifying.

The Six types and their uses are:

Demon Lord: These beings are the rulers of the abyss. The example provided is a demonic duke of only moderate power. He serves Demon Lords who are mightier still. The GM should use this creature, or even the threat of him, with the utmost care as his appearance will likely have dire consequences.

Fire Demon: The fire demons are the basic enforcers of the nether realms. They are often used as officers in the legions of hell and are typically used to keep the riff raff in line. In game terms they are slightly tougher than hordlings.

Amorphous Horror: The GM should use this for any of the infinite number of otherworldly monstrosities that populate many works of horror fiction. Only qualifying as Demons in the loosest sense of the term, these tentacled masses of protean ooze are best used to add a touch of the unexpected to a campaign where "horns and a tail" Demons have become old hat.

Deceiver: Many Demons prefer guile to brute force, choosing to steal souls through trickery and corruption. These Demons are called Deceivers. This is a broad category indeed, covering many different kinds of beings, including Succubi and Incubi, who prey upon the lusts of man.

Hordling: This category represents the majority of the residents of the infernal regions. Dim-witted beasts, these pathetic creatures are used as servants and soldiers. There are those who will rise above this lowly status, becoming powerful warriors who may one day earn a place among the lords, but these are few and far between.

Hell Hound: These are a lot more than just pets for the inhabitants of the pits. This template can be used to represent not only the dogs of hell, but also any other demonic beasts the GM decides to use.

DEMON LORD									
Val	Char	Cost							
50	STR	40							
20	DEX	30							
28	CON	36							
20	BODY	20							
23	INT	13							
23	EGO	26							
40	PRE	30							
10	COM	0							
14	PD	4							
12	ED	6							
5	SPD	20							
16	REC	0							
60	END	2							
60	STUN	1							
Cost	Abilities								
160	Variable Power Pool: 80 points “Magic”. Change of powers is 0 phase action (+1)								
15	Magic Skill (20-) for Power Pool								
15	1d6 HKA (2d6 HKA w/ STR), claws/bite								
12	Armor: +4 rPD, +4 rED								
70	Clairsentience: Sight group & normal hearing, see through past and into other dimensions, 350" rng								
40	75% resistant Damage Reduction: Physical not vs. silver or magic (-½)								
30	75% resistant Damage Reduction: Energy, only against fire (-1)								
5	Mental Defense (10 pts.)								
5	Power Defense (5 pts.)								
5	Lack of Weakness (5 pts.)								
10	Infrared & Ultraviolet vision								
50	Extra-Dimensional Travel: “earth” & “hells”, x16 mass								
20	Mind Link: minions (one at a time), any dimension, any distance								
20	Regeneration, 4 BODY/turn, in home dimension only (-1)								
20	Shape Shift: any humanoid form								
10	Shrinking (10) to ½ height								
30	Growth (30 pts.)								
18	Acting, Bureaucratics, Interrogation, Oratory, Streetwise, Persuasion (17- each)								
7	Disguise 13-								
20	Talent: Universal Translator 14-								
50+	Disadvantages								
10	2x Body from Holy Weapons								
15	Phys Lim: Confined by Pentagrams								
15	Phys Lim: Must obey anyone who knows true name								
20	Psych Lim: Overconfident								
10	Psych Lim: Short Tempered								
10	Psych Lim: Fears Holy Symbols								
15	Berserk: When insulted 11-, 11-								
15	Distinctive Features: Aura of Evil								
20	Susceptibility to Holy Ground: 3d6 END Per Turn								
25	Susceptibility to Holy Water: 3d6 Stun Per Phase								
5	Rivalry: With other Demon Princes								
602	Monster Bonus								
OCV: 7; DCV: 7; ECV: 8 ; Phases: 3, 5, 8, 10, 12									
Costs:	Char	Powers	Total	Disad	Base				
	228	+	588	=	812	=	762	+	50

FIRE DEMON									
Val	Char	Cost							
40*	STR	25							
17	DEX	21							
23	CON	26							
18*	BODY	14							
13	INT	3							
18	EGO	16							
25	PRE	15							
0	COM	-5							
13	PD	6							
10	ED	5							
4	SPD	13							
12	REC	0							
50	END	2							
48*	STUN	0							
* Characteristics From Growth Already Figured In									
Cost	Abilities								
23	2d6 HKA (4d6 with STR), OAF (whip or sword), 0 END								
27	8d6 EB, x2 END Cost (-½), fire blast								
23	½d6 HKA, Always On, Persistent, 0 END, 2" Radius Area of Effect, heat damage								
13	Growth (5 pts.), 0 END, Persistent, Always On (-2 DCV, +2 to other's sight PER, +1" Reach, -3" KB)								
6	Armor: +2 rPD, +2 rED								
20	50% resistant Damage Reduction: Physical not vs. silver or magic (-½)								
15	50% Resistant Damage Reduction, Energy, fire only (-1)								
5	Mental Defense (8 pts.)								
30	Full Life Support								
10	Infrared and Ultraviolet vision								
14	Flight, 7"								
50+	Disadvantages								
10	2x Body from Holy Weapons								
10	2x Stun from Cold Based Attacks								
15	Phys Lim: Confined by pentagrams								
15	Phys Lim: Must obey anyone who knows true name								
20	Psych Lim: Overconfident								
10	Psych Lim: Short Tempered								
10	Psych Lim: Fears Holy Symbols								
15	Berserk: when Insulted 11-, 11-								
15	Distinctive Features: Aura of Evil								
20	Susceptibility to Holy Ground: 3d6 END Per Turn								
25	Susceptibility to Holy Water: 3d6 Stun Per Phase								
106	Monster Bonus								
OCV: 6; DCV: 6; ECV: 6; Phases: 3, 6, 9, 12									
Costs:	Char	Powers	Total	Disad	Base				
	141	+	180	=	321	=	271	+	50

AMORPHOUS HORROR

Val	Char	Cost	50+	Disadvantages
40*	STR	15	10	2x Body from Holy Weapons
11	DEX	3	15	Phys Lim: Confined by Pentagrams
28	CON	36		
28*	BODY	30	15	Phys Lim: Must obey anyone who knows true name
3	INT	-7		
18	EGO	16	20	Phys Lim: No Manipulatory Limbs
50	PRE	40	15	Psych Lim: Fears Holy Symbols
0	COM	-5	10	Distinctive Features: Aura of Evil
10	PD	5	20	Susceptibility to Holy Ground: 3d6 END Per Turn
6	ED	0		
2	SPD	0	25	Susceptibility to Holy Water: 3d6 Stun Per Phase
11	REC	0		
56	END	0		
60*	STUN	5		

* Characteristics From Growth Already Figured In

Cost Abilities

20	Growth (15 pts.), 0 END, Persistent, Always On (-2 DCV, +2 to other's sight PER, +1" Reach, -3" KB)
40	8d6 Physical Blast, pseudopods
20	1d6 HKA 2x½d6 (2 x 1d6 w STR), x2 END (-½), Hardened Psuedopods)
50	Entangle, 5d6, sticky pseudopod
40	75% resistant Damage Reduction: Physical not vs. silver or magic (-½)
20	Regeneration, 2/Turn
30	Full Life Support
5	Extra Limbs, pseudopods
10	Clinging

OCV: 4; DCV: 4; ECV: 6; Phases: 6, 12

Costs:	Char	Powers	Total	Disad	Base
	128	+	235	=	373
				=	323
				+	50

DECEIVER

Val	Char	Cost
20	STR	10
15	DEX	15
20	CON	20
15	BODY	10
18	INT	8
18	EGO	16
25	PRE	15
30	COM	10
10	PD	6
6	ED	2
3	SPD	5
8	REC	0
40	END	0
35	STUN	0

Cost Abilities

29	10d6 Mind Control, humanoids only (-¼), opposite sex only (-½)
6	Armor: +2 rPD, +2 rED
20	50% Resistant Damage Reduction, Physical, not vs. silver or magic (-½)
30	Life Support, full effect
5	Mental Defense (5 pts.)
10	Infrared and Ultraviolet Vision
14	Flight 7"

50+ Disadvantages

10	2x Body from Holy Weapons
15	Phys Lim: Confined by Pentagrams
15	Phys Lim: Must obey anyone who knows true name
20	Psych Lim: Overconfident
15	Psych Lim: Devious
10	Psych Lim: Fears Holy Symbols
15	Berserk: when Insulted 11-, 11-
15	Distinctive Features: Aura of Evil
20	Susceptibility to Holy Ground: 3d6 END Per Turn
25	Susceptibility to Holy Water: 3d6 Stun Per Phase
21	Monster Bonus

OCV: 5; DCV: 5; ECV: 6; Phases: 4, 8, 12

Costs:	Char	Powers	Total	Disad	Base
	117	+	114	=	231
				=	181
				+	50



HORDLING

Val	Char	Cost	50+	Disadvantages	
15	STR	5	10	2x Body from Holy Weapons	
14	DEX	12	15	Phys Lim: Confined by Pen- tagrams	
13	CON	6	15	Phys Lim: Must obey anyone who knows true name	
9	BODY	-2	15	Psych Lim: Malicious	
8	INT	-2	15	Psych Lim: Fears Holy Symbols	
8	EGO	-4	10	Berserk: when Insulted 11-, 11-	
10	PRE	0	(15)	Distinctive Features: Aura of Evil	
0	COM	-5	(15)	Susceptibility to Holy Ground: 3d6 END Per Turn	
5	PD	2	(20)	Susceptibility to Holy Water: 3d6 Stun Per Phase	
4	ED	1			
3	SPD	6			
6	REC	0	(25)		
26	END	0			
25	STUN	1			
Cost	Abilities				
15	1d6 HKA (2d6 w/STR), stinger				
26	3d6 Character Points of STUN Drain, Recover 5 points every 5 minutes, Gradual Effect (5 minutes), only if HKA does BODY (-¼), venom				
10	25% Resistant Damage Reduction, Physical not vs. silver or magic (-½)				
16	Flight 8"				
OCV: 5; DCV: 5; ECV: 3; Phases: 4, 8, 12					
Costs:	Char	Powers	Total	Disad	Base
	20	+	67	=	115 = 65 + 50

HELL HOUND

Val	Char	Cost	50+	Disadvantages					
18	STR	8	15	Phys Lim: No fine manipulation					
18	DEX	24	10	2x Body from Holy Weapons					
15	CON	10	15	Phys Lim: Confined by Pen- tagrams					
12	BODY	4	15	Phys Lim: Must Obey People Who Know Their true name					
8	INT	-2	15	Psych Lim: Overconfident					
8	EGO	-4	10	Psych Lim: Short Tempered					
20	PRE	10	10	Psych Lim: Fears Holy Symbols					
10	COM	0	10	Distinctive Features: Aura of Evil					
5	PD	1	10	Susceptibility to Holy Ground: 3d6 END Per Turn					
8	ED	5	(15)	Susceptibility to Holy Water: 3d6 Stun Per Phase					
4	SPD	12	(20)						
7	REC	0	(25)						
30	END	0							
30	STUN	1							
Cost Abilities									
16	1d6+1 HKA with Reduced Penetration = 2x ½ d6 HKA (2x 1d6+1 with STR), bite								
15	1d6 Kill with Reduced Penetration = 2x ½ d6 HKA (2x 1d6 with STR), claws								
22	3d6 NND vs Immune to Intense Heat, Cone Affect, No Range, Full Phase Attack.								
3	Armor: +1 rPD/+1 rED								
2	+1" Running (7" Total)								
10	Tracking Scent								
5	Distinctive Smell								
5	Infrared Vision								
3	+1 PER								
OCV: 6; DCV: 6; ECV: 3; Phases: 3, 6, 9, 12									
Costs:	Char	Powers	Total	Disad	Base				
	69	+	81	=	145	=	95	+	50

DOPPELGANGER

Appearance: A Doppelganger base form is very bland and ugly. The creatures all have pale skin, large cloudy eyes, and no body hair. However, a Doppelganger is almost never found in its base form. A Doppelganger may look like any kind of living creature which it has had contact with, and most Doppelgangers prefer to use these "stolen" forms.

Combat Technique: Doppelgangers are a cowardly lot and prefer to use their shape-shifting ability to attack opponents from surprise. If a flank attack does not immediately stun, knock out or kill an opponent, then the Doppelganger will attempt to flee. These creatures enter into combat only if they are sure they can win.

Motivations: Each Doppelganger is an individual and their motives vary as much as humans. Most Doppelgangers are greedy and violent, but some are good and use their powers to help others.

Ecology: Since Doppelgangers can adapt many of the abilities of the forms which they take, they are comfortable in many different environments. The Doppelganger original environment is unknown, but it is suspected to be somewhere underground.

Rumors: There are many contradictory stories about these creatures. Some say that the race is extinct. Others believe that the Doppelgangers are very much alive and are attempting to infiltrate and control human societies.

DOPPELGANGER

Val	Char	Cost	50+	Disadvantages					
13	STR	3	15	Psych Lim: Physical Coward Monster Bonus					
14	DEX	12	59						
11	CON	2							
10	BODY	0							
13	INT	3							
10	EGO	0							
10	PRE	0							
10	COM	0							
3	PD	0							
3	ED	1							
3	SPD	6							
5	REC	0							
22	END	0							
23	STUN	0							
Cost	Abilities								
67	50 pt. Variable Power Pool (Mimic Pool), Only to Mimic Abilities of victims (-½), Doppelganger Must have had contact with the victim (-½), Requires One Turn To Mimic Powers (-1), No Roll Required (+1)								
12	Shape Shift into Any Living Thing, 0 END, Doppelganger Must have Touched Victim (-½), One Turn to Shift (-1)								
3	Mimicry 11-								
3	Acting 11-								
3	Disguise 11-								
9	+3 with Mimicry, Acting and Disguise								
OCV: 5; DCV: 5; ECV: 3; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	27	+	97	=	124	=	74	+	50

DRAGONS AND HYDRA

Appearance: Dragons appear in a wide array of colors, shapes, and sizes. Some dragons have magical powers and can assume human form. True dragons are huge lizard-like creatures with long, sinuous necks and sharp claws. Some dragons have wings, other varieties are flightless. Hydra are flightless, multi-headed dragons.

Combat Technique: Typically, Dragons should never even have to engage in combat. Their reputation, combined with their natural presence, generally leaves even the toughest of mortals quivering in fear. Hydra and dragons, if they do need to fight, prefer to attack directly using claws and teeth or fire breath (if they have it).

Motivations: Hydra and Dragons are motivated by greed. The desire to accumulate gold and jewels drives them to attack wealthy-looking opponents. Dragons are intelligent, however, and will usually talk with foes, especially if they look competent or powerful. Wary adventurers know that dragons are masterful liars.

Ecology: There are many types of Dragons and each has their own environment. Most prefer a rocky and dry terrain, but some prefer tropical or arctic environments.

Rumors: It is said that some Dragons have a vulnerable spot where their armor does not protect them, but few have had the opportunity to look for such a flaw.

DRAGON					
Val	Char	Cost	50+	Disadvantages	
60*	STR	15	15 266	Psych Lim: Greedy Monster bonus	
17	DEX	21			
30	CON	40			
30*	BODY	26			
18	INT	8			
14	EGO	8			
40	PRE	30			
10	COM	0			
14	PD	9			
8	ED	2			
4	SPD	13			
11	REC	0			
60	END	0			
80*	STUN	22			
* Characteristics From Growth Already Figured In					
Cost	Abilities				
47	Growth (35 pts.), 0 END, Persistent, Always On (-4 DCV, +4 to other's to other's sight PER, -7" Knockback, +3" reach)				
40	3d6+1 HKA, reduced penetration 2x1 ½d6 (2x 2 ½d6 w/ STR), bite/claws				
27	Armor: +9 rPD, +9 rED, scales				
12	Running +6" (12" total)				
5	Ultraviolet Vision				
6	+2 to PER, all senses (15- Roll)				
	See Hydra below for optional abilities.				
OCV: 6; DCV: 1; ECV: 5; Phases: 3, 6, 9, 12					
Costs:	Char	Powers	Total	Disad	Base
	194	+ 137	= 331	= 281	+ 50
Pts	Optional Abilities: Dragon and Hydra				
73	Fire Breathing: 4d6 ERKA, ranged or 2d6 ERKA A of E Cone, no range (Multipower) END Reserve: 20, REC 1/hour				
30	Damage Reduction, 75% resistant, Fire only (-1)				
30	Flight 15"				
20	Multiform: 'Normal' Human				
3	Mental Awareness				
20	Regeneration: 2 BODY/turn				

HYDRA									
Val	Char	Cost	50+	Disadvantages					
60*	STR	20	15 220	Phys Lim: No Manipulation Monster bonus					
14	DEX	12							
30	CON	40							
30*	BODY	28							
8	INT	-2							
11	EGO	2							
35	PRE	25							
0	COM	-5							
12	PD	6							
7	ED	1							
6	SPD	36							
12	REC	0							
60	END	0							
70*	STUN	10							
* Characteristics From Growth Already Figured In									
Cost	Abilities								
40	Growth (30 pts.), 0 END, Persistent, Always On (-4 DCV, +4 to other's to other's sight PER, -6" Knockback, +2" reach)								
24	2d6 HKA, reduced penetration 2x 1d6 (2x 2d6 w/ STR), bite								
21	Armor: +7 rPD +7 rED, scales								
2	Running +1" (7" total)								
5	Extra Limbs: 7 heads/necks								
20	+4 w/ H-to-H combat								
OCV: 5; DCV: 1; ECV: 4; Phases: 2, 4, 6, 8, 10, 12									
Costs:	Char	Powers	Total	Disad	Base				
	173	+	112	=	285	=	235	+	50



DWARF

Appearance: Dwarves are, in many respects, like short humans. They are short, with the average height being about four feet tall, and very stocky. All Dwarves wear beards and are very proud of them. (The greatest possible insult to a Dwarf is to shave his beard.) Hill Dwarves more closely resemble humans in clothing and housing. Mountain Dwarves use a great deal of metal in even their normal clothing; while their battle armor is fearsome to behold.

Combat Technique: Dwarves are fierce fighters. They are a bold race and prefer to engage their opponents in direct melee combat. Dwarves do employ mechanical devices in battle, like catapults and ballista.

Motivations: A major motivation for most Dwarves tends to be the desire to acquire precious metals and gems. They are also quite interested in personal honor and privacy.

Ecology: All Dwarves prefer higher regions. Hill Dwarves, while they dwell above ground, are known to dig their homes and castles into mountains and hills for defense. Mountain Dwarves live deep within the mountains themselves. They live in caverns crafted by their own hands and are typically found near mineral deposits.

Other Names: Long Beards.

Rumors: Dwarves are sometimes said to be a cursed offspring of humans. Many stories tell of how the greedy humans went into the mountains, against the gods' wishes, seeking gold. Their short stature and greed was the payment they received for their transgressions.

MOUNTAIN DWARF									
Val	Char	Cost	50+	Disadvantages					
15	STR	5	10	Distinctive Features: concealable with major effort.					
14	DEX	12							
18	CON	16	15	Psych Lim: Greedy, Personal Honor, or other appropriate Psych Lim.					
12	BODY	4							
10	INT	0	10	Psych Lim: Hatred of Orcs and Other Racial Enemies					
11	EGO	2							
10	PRE	0							
10	COM	0							
5	PD	2							
4	ED	0							
3	SPD	6							
7	REC	0							
36	END	0							
31	STUN	2							
Cost	Abilities								
2	Bump of Direction, Only Underground								
3	Concealment 11-								
3	AK: Underground Passages and Caves 12-								
2	KS: Dwarven History 11-								
2	PS: Miner 11-								
2	PS: Artesian 11-								
2	PS: Current Occupation 11-								
5	Dwarven Language								
2	Familiarity with Common Melee Weapons								
6	+2 w/ Axes and Maces								
12	Individual Skills, Talents and Items								
-3	Racial and Cultural Package Bonus								
-2	-1" Running (5" Total)								
OCV: 5; DCV: 5; ECV: 4; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	49	+	36	=	85	=	35	+	50

HILL DWARF					
Val	Char	Cost	50+	Disadvantages	
13	STR	3	(10)	Distinctive Features: concealable with major effort.	
14	DEX	12			
15	CON	10	(10)	Psych Lim: Greedy, Personal Honor, or other appropriate Psych Lim	
11	BODY	2			
10	INT	0	(5)	Psych Lim: Hatred of Orcs and Other Racial Enemies	
11	EGO	2			
10	PRE	0			
10	COM	0			
5	PD	2			
3	ED	0			
3	SPD	6			
6	REC	0			
30	END	0			
30	STUN	4			
Cost Abilities					
3	Concealment 11-				
2	KS: Dwarven History 11-				
2	PS: Current Occupation 11-				
2	Dwarven Language				
1	Familiarity with Axes and Maces				
1	Familiarity with Mountains and Hills 8-				
1	Familiarity with Trading 8-				
3	+1 With Axes and Maces				
-2	Racial and Cultural Package Bonus				
-2	-1" Running (5" Total)				
OCV: 5; DCV: 5; ECV: 4; Phases: 4, 8, 12					
Costs:	Char	Powers	Total	Disad	Base
	39	+	11	=	50 = 0 + 50

ELEMENTAL

Appearance: Elementals are primordial beings made from the basic fabric of the universe. As their name implies, they embody the four classical elements: Air, Fire, Water, and Earth. Elementals come in many shapes, sizes and forms, but all can assume at least vaguely humanoid form and will do so when dealing with men.

Combat Technique: Most Elementals encountered have been summoned by a powerful sorcerer to perform a very specific task and will not attack unless provoked or instructed to do so. Elementals use neither weapons nor armor, relying on their unique abilities to defeat a foe.

Air elementals hover about, blasting enemies with gale-force winds. Since they are made of air, they are difficult to destroy; most attacks meet no resistance and hence do no damage.

Earth elementals attack by bludgeoning with hammer-like fists and tunnel through the earth to attack by surprise.

Fire elementals blast opponents with gouts of flame.

Water elementals wrap water-tentacles about their foes and crush them.

Ecology: Elementals hail from the Elemental Planes of existence. They are normally encountered in a climate similar to their element, i.e. fire elementals in a volcano or forest fire, water elementals in streams or ponds, etc. Elementals derive sustenance from their element alone, so they require no food or sleep.

Other Names: Genie, Djinni (air), Salamander, Efreet (fire), Naga (water), Gnome (earth).

Rumors: Elementals from conflicting planes of existence are reputed to hate one another and will attack their arch-enemies on sight.

AIR ELEMENTAL

Val	Char	Cost	50+	Disadvantages					
0	STR	-10	25	Distinctive Features: not concealable, extreme No manipulation Monster bonus					
23	DEX	39	15 250						
23	CON	26							
15	BODY	10							
8	INT	-2							
20	EGO	20							
20	PRE	10							
0	COM	-5							
2	PD	2							
5	ED	0							
4	SPD	7							
5	REC	0							
50	END	2							
30	STUN	3							
Cost	Abilities								
90	6d6 Physical Blast, Double Knockback (+¾), Affects Real World (+2), Reduced by Range (-¼)								
30	50% resistant Damage Reduction: Physical								
30	50% resistant Damage Reduction: Energy								
40	Desolidification, 0 END, Persistent, Always On, Not Through solid objects (-½), Still affected by magic								
40	Flight 20"								
8	Life Support: Need not eat, excrete or sleep; no aging								
OCV: 8; DCV: 8 ; ECV: 7; Phases: 3, 6, 9, 12									
Costs:	Char	Powers	Total	Disad	Base				
	102	+	238	=	340	=	290	+	50

FIRE ELEMENTAL

Val	Char	Cost	50+	Disadvantages
0	STR	-10	10	2x Body from Water Based Attacks
20	DEX	30	10	2x Stun from Cold Based Attacks
23	CON	26	290	Monster bonus
15	BODY	10		
8	INT	-2		
20	EGO	20		
30	PRE	20		
0	COM	-5		
0	PD	0		
7	ED	2		
4	SPD	10		
5	REC	0		
50	END	2		
30	STUN	3		

Cost	Abilities
50	2d6 ERKA, 0 END, Persistent, Always On, damage shield
67	3d6 ERKA, Explosion
12	Armor: 8 rED
60	75% resistant Damage Reduction: Physical
45	75% resistant Damage Reduction: Energy, fire only (-1)
15	Life Support: Need not eat, excrete or sleep; no aging; intense heat, disease, radiation
5	Infrared Vision

OCV: 7; DCV: 7; ECV: 7; Phases: 3, 6, 9, 12									
Costs:	Char		Powers		Total		Disad		Base
	106	+	254	=	360	=	310	+	50

EARTH ELEMENTAL

Val	Char	Cost	50+	Disadvantages					
50*	STR	15	10	Phys Lim: Heavy and Clumsy					
17	DEX	21	15	Psych Lim: Stubborn					
23	CON	26	2	Running: -1" (5" total)					
15	BODY	10	218	Monster bonus					
8	INT	-2							
20	EGO	20							
25	PRE	15							
0	COM	-5							
12*	PD	2							
11*	ED	1							
3	SPD	3							
10	REC	0							
50	END	2							
40	STUN	0							
* Characteristics From Density Increase Already Figured In									
Cost	Abilities								
33	Density Increase, 0 END, Persistent, Always On (-5" KB)								
24	Armor: 8 rPD/8 rED								
30	50% resistant Damage Reduction: Physical								
30	50% resistant Damage Reduction: Energy								
30	Full Life Support								
30	Tunneling: 5", through 10 DEF, can close behind								
OCV: 6; DCV: 6; ECV: 7; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	118	+	177	=	295	=	245	+	50



WATER ELEMENTAL									
Val	Char	Cost	50+	Disadvantages					
25	STR	15	10	2x Stun From Fire Based Attacks					
18	DEX	24							
23	CON	26	10	Phys Lim: Sluggish in Cold Environments					
15	BODY	10	20	Susceptibility To Cold Based Attacks: 3d6 Entangle					
8	INT	-2							
20	EGO	20	180	Monster bonus					
20	PRE	10							
0	COM	-5							
8	PD	3							
5	ED	0							
3	SPD	2							
10	REC	0							
50	END	2							
40	STUN	0							
Cost Abilities									
18	Telekinesis 30 STR, only in water (-1 ½)								
9	+3d6 HA (8d6 w/ STR)								
16	Invisibility, normal sight, 0 END, persistent only in water (-1 ½)								
60	75% resistant Damage Reduction: Physical								
30	50% resistant Damage Reduction: Energy								
24	Life Support: Need not eat, excrete or sleep; no aging, self-contained breathing, radiation, disease								
8	+8" Swimming (10" total)								
OCV: 6; DCV: 6; ECV: 7; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	105	+	165	=	270	=	220	+	50

ELF

Appearance: Elves are typically light of build and fair of skin. They stand between five and six feet tall, although some high Elves are much taller. Hair colors and eye colors tend to be of lighter shades, although any colors are possible.

The most noteworthy feature of the Elves are their sharp features and pointed ears. High Elves, the city dwellers of the race, tend to have lighter builds and are almost feminine in appearance. Wood Elves closely resemble their High Elf cousins but they do tend to be quite muscular. Half-elves almost always take after their Elven parents in appearance. The only prominent differences between normal Elves and Half-elves are the less prominent pointed ears, heavier builds and the ability to grow facial hair. Elven clothing varies, depending upon where it was made. City dwellers prefer robes and the Wood Elves tend to wear leather jerkins.

Combat Technique: Elves, in general, are a peaceful race and tend to avoid combat. When forced to fight, however, they are quite efficient. Elves make maximum use of ranged weaponry and cover.

Motivations: There are as many motivations as there are Elves. The Wood Elves seek to protect their home environment. A major motivation for High Elves is the search for knowledge. Many High Elves also feel superior to most other forms of life and wish to be left alone to practice their arts.

Ecology: High Elves tend to build their cities in secluded places (Valleys, mountain tops, and deserts are all popular.) They secure most of their needs through magic or science and have little need of outside aid. Wood Elves like to live in forested regions. While they prefer the more moderate environments, Wood Elves have been known to live in tropical jungles. Half Elves are typically found wherever there are large numbers of either humans or elves.

Other Names: Vanyar, Undying ones, Bright Folk.

Rumors: Elves are said to be among the favored races of the gods. Many people say that some of them even glow with a kind of inner light. Others claim that Elves never grow old and they never die. Elves are rumored to be powerful spellcasters.

HIGH ELF									
Val	Char	Cost	50+	Disadvantages					
8	STR	-2	10	Distinctive Features: concealable, is noticed. Psych Lim: Arrogant and Aloof					
18	DEX	24							
11	CON	2	15						
10	BODY	0							
13	INT	3							
13	EGO	6							
18	PRE	8							
18	COM	3							
3	PD	1							
2	ED	0							
3	SPD	2							
4	REC	0							
22	END	0							
20	STUN	0							
Cost Abilities									
5	UV Vision								
3	Does not Age								
3	Lightsleep								
2	+1" Running (7" Total)								
3	Stealth 13-								
3	Oratory 13-								
2	PS: Artist 11-								
2	PS: Current Occupation 11-								
5	Elvish Language with Literacy								
2	FAM w/ common melee weapons								
1	FAM w/ High Society 8-								
3	+1 With Swords								
-6	Racial and Cultural Package Bonus								
OCV: 6; DCV: 6; ECV: 4; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	47	+	21	=	75	=	25	+	50

WOOD ELF									
Val	Char	Cost	50+	Disadvantages					
13	STR	3	10	Distinctive Features: concealable, is noticed. Psych Lim: Dislikes Orcs and other Racial Enemies Psych Lim: Protective of Nature Monster bonus					
18	DEX	24							
13	CON	6							
10	BODY	0							
13	INT	3							
13	EGO	6							
13	PRE	3							
16	COM	3							
4	PD	1							
3	ED	0							
3	SPD	2							
6	REC	0							
26	END	0							
24	STUN	0							
Cost	Abilities								
5	UV Vision								
3	Lightsleep								
4	+2" Running (8" Total)								
3	Survival 11-								
3	Tracking 11-								
3	Stealth 13-								
4	Elven Language								
3	AK: Forests 12-								
2	PS: Current Occupation 11-								
1	FAM w/ Animal Handler 8-								
2	FAM w/ Hunting Weapons								
3	+1 w/ Bows								
-6	Racial and Cultural Package Bonus								
OCV: 6; DCV: 6; ECV: 4; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	51	+	30	=	81	=	31	+	50

HALF ELVES									
Val	Char	Cost	50+	Disadvantages					
13	STR	3	10	Distinctive Features: concealable, is noticed. Monster bonus					
15	DEX	15							
13	CON	6	2						
10	BODY	0							
13	INT	3							
11	EGO	2							
11	PRE	1							
14	COM	2							
3	PD	0							
3	ED	0							
3	SPD	5							
6	REC	0							
26	END	0							
24	STUN	0							
Cost	Abilities								
3	+2 Vision (Only to offset Darkness Modifiers)								
3	Lightsleep								
2	+1" Running (7" Total)								
3	Stealth 12-								
3	Survival OR Oratory								
3	Tracking OR PS:Artist								
2	PS: Current Occupation								
3	Elvish Language								
2	Familiarity with Common Melee Weapons Or Hunting Weapons								
1	Familiarity with High Society OR Animal Handler								
OCV: 5; DCV: 5; ECV: 4; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	37	+	25	=	62	=	12	+	50

FAERIE

Appearance: Faeries are small, usually humanoid creatures. Actual size and color may vary among the different types: Gremlin, Nixie, Pixie, Sylph, Tylweth Teg, Ellyllon, Leprechaun, Pech, Dwelf, Gnome, etc. Each strain has its own distinct set of features and powers. For any particular kind, the GM should pick appropriate abilities from the list below or write his own. Large specimens are approximately 100 cm., Medium 60 cm. and Small 30 cm.

Combat Technique: Faeries generally avoid combat, preferring to use their magic for mischief rather than battle. If cornered, a Faerie will use its small size to escape or its cute voice and adorable appearance to talk its way out of trouble.

Motivations: These vary from type to type. Most faeries either seek the solitude of nature, or wish to cause mischief among the silly humans.

Ecology: Generally deep, secluded forests, away from human civilization. Faeries are immortal and need only the energy of nature to sustain themselves, although they enjoy indulging in the human vice of over-indulgence.

Other Names: Fey folk, Fairies, Fees, Fey, Gnome, Brownie, Pixie, Sprite.

Rumors: Spending one night at a Faerie party could mean the passage of months or years. Some faeries are said to wield very powerful magic, which they use on anyone who annoys them.

LARGE FAERIE									
Val	Char	Cost	50+	Disadvantages					
8	STR	-2	10	Distinctive Features: concealable, is noticed. Monster bonus					
18	DEX	24	19+						
10	CON	0							
8	BODY	-4							
13	INT	3							
14	EGO	8							
10	PRE	0							
20	COM	5							
3	PD	1							
2	ED	0							
3	SPD	2							
4	REC	0							
20	END	0							
18	STUN	1							
Cost						Abilities			
13	Shrinking (10 pts.) Always On, 0 END, Persistent. (+2 DCV, -2 to other's sight to other's sight PER, +3" knockback).								
6	Life Support: vs. disease and aging.								
3	Concealment 12-								
-4	Running -2" (4" total)								
OCV: 6; DCV: 8; ECV: 5; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	38	+	41	=	79	=	29	+	50

MEDIUM FAERIE									
Val	Char	Cost	50+	Disadvantages					
6	STR	-4	10	Distinctive Features: concealable, is noticed.					
18	DEX	24							
10	CON	0							
6	BODY	-8							
13	INT	3							
14	EGO	8							
8	PRE	-2							
20	COM	5							
2	PD	1							
2	ED	0							
3	SPD	2							
3	REC	0							
20	END	0							
15	STUN	1							
Cost	Abilities								
27	Shrinking (20 pts.) Always On, 0 END, Persistent. (+4 DCV, -4 to other's sight to other's sight PER, +6" knockback)								
6	Life Support: vs. disease and aging								
-6	Running -3" (3" total)								
16	Optional Power (see below)								
OCV: 6; DCV: 10; ECV: 5; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	30	+	30	=	60	=	10	+	50

SMALL FAERIE									
Val	Char	Cost	50+	Disadvantages					
4	STR	-6	10	Distinctive Features: concealable, is noticed.					
18	DEX	24							
10	CON	0							
4	BODY	-12							
13	INT	3							
14	EGO	8							
5	PRE	-5							
20	COM	5							
2	PD	1							
2	ED	0							
3	SPD	2							
3	REC	3							
20	END	0							
10	STUN	-1							
Cost	Abilities								
40	Shrinking (30 pts.) Always On, 0 END, Persistent. (+6 DCV, -6 to other's sight to other's sight PER, +9" knockback).								
6	Life Support: vs. disease and aging.								
-8	Running -4" (2" total)								
OCV: 6; DCV: 12; ECV: 5; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	22	+	41	=	59	=	10	+	50

OPTIONAL POWERS, ALL FAERIES.

The powers listed here are in the 10-20 point range; feel free to vary the power levels as appropriate to your campaign.

Pts	Abilities
20	Luck 4d6
10	Change Environment (effects depends on race) 2" radius
20	10" Flight (common for smaller faeries)
15	Images: normal sight & normal hearing
20	Invisibility: normal sight
20	Shape Shift, limited forms (usually animals)
15	Telekinesis 10 STR
20	Telepathy 4d6
20	10" Teleportation

FELINE

Appearance: Felines are a humanoid race which closely resemble cats. They walk on two legs and have delicate paw-like hands. Feline's bodies are completely covered with a light, soft layer of fur. Their faces, while showing human traits, also closely resemble cats, with their small noses, whiskers and ears.

Combat Technique: Felines prefer to use their amazing agility to avoid injury in combat. They will dance and dodge, while attacking with primitive weapons or claws. Civilized felines often learn some form of martial arts to enhance their already awesome fighting ability.

Motivations: Felines have motivations much like other humanoids. Primitive Felines spend a great deal of time looking for food and shelter.

Ecology: Felines prefer the grassland regions. In these areas, many Feline tribes may be found, living a simple hunter-gatherer life. Felines are carnivores, and even civilized Felines must buy their meat raw.

Rumors: Some humans believe that Felines only pretend to be friendly — they actually devour humans. Some believe that Felines can communicate with normal cats.

FELINE									
Val	Char	Cost	50+	Disadvantages					
9	STR	-1	10	Distinctive Features: Concealable with Effort Psych Lim: Uncomfortable in Large Groups Monster Bonus					
20	DEX	30							
11	CON	2	5						
9	BODY	-2							
10	INT	0	20						
8	EGO	-4							
13	PRE	3							
12	COM	1							
4	PD	2							
2	ED	0							
4	SPD	10							
4	REC	0							
24	END	0							
25	STUN	5							
Cost Abilities									
5	1 pip HKA (½d6 with STR), claws								
6	+2 PER								
4	+2" Running (8" Total)								
3	Lightsleep								
3	Breakfall 13-								
3	Survival 11-								
3	Tracking 11-								
2	AK:Grasslands 11-								
2	KS: Grassland Creatures 11-								
2	PS: Current Occupation 11-								
4	Feline Language								
-4	Racial and Cultural Package Deal								
OCV: 7; DCV: 7; ECV: 3; Phases: 3, 6, 9, 12									
Costs:	Char	Powers	Total	Disad	Base				
	47	+	35	=	80	=	30	+	50

GARGOYLE

Appearance: Gargoyles, at first glance, appear to be large rocky statues with wings and hideous features. Upon closer inspection, however, it can be determined that these creatures are actually alive. Gargoyles tend to have tough rocky grey skin and large claws. Their wings are almost bat-like in appearance.

Combat Technique: Gargoyles like to use their wings and claws to their best advantage. A favorite tactic is to swoop down on an unsuspecting target, raking the victim with large claws and then flying out of reach. Gargoyles avoid enclosed spaces where they might not have room to maneuver.

Motivations: Gargoyles often wish to be left alone and will attack anyone disturbing their privacy. Other Gargoyles are greedy and sell their services to the highest bidder. Older Gargoyles, who feel that it's time to settle down, often search out an old gloomy tower or castle for a home. If the home they choose happens to be occupied, they will stop at nothing to empty the place of its current inhabitants.

Ecology: Gargoyles prefer dark and gloomy places. Some Gargoyles have been known to live in graveyards, swamps and highland areas. They prefer areas with a great deal of fog and rain. Few Gargoyles will be found near human settlements, as they are a race which prefers to keep to themselves.

Rumors: Stories are told of a large, supposedly abandoned castle where lights may be seen at night, furniture moves by itself and the statues are alive. Perhaps these are the roosts of many Gargoyles? No one knows how Gargoyles reproduce.

GARGOYLE					
Val	Char	Cost	50+	Disadvantages	
15	STR	5	20	Distinctive Features: Not Concealable, Major Reaction Psych Lim: Gloomy and De-pressing Monster bonus	
11	DEX	3			
15	CON	10	10		
13	BODY	6			
10	INT	0	4		
10	EGO	0			
10	PRE	0			
8	COM	-1			
7	PD	4			
3	ED	0			
2	SPD	-1			
6	REC	0			
30	END	0			
30	STUN	1			
Cost	Abilities				
15	1d6 HKA (2d6 w/ STR), talons				
16	10" Flight, Wings may be fouled (-¼)				
9	Armor: +3 rPD, +3 rED				
3	Simulate Death				
2	AK: Home Area 11-				
2	PS: Current Occupation				
4	Gargoyle Language				
6	+2 With Claws				
OCV: 4; DCV: 4; ECV: 3; Phases: 6, 12					
Costs:	Char	Powers	Total	Disad	Base
	27	+	68	=	95
				=	45
					+ 50

GHOUL

Appearance: Ghouls are hideous humanoid creatures with tight, discolored flesh and glaring eyes. Their teeth are unusually large and sharp, and Ghouls gibber and slaver as they howl through the night in their chase.

Combat Technique: Ghouls will often travel in packs to increase their hunting strength and effectiveness. In battle, they fight without subtlety or tact, attempting only to overwhelm an opponent and feast upon his warm, living meat. Ghouls will often quit a combat to eat an unconscious or dead foe. They may occasionally employ weapons, but most ghouls attack using fangs and talons.

Motivations: Some insanity is an affliction of the spirit — a condition spawned of evil. Unless the evil is purged at death, before human light has left the body, the twisted and malignant body will rise from the grave. These wretches are driven by minds warped with animal hunger to seek out and devour any flesh they can find, no matter what its condition.

Ecology: Ghouls are pained by the light of the sun and during the daylight hours will hide in dark and dim places: crypts, abandoned buildings, caves, etc. After dusk, ghouls can often be found skulking in graveyards or charnel-houses, scavenging for scraps of flesh.

Rumors: Emissaries of evil may have banded together vast numbers of ghouls, training them as a loosely organized fighting force. Disciplined packs strive first for the kill and feast only after all foes lie dead. Some exceptional ghouls are even stronger than humans.

GHOUL									
Val	Char	Cost	50+	Disadvantages					
8	STR	-2	20	Psych Lim: Wants to kill living Monster Bonus					
18	DEX	24	10						
10	CON	0							
8	BODY	-4							
13	INT	3							
14	EGO	8							
10	PRE	0							
20	COM	5							
3	PD	1							
2	ED	0							
3	SPD	2							
4	REC	0							
20	END	0							
18	STUN	1							
Cost			Abilities						
15	1d6 HKA (1d6+1 w/ STR), talons								
15	3d6 Character Points of STR Drain, linked to talons (-½), must do BODY (-½)								
OCV: 6; DCV: 6; ECV: 5; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	38	+	30	=	68	=	25	+	43



GIANT

Appearance: All giants are huge humanoid creatures, larger than trolls and ogres and generally more human-like in appearance.

Half-giants are the smallest of the Giant kind. They are cross-breeds between humans and lesser giants. Except for the fact that they are unusually tall (Seven to eight feet on the average), Half-giants closely resemble humans.

The (lesser) Giant stands about 12 feet tall and otherwise looks human.

The other four races of giant are each linked closely with one of the four elements, though they are not true elementals as such.

The Stone Giants range from 11 to 13 feet in height and have slate grey to brown skin. They have deep-set eyes and lack any hair.

Fire Giants range from 14 to 15 feet tall and have red hair — the males often sport beards. They are quite broad and muscular, having brown or black skin.

Frost Giants have skin that is ivory white to pale blue and stand up to 18 feet tall. Their hair is yellowish white, and males wear beards.

Storm Giants tower over all at a height of 24 feet, and there are many different types. The one listed here is also referred to as a Cloud Giant (or, mistakenly, Titan).

Combat Technique: Because of their size and lack of speed, most giants favor straightforward battle plans like “hit the enemy until he is dead.”

Half-giants tend to use either their fists, or a large club to bash their opponents (6-8d6 N) and often wear leather armor for protection (1-2 DEF).

Lesser giants favor the Great club as a weapon (11d6 N) and often wear leather or skins for protection (DEF 1-2).

Stone giants will fight unarmed or possibly use a Great mace (4d6 K), and rarely wear armor. Stone giants sometimes train large cave-dwelling animals, such as bears, to guard their lairs.

Fire giants are volatile by nature and love to spill blood. Their weapon of choice is the great sword (+1 OCV, 4d6 K), and warriors often wear finely forged metal armor (DEF 5-7).

Frost giants come from the north, and it shows in their choice of armaments: Great axe (4 ½d6 K), and armor ranging from furs to brigandine (DEF 1-4).

Storm Giants are difficult to pin down, for each individual is like a race unto himself. In fact, some of the more powerful titans are worshiped as gods! Being more intelligent than other giants, they prefer to fight through followers, if at all. When pressed, they are quite capable of wielding gigantic clubs (16d6 N) and can use any armor type. Some Storm Giants possess magical powers, much to the dismay of their enemies.

Motivations: Giants’ motives are as many and varied as humans’, even within a single race. Giants tend to be fairly solitary, although small communities of ten to forty individuals are not uncommon. Stone giants are the most solitary, preferring a hermit’s life and disliking intrusions. Evil or power-hungry giants may rise to power and impose their ambitions on entire groups of giants.

Ecology: Half-giants, typically shunned by most humans, tend to live with their giant parents or on the outskirts of human societies. Lesser giants live in villages of their own construction and often hunt human’s livestock for food. Stone giants always reside in caves or tunnels, and no one is quite sure what they eat. Fire giants live wherever it’s hottest, a favorite locale being a semi-active volcano. Frost giants are quite the opposite, residing in the frozen tundras of the north. Not much is known about Storm Giants, but they are said to live in floating castles among the clouds.

Rumors: Giants may be the children of gods, favored above all other creatures. Old stories tell of days when Storm Giants ruled the lands and hint they might be gods themselves. Other stories tell of evil, one-eyed giants called the Cyclops who eat humans.

HALF GIANT							
Val	Char	Cost	50+	Disadvantages			
30*	STR	15	15	Distinctive Features: not concealable, is noticed Phys Lim: Clumsy Monster Bonus			
11	DEX	3					
15	CON	10	10				
15*	BODY	8	1				
10	INT	0					
11	EGO	2					
15	PRE	5					
10	COM	0					
8	PD	3					
5	ED	2					
2	SPD	-1					
8	REC	0					
30	END	0					
40*	STUN	4					
* Characteristics From Growth Already Figured In							
Cost	Abilities						
7	Growth (5 pts.) Always On, 0 END, Persistent (-1" KB)						
6	+3" Running (9" Total)						
2	AK: Mountains 11-						
2	PS: Current Occupation 11-						
2	FAM w/ Common melee weapons						
-1	Racial and Cultural Package Deals						
OCV: 5 ; DCV: 5 ; ECV: 4; Phases: 4, 8, 12							
Costs:	Char	Powers	Total	Disad	Base		
	53	+	23	=	90 = 35 + 50		

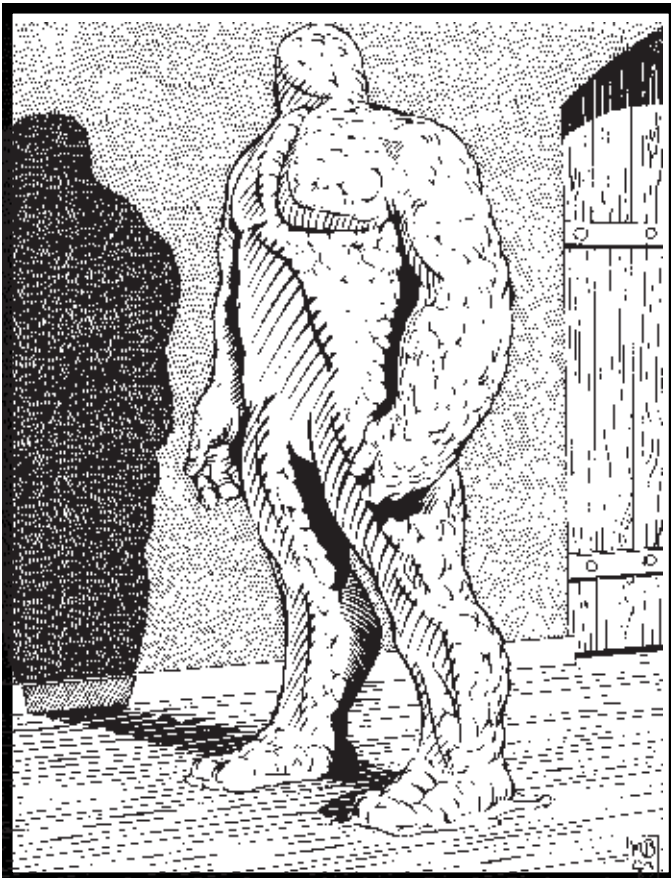
LESSER GIANT							
Val	Char	Cost	50+	Disadvantages			
40*	STR	15	25	Distinctive Features: not concealable, extreme Phys Lim: Large, Bulky and Clumsy Monster Bonus			
14	DEX	12					
28	CON	36	10				
25*	BODY	24					
10	INT	0	90				
11	EGO	2					
30	PRE	20					
10	COM	0					
16	PD	11					
10	ED	4					
3	SPD	6					
12	REC	2					
60	END	2					
60*	STUN	8					
* Characteristics From Growth Already Figured In							
Cost	Abilities						
20	Growth (15 pts.), 0 END, Persistent, Always On, (-2 DCV, +2 to other's sight PER, +1" Reach, -3" KB)						
3	Armor: +2 rPD, tough skin						
8	+4" Running (10" total)						
2	FAM w/ Common melee weapons						
OCV: 5 ; DCV: 3* ; ECV: 4; Phases: 4, 8, 12							
Costs:	Char	Powers	Total	Disad	Base		
	142	+	33	=	175 = 125 + 50		

STONE GIANT					
Val	Char	Cost	50+	Disadvantages	
45*	STR	20	25	Distinctive Features: not concealable, extreme Phys Lim: Large, Bulky and Clumsy Monster Bonus	
14	DEX	12			
28	CON	36	10		
25*	BODY	24			
10	INT	0	105		
11	EGO	2			
30	PRE	20			
10	COM	0			
18	PD	12			
12	ED	6			
3	SPD	6			
12	REC	0			
60	END	2			
65*	STUN	11			
* Characteristics From Growth Already Figured In					
Cost	Abilities				
20	Growth (15 pts.), 0 END, Persistent, Always On (-2 DCV, +2 to other's sight PER, +1" Reach, -3" KB)				
6	Armor: +3 rPD, +1 rED, tough hide				
6	+3" Running (9" total)				
5	Ultraviolet Vision				
2	FAM w/ Common melee weapons				
OCV: 5 ; DCV: 3*; ECV: 4; Phases: 4, 8, 12					
Costs:	Char	Powers	Total	Disad	Base
	151	+	39	=	190 = 140 + 50

FIRE GIANT					
Val	Char	Cost	50+	Disadvantages	
50*	STR	20	25	Distinctive Features: not concealable, extreme Phys Lim: Large, Bulky and Clumsy Vulnerability: x2 STUN, x1 ½ BODY from cold/ice Monster Bonus	
14	DEX	12			
28	CON	36	10		
27*	BODY	26			
10	INT	0	30		
11	EGO	2			
35	PRE	25	115		
10	COM	0			
18	PD	12			
11	ED	5			
3	SPD	6			
12	REC	0			
60	END	2			
70*	STUN	14			
* Statistics From Growth Already Figured In					
Cost	Abilities				
27	Growth (20 pts.), 0 END, Persistent, Always On, (-2 DCV, +2 to other's sight to other's sight PER, +1" reach, -4" KB)				
3	Armor: +2 rPD Armor, tough skin				
30	Damage Reduction: 75% Resistant Energy, vs. Fire only (-1)				
8	Running +4" (10" total).				
2	FAM w/ Common melee weapons				
30	Damage Reduction: 75% Resistant Energy, vs. Fire only (-1)				
OCV: 5; DCV: 2* ; ECV: 4; Phases: 4, 8, 12					
Costs:	Char	Powers	Total	Disad	Base
	160	+	70	=	230 = 180 + 50

FROST GIANT									
Val	Char	Cost	50+	Disadvantages					
55*	STR	20	25	Distinctive Features: not concealable, extreme					
14	DEX	12	30	Vulnerability: x2 STUN, x1 ½					
30	CON	40		BODY from heat/fire					
28*	BODY	26	10	Phys Lim: Large, Bulky and					
10	INT	0		Clumsy					
11	EGO	2	135	Monster Bonus					
35	PRE	25							
10	COM	0							
19	PD	13							
12	ED	6							
3	SPD	6							
12	REC	0							
60	END	0							
75*	STUN	17							
* Statistics From Growth Already Figured In									
Cost		Abilities							
28	Growth (25 pts.), 0 END, Persistent, Always On, (-3 DCV, +3 to other's sight PER, +2" Reach, -5" KB)								
3	Armor: +2 rPD, tough skin								
10	+5" Running (11" total)								
2	FAM w/ Common melee weapons								
15	Damage Reduction: 50% Resistant Physical vs. Ice only (-1)								
15	Damage Reduction: 50% Resistant Energy, vs. Cold only (-1)								
OCV: 5; DCV: 2* ; ECV: 4; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	167	+	73	=	240	=	190	+	50

STORM GIANT									
Val	Char	Cost	50+	Disadvantages					
60*	STR	20	25	Distinctive Features: not concealable, extreme Monster Bonus					
15	DEX	15	205						
30	CON	40							
30*	BODY	28							
18	INT	8							
15	EGO	10							
40	PRE	30							
20	COM	5							
20	PD	14							
14	ED	8							
4	SPD	15							
12	REC	0							
60	END	0							
80*	STUN	20							
* Statistics From Growth Already Figured In									
Cost Abilities									
40	Growth (30 pts.), 0 END, Persistent, Always On, (-4 DCV, +4 to other's sight to other's sight PER, +2" reach, -6" KB)								
3	Armor: +2 rPD, tough skin								
12	+6" Running (12" total)								
2	FAM w/ Common melee weapons								
Pts	Optional Abilities — Storm Giant only								
50	10d6 Energy Blast, Lightning Bolts								
60	Change Environment 16" radius, variable (+1), control weather								
24	15" Flight, ½ DCV (-1/4), Levitation								
OCV: 5; DCV: 1; ECV: 5; Phases: 3, 6, 9, 12									
Costs:	Char	Powers	Total	Disad	Base				
	213	+	57	=	270	=	220	+	50



GOLEM

Appearance: Golems are magically-animated statues constructed of clay, iron or the like.

Clay Golems look like large clay sculptures. As with all Golems, their image varies; they appear as humanoids, animals, trees, or whatever their creator chooses. The image, of course, will always have the features of clay, constantly soft and malleable. The consistency could be soft and sandy, or firm and plastic, or even coarse and muddy. Clay Golems are colored gray, red, or brown.

Metal Golems can be constructed from iron or some other type of metal, such as bronze. The form is generally more distinct than that of clay, reflecting the durability of its "flesh." A Golem's basic form could be just the beginning. The golem could have clothing, armor, or be carrying just about anything. Or it could be of unconventional design such as a man with a number of arms or a tail (add Extra Limbs), a bull with wings (add Flight), or a small animal with a gaping maw and rows of teeth (add Killing Attack).

Combat Technique: Golems employ whatever technique is appropriate for their form, usually dictated by whoever created them. Most are humanoid in form and use human armor and weapons. Golems are created for a specific reason and will not attack unless prevented from the performance of their designated task or they have been ordered to do so.

Ecology: Golems, being magical creatures, have no natural habitat, as such. Since they are constructs, they can be found just about anywhere. Normally, only one golem will be encountered at a time.

Other Names: Automaton, Automaton, Colossus.

Rumors: Whispered tales speak of Golems with great cunning and independence who jealously hunt and slay those who created them.

CLAY GOLEM						
Val	Char	Cost	50+	Disadvantages		
25*†	STR	10 *	20	Berserk when master gives order contrary to initial programming 11-, 8-.		
14	DEX	12				
10	CON	0	15	Susc: 1d6 BODY per turn when submerged in water		
12*	BODY	4				
4	INT	-6	57	Monster Bonus		
0	EGO	-0				
25*	PRE	15				
0	COM	-5				
5†	PD	10r				
6†	ED	15r				
3	SPD	6				
0	REC	-12				
0	END	-10				
0	STUN	0				
*Varies for other sizes. See optional abilities. † Characteristics From Density Increase Already Figured In						
Cost	Abilities					
60	Takes no Stun, no effect except BODY (Automaton) 1d6 RKA, Cone A of E 3" sides (+1), No Range (-½), 4 Charges, breath					
12						
8	2d6 Character Points of STR Drain, linked to breath (-½), 4 Charges					
8	2d6 Character Points of CON Drain, linked to breath (-½), 4 Charges					
7	Density Increase 5 pts., Persistent, Always On, -1" KB					
7	¼ Resistant Physical Damage Reduction, only vs. sharp weapons (-1).					
2	Familiar with Common Melee Weapons.					
10	+2 w/ H-to-H combat.					
Cost	Optional Abilities (2'-4' tall Golems)					
13	Shrinking 10 pts., Persistent, Always On, (+2 DCV, -2 other's PER, +3" KB (+2" w/ DI))					
-4						
-6	Running -2" (4" total)					
-5	-3 BODY					
-5	-5 PRE					
Cost	Optional Abilities (10'-20' tall Golems)					
20	Growth (15 pts.), 0 END, Persistent, Always On (2 DCV, +2 to other's sight PER, +1" Reach, -3" KB)					
5						
4	+5 PRE					
	Running +2"					
OCV: 5; DCV: 5; ECV: 0; Phases: 4, 8, 12						
Costs:	Char	Powers	Total	Disad	Base	
	28	+	138	=	142	= 92 + 50

METAL GOLEM					
Val	Char	Cost	50+	Disadvantages	
45* **	STR	15	20	Berserk when master gives order contrary to initial programming 11-, 8-Monster Bonus	
18	DEX	24			
10	CON	0			
16*	BODY	12	165		
5	INT	-5	Optional Disadvantages (constructs)		
0	EGO	-0			
25*	PRE	15	10	Phys Lim: Limited mobility (mechanical joints)	
0	COM	-5			
9**	PD	18r			
6**	ED	12r			
3	SPD	2			
0	REC	-14			
0	END	-10			
0	STUN	0			
* Varies for other sizes. See optional abilities.					
** Characteristics From Density Increase Already Figured In					
Cost	Abilities				
60	Takes no STUN (Automaton)				
27	20 pts. Density Increase, Persistent, Always On -4" KB.				
24	2d6 RKA Cone A of E 3" sides (+1), No Range (-½), 4 Charges, breath				
6	+1d6 RKA linked to breath (-½), only affects inanimate objects (-1)				
30	75% Damage Reduction vs. Edged Weapons (-1)				
2	FAM w/ Common Melee Weapons				
2	FAM w/ Common Missile Weapons				
20	+4 w/ H-to-H combat.				
Cost	Optional Abilities (2'-4' tall Golems)				
13	Shrinking (10), Persistent, Always On +2 DCV, -2 other's PER, +3" KB (+2" w/ DI)				
-4	Running -2" (4" total)				
-6	-3 BODY				
-5	-5 PRE				
Cost	Optional Abilities (10'-20' tall Golems)				
20	Growth (15 pts.), 0 END, Persistent, Always On (-2 DCV, +2 to other's sight PER, +1" Reach, -3" KB)				
5	PRE +5				
4	Running +2" (8" total)				
Cost	Optional Abilities (Rusty Metal Golem)				
-9	DEX -3				
-10	SPD -1				
-4	Running -2" (6" total)				
OCV: 6; DCV: 6; ECV: 0; Phases: 4, 8, 12					
Costs:	Char	Powers	Total	Disad	Base
	64	+	171	=	235
				=	185
				+	50

GRYPHON

Appearance: Gryphons are very large lions with the head, wings and forelegs of an eagle, and pointed ears like those of a dog. Its head, breast, and the wings growing from its shoulders are covered with feathers; the rest of its body is covered with feline fur. Coloration varies between species, from a rather drab tawny body with brown feathers to white, gold, or cream flecked with pastel colors.

Combat Technique: Gryphons attacks by swooping down upon and raking opponents with razor-sharp claws. If hampered or unable to fly, they will attack by biting and clawing a foe. Groups of gryphons use intricate patterns to confuse the enemy and prefer to concentrate on one opponent at a time.

Ecology: Gryphons were originally believed to inhabit arid craggy regions though reports have it that they have adapted into other climes. Gryphons are often encountered singly, or in groups of two or three.

Rumors: Huge, perfect specimens of gryphons are said to serve gods by pulling their chariots. Other rumors depict gryphons as punishers of greedy humans. They inhabit areas strewn with precious stones used to lure the greedy to the gryphon's lair where they are torn to pieces, though it is said that a few have escaped.

GRYPHON					
Val	Char	Cost	50+	Disadvantages	
25	STR	15	15 178	Phys Lim: No Fine Manipulation Monster Bonus	
23	DEX	39			
20	CON	20			
15	BODY	10			
9	INT	-1			
13	EGO	6			
25	PRE	15			
18	COM	4			
10	PD	5			
9	ED	5			
4	SPD	7			
10	REC	2			
40	END	0			
40	STUN	2			
Cost					
32	2 ½d6 HKA with Reduced Penetration, 2x 1d6+1HKA (2x 2d6+1 with STR), claws				
15	1d6 HKA (2d6 with STR), bite				
24	Flight 12"				
9	Armor: +3 rPD/ +3 rED				
16	Running +8" (14" total)				
6	+3 Sight PER 15-				
4	+2 Hearing PER 15-				
5	Ultraviolet Vision				
3	Stealth 14-				
10	+2 w/ H-to-H combat				
OCV: 8; DCV: 8; ECV: 4; Phases: 3, 6, 9, 12					
Costs:	Char	Powers	Total	Disad	Base
	119	+ 124	= 243	= 193	+ 50

HARPY

Appearance: A Harpy is the unwholesome fusion of the head, arms and breasts of a wretched human female with the body of a huge, filthy bird. A harpy's physical condition is frightfully unhealthy: its hair is a befouled tangle, its face smeared with refuse and the remains of its last feed, and its huge oily feathers are in a constant state of moult. A harpy's inhuman scream and its offensive reek wash in its wake as it swoops in upon its victim.

Combat Technique: The harpy's preferred method of attack is to swoop upon an unsuspecting ground-bound victim, using its terrible screech to freeze the target (PRE Attack) and snatch its foe into the air (Move By) to some terrific height. Once in the air, a victim may look forward to being scratched by talons or plummeting to certain death. If a Harpy is confined and cannot take to the air it will attempt to buffet opponents with its huge wings and close using teeth and claws or even some crude weapon. Wounds inflicted by a harpy often become infected.

Motivations: Harpies are unreasoning, antagonistic, and violently argumentative. Humanoids, especially humans, are a harpy's favorite target for abuse. Harpies hoard items with no particular interest in their value; knives, bones, jewels, feces, etc. are all common in a harpy cache. A Harpy's one satisfaction in life seems to be wreaking havoc and assaulting the random unfortunates who cross its path.



Ecology: Harpies prefer to nest in high tree tops or rocky crags within easy flight of inhabited areas, or near well-traveled roads from which humans can be easily plucked. Harpies avoid heavily populated areas where numbers could mean an organized threat to them. Several Harpies may nest in the same area, though this often leads to squabbles and scavenging. Harpies are omnivorous but prefer meat. Little restriction is placed on the food's condition, though fresh human flesh is thought to be a harpy's meal of choice. Though somewhat intelligent, Harpies are psychotic by nature, preventing them from caring much about their general condition. Consequently, Harpies die most often from infection and food poisoning.

Rumors: Stories tell of beautiful Harpies that live on islands and lure ships with sweet, haunting melodies.

HARPY									
Val	Char	Cost	50+	Disadvantages					
13	STR	3	20	Berserk at anything. 11-, 8-. Distinctive Features: not concealable, causes revulsion.					
15	DEX	15	25						
15	CON	10							
12	BODY	4							
8	INT	-2							
10	EGO	0							
15	PRE	5							
0	COM	-5							
8	PD	5							
4	ED	1							
4	SPD	15							
6	REC	0							
30	END	0							
27	STUN	0							
Cost	Abilities								
24	2d6 HKA, reduced penetration. 2x 1d6 HKA (2x1 ½d6 HKA with STR), talons								
20	Flight 10"								
5	PRE +10, only when attacking (-1)								
2	+1 Sight PER								
1	Local language (basic conversation)								
-8	-4" Running (2" Total)								
OCV: 5; DCV: 5; ECV:3; Phases: 3, 6, 9, 12									
Costs:	Char	Powers	Total	Disad.	Base				
	51	+	44	=	95	=	55	+	40

HALFLING

Appearance: Halflings are a short humanoid race. They closely resemble humans except in a few areas. First of all, Halflings never grow above the height of four feet and the standard height is closer to three and a half feet tall. Halflings tend to be more pudgy than the standard human, and they all have child like aura about them. Halflings normally don't wear shoes. Their feet are typically hard, calloused, and very hairy.

Combat Technique: Halflings tend to be a peaceful race. When forced to fight, Halflings prefer ranged weaponry, most notably slings.

Motivations: The major motivation for almost any Halfling is the enjoyment of life. Members of this race are almost constantly engaged in some pleasant activity such as pipe smoking, cooking, eating, sleeping, or playing games. Only when work is deemed necessary (such as farming) will Halflings actually force themselves to do it. Adventuring Halflings are generally motivated by a great sense of curiosity.

Ecology: Halflings prefer mild climates and hilly regions. It is common for these people to build their homes in the side of hills, so they often seek out places where there is an abundance of them. Mild climates are typically picked not only for their pleasant and relaxing qualities, but also because those climates are well suited to farming.

Rumors: Halflings are rumored to be the relatives of Dwarves. They too are said to be cursed, but not because they searched the earth for gold. The Halflings are said to be cursed because they indulged themselves too often.

HALFLING									
Val	Char	Cost	50+	Disadvantages					
9	STR	-1	10	Distinctive Features: concealable With Effort. Psych Lim: Lives only for the day					
14	DEX	12							
13	CON	6	10						
9	BODY	-2							
13	INT	3							
11	EGO	2							
8	PRE	-2							
12	COM	1							
2	PD	0							
3	ED	0							
3	SPD	6							
5	REC	0							
26	END	0							
22	STUN	1							
Cost	Abilities								
3	Stealth 12-								
3	Concealment 12-								
2	PS: Current Occupation 11-								
2	PS: Hobby 11-								
4	Halfling Language								
2	FAM w/ Common Missile Weapons								
1	Familiarity with Slight of Hand 8-								
6	+2 PER								
5	+1 With Ranged Combat								
-3	Racial and Cultural Package Bonus								
-2	-1" Running (5" Total)								
OCV: 5; DCV: 5; ECV:3; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad.	Base				
	27	+	23	=	70	=	70	+	50

INSECT, GIANT

Appearance: Giant insects look like common insects, except that they are several times normal size. They can range from dog-sized to house-sized; the GM can use differing amounts of Growth according to the size he wants.

Combat Technique: Giant insects fight as do their miniscule counterparts, i.e. with as little subtlety as possible. Spiders spin huge, intricate webs in tree tops and caves. Bees will swarm around a victim and sting it to death. Ants, on the other hand, march in straight lines, swarming over and devouring everything in their path. Beetles and scorpions both attack by charging and biting/stinging their foes.

Ecology: Giant insects are the product of bizarre mutations, which are often magical in nature. They can be found almost anywhere, usually in groups of twenty or more (except spiders, beetles, and scorpions, which are generally solitary).

Rumors: Some giant insects are larger than a house and can swallow cattle whole.

INSECT, GIANT				
Val	Char	Cost	50+	Disadvantages
30*	STR	5*	10	Phys Lim: Cannot Leap
15	DEX	15	99	Monster Bonus, Ant Only
20	CON	20	73	Monster Bonus, Bee Only
13*	BODY	0*	80	Monster Bonus, Beetle Only
3	INT	-7	116	Monster Bonus, Scorpion Only
5	EGO	-10	184	Monster Bonus, Spider Only
25	PRE	15		
2	COM	-4		
6	PD	3		
4	ED	0		
3	SPD	5		
9	REC	4		
40	END	0		
31*	STUN	0*		
* Characteristics From Growth Already Figured In				
Cost	Abilities			
20	Growth (15 pts.), 0 END, Persistent, Always On (-2 DCV, +2 to other's sight PER, +1" Reach, -3" KB)			
2	+1 Hearing PER			
8	+4 Smell PER			
1	Concealment 8-			
5	Extra Limbs			
Cost	Additional Abilities (Ant)			
20	1d6+1 HKA (2 ½d6 with STR), mandibles			
26	3d6 Character Points of STUN Drain, Recover 5 points every 5 minutes, Gradual Effect (5 minutes), only if HKA does BODY (-¼), poison			
9	Armor: +4 rPD, +2 rED			
10	Clinging, normal STR			
10	Tunneling 2", 1 DEF			
4	Running +2" (8" total)			
Cost	Additional Abilities (Bee, Wasp)			
27	11" Flight, ½ END Cost			
3	Armor: +1 rPD, +1 rED			
5	1 pip HKA (½ d6 w/ STR), stinger			
20	3d6 STUN Drain, only if HKA does BODY (-½), poison			
-4	Running -2" (4" total)			
Cost	Additional Abilities (Beetle)			
25	1 ½d6 HKA (3d6+1 with STR), mandibles			
7	Climbing 14-			
18	Armor: 8 PD, 4 ED			
8	Running +4" (10" total)			
Cost	Additional Abilities (Scorpions)			
15	Armor: +6 rPD, +4 rED			
8	Running +4" (10" total)			
8	½d6 HKA with Reduced Penetration, 2x1 pip HKA (2x½d6 with STR), pincers			
10	½d6 HKA (1d6 with STR), tail stinger			
33	3d6 RKA, NND (+2), Gradual Effect (5 minutes), No Range (-½), only if HKA (stinger) does BODY (-¼), poison			
10	SPD +1			
10	+2 w/ H-to-H combat			

Cost	Additional Abilities (Spider)					
10	½d6 HKA (1d6+1 with STR), bite					
10	2d6 NND, linked to bite, No Range					
48	4d6 RKA, NND (+2), Gradual Effect (1 hour), No Range, only if HKA does BODY (-¼), poison					
45	3d6 Entangle, 3 DEF, Sticky					
9	2d6 Entangle, 2 DEF, Sticky, Area Effect, 5 minute delay					
13	Clinging, +9 STR (39 STR total)					
10	SPD +1					
6	Armor: +2 rPD, +2 rED					
6	Running +3" (9" total)					
5	+1 w/ H-to-H combat					
OCV:5; DCV: 3*; ECV: 2; Phases: 4, 8, 12						
Spiders and Scorpions				Phases: 3, 6, 9, 12		
Costs:	Char	Powers	Total	Disad	Base	
Ant	46	+	113 = 159	= 109	+	50
Bee	46	+	87 = 133	= 83	+	50
Beetle	46	+	94 = 140	= 90	+	50
Scorpion	46	+	130 = 176	= 126	+	50

LICH

Appearance: A Lich appears as a skeletal figure wearing sorcerer's robes, its eyes glowing with an eerie red light.

Combat Technique: Liches rarely work alone, preferring the company of zombie or skeleton minions. When encountered, they will likely be accompanied by 4-6 of each, possibly more. The Lich will remain behind his forces, casting spells into the fray. If forced into melee combat, a Lich will fight with quarterstaff and any appropriate spells. Anyone who touches a Lich will contract a horrible wasting disease.

Motivations: Liches have freely chosen to join the forces of the undead, so unlike automatons they have full command of their intellect. Always powerful magi, many Liches actually worked magic on themselves, sacrificing body and soul for power and "life" eternal. Liches are solitary and crave power above all else. Most of them delight in causing pain and misery among the living, but sometimes a powerful wizard will embrace lichdom merely to continue his researches throughout eternity.

Ecology: Liches can be found anywhere but are quite rare and always solitary.

Rumors: It is said that a Lich keeps his "soul" in a stone; if the soulstone is broken, then the Lich will truly die.

LICH									
Val	Char	Cost	50+	Disadvantages					
15	STR	5	10 15 15 213	Vuln: 2x BODY From Holy Weapons Psych Lim: Craves Power Psych Lim: Torments Living Monster bonus					
14	DEX	12							
20	CON	20							
15	BODY	10							
28	INT	18							
23	EGO	26							
30	PRE	20							
0	COM	-5							
8	PD	5							
10	ED	6							
4	SPD	16							
7	REC	0							
40	END	0							
35	STUN	2							
Cost	Abilities								
100	Variable Power Pool: 50 points 'Magic' change of powers is zero phase action (+1)								
9	Magic Skill (18-) for Power Pool								
94	7d6 RKA, NND (+2), Damage Shield (+½), 0 END Persistent (+1), Gradual Effect 1 Month), disease								
5	Damage Resistance 4 rPD, 6 rED								
15	Does not bleed (Automaton)								
24	Life Support: Self-contained breathing, need not eat, excrete, or sleep, immune to disease and aging, safe from radiation								
5	Infrared Vision								
1	FAM w/Swords								
1	FAM w/Quarterstaff								
3	Scholar								
3	KS: Magic theory 12-								
2	KS: Necromancy 12-								
OCV: 5; DCV: 5 ; ECV: 8; Phases: 3, 6, 9, 12									
Costs:	Char	Powers	Total	Disad	Base				
	135	+	168	=	303	=	253	+	50

LIZARDMAN

Appearance: The Lizardman, as its name suggests, is a curious combination of human and lizard. A typical specimen stands from six to seven feet tall but is slightly hunched over so will appear roughly human sized. Their body shape is mostly human except for a lizardine head and a large, powerfully muscled tail. The entire surface of a lizard man's skin is covered with tough scales, which serve as its main form of protection. Coloration varies widely depending on species, the most common being green.

Combat Technique: Being less organized than humans, Lizardmen use straight-forward tactics. They will hide in a crevasse or on a ledge (Stealth, Concealment) and ambush any unsuspecting passers-by. Lizardmen attack first with tail lash, then claws and teeth, relying on physical strength and numbers to win. Most Lizardmen don't bother with weapons, but the occasional "leader" will use a sword or pole arm.

Motivations: Lizardmen are most interested in procuring a steady supply of food. They roam in clans of ten to thirty, and the clans are suspicious of outsiders. Lizardmen are superstitious, and are impressed or frightened by even simple tricks. Each clan has a shaman, who may or may not have any real power.

Ecology: Many and varied environments are home for lizard men, from swamp and marsh to damp caves. The main requirement for a habitat is a place to get out of the sun. Since they are cold-blooded, Lizardmen must regulate their own body temperature. If they stay in the sun too long, they will dry up and die. Lizard men are rarely encountered at high noon, as they are mostly dormant during the day.

Other Names: Serpentman, Reptileman, Troglodyte (a common misnomer).

Rumors: There is a clan of lizard men reputed to have chameleon powers of changing skins colors to suit their environment. These lizard men, the tales say, are highly intelligent and are sometimes employed as spies or assassins.

LIZARDMAN									
Val	Char	Cost	50+	Disadvantages					
20	STR	10	20	Distinctive Features: concealable, extreme reaction. Monster Bonus					
11	DEX	3							
15	CON	10	10						
12	BODY	4							
3	INT	-7							
8	EGO	-4							
15	PRE	5							
0	COM	-5							
6	PD	2							
3	ED	0							
3	SPD	9							
7	REC	0							
30	END	0							
30	STUN	0							
Cost			Abilities						
10	½ d6 HKA, claws/bite								
6	+3 Smell PER								
6	+2d6 HA (6d6), tail lash								
5	Discriminatory Smell								
2	Swimming +2" (4" total)								
3	Stealth 11-								
2	Familiarity with Small Arms								
Cost			Optional Abilities						
5	Life Support: Water breathing								
11	Concealment 14- as chameleon								
2	FAM w/ Common melee weapons								
OCV: 4; DCV: 4 ; ECV: 3; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	27	+	43	=	70	=	30	+	50

LYCANTHROPE

Appearance: Lycanthropes are shape shifters. Each one has a human form and an animal form. The lycanthrope's human form is perfectly normal, except that slight attributes of the animal form may be apparent. (A Werecat may lick herself, a werewolf may howl, etc.). The animal form is typically almost man-sized. The actual appearance of the Lycanthrope varies with the type of animal that the character may shift to.

Combat Technique: As most lycanthropes are basically normal people in their human form, they typically prefer to fight in their animal forms. A lycanthrope's tactics will vary since each prefers to use the tactics common to the natural animals they mimic.

Motivations: Most Lycanthropes have the same motivations as most humans. Each one is an individual and each has their own reasons for what they do. While Lycanthropy has its benefits, many people think of it as a curse. This is heightened if the lycanthropy also sparks a blood lust or killing frenzy. A common motivation for Lycanthropes is trying to find a cure for their condition.

Ecology: Lycanthropes tend to live in regions which are preferred by their animal counterparts. Lycanthropes of various kinds can be found almost anywhere in the world.

Other Names: Shape Shifters, Wolfmen.

Rumors: There are many stories of simple farmers and craftsmen who wander the wilderness as beasts when the moon is full. Silver is said to be an effective weapon against these creatures, especially Werewolves.



WEREWOLF					
Val	Char	Cost	50+	Disadvantages	
15	STR	5	10	Vuln: 2x Body From Silver Weapons	
18	DEX	24	20	Distinctive Features: not concealable, major reaction	
18	CON	16		Berserk In Combat 14-, 11-	
12	BODY	4	25	Phys Lim: No Fine Manipulation	
6	INT	-4	15	Phys Lim: Limited Memory of Human Life	
5	EGO	-10	10	Secret Identity (Lycanthrope)	
20	PRE	10	92	Monster Bonus	
14	COM	2			
7	PD	4			
5	ED	1			
4	SPD	12			
7	REC	0			
36	END	0			
30	STUN	1			
Cost Abilities					
10	Multiform (Into 100 pt. Human), Requires 1 Turn to Shift Forms (-1) ;				
30	2d6 HKA (3d6 with STR), claws				
23	1d6 HKA, Continuous (2d6 with STR), bite				
8	1d6 Transformation: Human into Lycanthrope, Cumulative (+½), No Range (-½), Linked to Bite (-½), Bite Must Do Body (-½), 14- Activation (-½)				
3	*Armor: +3 rPD, +2 rED				
34	*75% Damage Reduction: Resistant Physical				
17	*50% Damage Reduction: Resistant Energy				
10	Tracking Scent				
5	Discriminatory Smell				
5	Ultraviolet Vision				
3	+1 General PER				
4	+2 Hearing and Smelling PER				
2	+1" Running (7" Total)				
5	Concealment 11-				
2	KS: Pack Tactics 11-				
5	+1 w/ H-to-H combat				
6	Animal Friend with Wolves 14-				
* Doesn't Work Against Silver or Fire (-¾)					
OCV: 6; DCV: 6 ; ECV: 3; Phases: 4, 8, 12					
Costs:	Char	Powers	Total	Disad	Base
	65	+	172	=	237
				=	187
				+	50

MINOTAUR

Appearance: A Minotaur appears as a large, muscular humanoid with the head and neck of a bull. Its body is covered with thick, coarse hair. Though generally dark in coloring (presumably for camouflage), tales speak of blond and even white pelts taken from Minotaurs and sold for high prices. A Minotaur's horns are large and sharp and coveted by artisans for decorative carvings and armor. A Minotaur's head differs from ordinary bulls only in the eyes, which gleam with human-like cunning, and the mouth, which sports the canine teeth of a carnivore.

Combat Technique: A Minotaur prefers solitary combat, where its size, skill and strength assure an easy victory. Minotaurs use human weapons, though if hard-pressed in combat they will often resort to natural weaponry. Minotaurs charge their foes head-on, while terrifying opponents with horrible bellows. At close range a minotaur will pummel, bite or gore its victim to death. Minotaurs are beginning to understand the usefulness of armor, booty they normally discard. A typical suit of "Minotaur armor" will consist of a variety of ill-matched pieces in various conditions.

Motivations: The habits of the Minotaur are shrouded in mystery, so well do they isolate themselves from the civilized world. Minotaurs are known to be solitary creatures, and seem to be nomadic. They do not appear to care for human company.

Ecology: Minotaurs are generally encountered in long-deserted ruins; they appear to prefer abandoned dwellings over making their own shelter. Minotaurs are carnivorous, though they have been witnessed grazing. They prefer fresh meat to stored provisions — many a Minotaur “hunter” has been plucked from his hiding place while waiting for the “ignorant beast” to take preserved meat used as bait.

Other Names: Bull-men, Horned Men.

Rumors: Wanderers have reported seeing large tribes of Minotaurs, including females and calves, living a more civilized lifestyle in mountain caves. Some Minotaurs are said to have gold nuggets in their stomachs.

MINOTAURS					
Val	Char	Cost	50+	Disadvantages	
23	STR	3*	20 5 10 132	Distinctive Features: not concealable, major reaction Phys Lim: Color Blind Psych Lim: Short Tempered Monster Bonus	
17	DEX	21			
20	CON	20			
15	BODY	6*			
10	INT	0			
10	EGO	0			
20	PRE	10			
4	COM	-3			
12	PD	9			
6	ED	2			
3	SPD	3			
12	REC	10			
40	END	0			
39	STUN	7*			
* Characteristics From Growth Already Figured In					
Cost		Abilities			
30	2d6 HKA (3d6 + 1 with STR), horns				
15	1d6 HKA (2d6 with STR), bite				
13	Growth (10 pts.), 0 END, Persistent, Always On (-1 DCV, +1 to other's sight PER, -2" KB)				
9	Armor: +4 rPD, +2 rED				
9	+15 PRE, Only to terrify (-½), Only while roaring (-¼).				
8	Running +4" (10" total)				
10	Tracking Scent				
5	Ultraviolet Vision				
4	+2 Hearing PER				
4	+2 Smell PER				
3	FAM w/ common melee weapons				
3	Stealth 12-				
10	+2 w/ H-to-H combat				
6	+1 w/ Move-by and Move-through				
OCV: 6; DCV: 6 ; ECV: 3; Phases: 4, 8, 12					
Costs:	Char	Powers	Total	Disad	Base
	88	+	129	=	217
				=	167
				+	50

OGRE

Appearance: An ogre is any one of a wide variety of giantish humanoids, ranging from eight to ten feet tall. Ogres are hideous and uncouth, as stupid as they are ugly. Some types are entirely human-like, while others are horribly grotesque, complete with tusks and fur. Skin color is usually tan to brown, but examples of black, green and purple can be found.

Combat Technique: Tek-neek? Wats dat? Ogres use brute force with a dash of intimidation (PRE attack) to crush their foes. Although perfectly happy to fight with bare fists, a few ogres (the smart ones) wield some form of great club, inflicting 9d6 normal damage. Occasionally, a really bright one will get his hands on an axe or greatsword, but shields are totally beyond them. Ogres favor uncured skins and hides for armor (rPD 1, rED 1), but lucky ones find pieces of heavier armor.

Motivations: Most ogres are driven by hunger, but those who live near civilization also adopt greed as a motive. Especially strong and intelligent specimens sometimes sign up with unscrupulous mercenaries in pursuit of cash. Ogres are fiercely territorial and will fight to protect their home and family.

Ecology: Being truly omnivorous and tougher than the harshest environment, ogres can be found almost anywhere. They eat whatever they can find, but savor the occasional feast of maiden flesh. Ogres typically den in caves; the art of building even rudimentary huts is beyond them.

Other Names: Troll. (the line between Ogre and Troll is hazy at best, although scaled hide seems to be a particularly Trollish trait that Ogres lack.)

OGRE					
Val	Char	Cost	50+	Disadvantages	
30*	STR	15	20	Distinctive Features: Not concealable, major reaction. Monster bonus	
14	DEX	12			
23	CON	26	45		
20*	BODY	18			
8	INT	-2			
8	EGO	-4			
25	PRE	15			
0	COM	-5			
12	PD	7			
9	ED	4			
3	SPD	6			
10	REC	0			
50	END	2			
50*	STUN	5			
* Characteristics From Growth Already Figured In					
Cost	Abilities				
7	Growth (5 pts.), Always On, 0 END, Persistent (-1" Knockback)				
12	1d6 HKA, reduced penetration 2x½d6 HKA (2x 1d6 HKA with STR), bite				
3	Armor: +2 rPD, tough hide				
4	Running +2" (8" total)				
2	Familiarity with Common Melee Weapons				
OCV: 5; DCV: 4* ; ECV: 3; Phases: 4, 8, 12					
Costs:	Char	Powers	Total	Disad	Base
	99	+	16	=	115
				=	65
				+	50

ORC

Appearance: Orcs and their ilk are all humanoid and quite hideous in appearance. The main variation between types is size.

Goblins are generally smaller than humans, ranging from four to five feet in height. They are usually bald and skin color ranges from pale green to mottled tan.

Hobgoblins are their larger cousins, more suited to battle and much more human in appearance. They stand about six feet tall and can almost pass for human (in a hooded cloak at night!). Skin color is less green and more tan.

Lesser Orcs are about man-sized, but hunched and twisted. Their snarling faces are filled with evil, with protruding brows and almost snout-like noses.

Orcs can have skin colored from green to black, and some tribes are quite hairy as well.

Greater Orcs are larger, more intelligent, and fiercer than their lesser kin. They stand between six and seven feet tall, and their coloration ranges more toward the black.

Half Orcs are a crossbreed between humans and orcs. While they are typically more intelligent than their full-blooded peers, they also tend to be physically weaker. They stand anywhere between five and seven feet tall, and their coloration tends to be grey.

Combat Technique: Orcs and goblins lack even the most basic knowledge of tactics and rely solely on overwhelming numbers in battle. The exception to this rule is the Hobgoblin, who tends to be

crafty at times. Generally, Orcs will travel in clans or tribes numbering from twenty to one hundred or more individuals. Goblins live in warrens and caves, their numbers in the hundreds. Choice of weapon is usually limited by salvage, but wicked edged weapons are favored; mainly swords, axes and the occasional polearm. Missile weapons are rare but when found will be either bows or hurled axes and javelins. Orcs will usually wear some kind of armor, at least DEF 2. Great Orcs have access to the best plunder, so they can be found in DEF 4-6 armor; they also have shields.

Motivations: Orcs and goblins are greedy and evil. Community means almost nothing to them. Therefore, every Orc wants to be on top of the heap and will do whatever it takes to get there. They are not well-organized and tend to argue among themselves. Lesser Orcs are motivated by fear of the Greater Orcs, and hatred is the glue that binds all Orcs, especially against the common foe, the Dwarves. Orcs are impressed only by more powerful creatures and are easily cowed. They are often used as lackeys by more powerful evil beings.

Ecology: Orcs and goblins are subterranean omnivores but can adapt to any environment. Orcs and Hobgoblins in particular can also be found as nomadic tribes, traveling by night and seeking shelter by day. Goblins prefer to stay underground, and Greater Orcs go wherever they want, even by day.

Other Names: Morlock, Troglodyte (common misnomer), Orc

Rumors: Legends say that Orcs are the descendants of elves whose minds and bodies were twisted by evil.



GOBLIN						
Val	Char	Cost	50+	Disadvantages		
13	STR	3	(15)	Distinctive Features: concealable, major reaction. (10) Psych Lim.: Aversion to daylight, common, moderate. Monster Bonus		
13	DEX	9				
13	CON	6	(10)			
8	BODY	-4				
5	INT	-5	-40			
8	EGO	-4				
8	PRE	-2				
2	COM	-4				
4	PD	1				
3	ED	0				
2	SPD	0				
6	REC	0				
26	END	0				
24	STUN	1				
Cost	Abilities					
5	Ultraviolet vision					
2	FAM w/ Common melee weapons					
2	FAM w/ Common missile weapons					
OCV: 4; DCV: 4 ; ECV: 3; Phases: 6, 12						
Cost:	Char	Powers	Total	Disad	Base	
	1	+	9	=	10	= -40 + 50

HOBGOBLIN					
Val	Char	Cost	50+	Disadvantages	
15	STR	5	(15)	Distinctive Features: concealable, major reaction. (10) Psych Lim.: Aversion to daylight, common, moderate. -10 Monster Bonus	
14	DEX	12			
15	CON	10	(10)		
13	BODY	6			
8	INT	-2	-10		
10	EGO	0			
13	PRE	3			
4	COM	-3			
5	PD	2			
3	ED	0			
2	SPD	-4			
6	REC	0			
30	END	0			
29	STUN	0			
Cost	Abilities				
5	Ultraviolet vision				
2	FAM w/ Common melee weapons				
2	FAM w/ Common missile weapons				
2	+1" Running (7" Total)				
OCV: 5; DCV: 5 ; ECV: 3 ; Phases: 6, 12					
Cost:	Char	Powers	Total	Disad	Base
	29	+	11	=	40
				=	-10
					+
					50

LESSER ORC							
Val	Char	Cost	50+	Disadvantages			
15	STR	5	(15)	Distinctive Features: concealable, major reaction. (10) Psych Lim.: Aversion to daylight, common, moderate. -34 Monster Bonus			
11	DEX	3					
15	CON	10	(10)				
10	BODY	0					
5	INT	-5	-34				
8	EGO	-4					
10	PRE	0					
2	COM	-4					
5	PD	2					
3	ED	0					
2	SPD	0					
6	REC	0					
30	END	0					
26	STUN	1					
Cost	Abilities						
5	Ultraviolet vision						
2	FAM w/ Common melee weapons						
2	FAM w/ Common missile weapons						
OCV: 4; DCV: 4 ; ECV: 3; Phases: 6, 12							
Cost:	Char	Powers	Total	Disad	Base		
	7	+	9	=	16 = -34 + 50		

ORC									
Val	Char	Cost	50+	Disadvantages					
15	STR	8	(15)	Distinctive Features: concealable, major reaction. Monster Bonus					
14	DEX	12							
15	CON	10	-13						
12	BODY	4							
10	INT	0							
10	EGO	0							
13	PRE	3							
6	COM	-2							
5	PD	2							
3	ED	0							
2	SPD	-4							
6	REC	0							
30	END	0							
28	STUN	0							
Cost	Abilities								
2	FAM w/ Common melee weapons								
2	FAM w/ Common missile weapons								
OCV: 5; DCV: 5 ; ECV: 3 ; Phases: 6, 12									
Cost:	Char	Powers	Total	Disad	Base				
	33	+	4	=	37	=	-13	+	50

GREATER ORC

Val	Char	Cost	50+	Disadvantages	
18	STR	8	15	Distinctive Features: concealable, major reaction.	
14	DEX	12			
18	CON	16			
15	BODY	10			
8	INT	-2			
11	EGO	2			
15	PRE	5			
0	COM	-5			
6	PD	2			
4	ED	0			
3	SPD	6			
8	REC	0			
36	END	0			
35	STUN	2			
Cost Abilities					
5	Ultraviolet vision				
2	FAM w/ Common melee weapons				
2	FAM w/ Common missile weapons				
OCV: 5; DCV: 5 ; ECV: 3 ; Phases: 4, 8, 12					
Cost:	Char	Powers	Total	Disad	Base
	56	+	9 = 65	= 15	+ 50

HALF-ORC

Val	Char	Cost	50+	Disadvantages	
15	STR	8	10	Distinctive Features: easily concealable, major reaction. Monster Bonus	
14	DEX	12			
15	CON	10	-3		
12	BODY	4			
10	INT	0			
10	EGO	0			
13	PRE	3			
6	COM	-2			
5	PD	2			
3	ED	0			
3	SPD	6			
6	REC	0			
30	END	0			
28	STUN	0			
Cost	Abilities				
2	FAM w/ Common melee weapons				
2	FAM w/ Common missile weapons				
OCV: 5; DCV: 5 ; ECV: 3 ; Phases: 4, 8, 12					
Cost:	Char	Powers	Total	Disad	Base
	43	+	4 = 47	= -3	+ 50

PEGASUS

Appearance: Pegasi are thoroughbred horses with wings sprouting from their fore shoulders. Coloration varies from common **horse tones** to rare pegasi of gold, silver, or pastel hues. Pegasi are always healthy-looking.

Combat Technique: Pegasi attack en masse like horses, using the greater flexibility offered by flight to their advantage. Like wild horses, pegasi can be tenacious fighters when cornered. They bite, kick, and trample (move by) their opponents.

Ecology: Pegasi are solitary, nonaggressive creatures which prefer to **graze** among the secluded cliffs and meadows in hilly or mountainous terrain. They usually live in pairs and choose shallow, cliff side caves for domiciles. One or two foals are born every few years. Once a foal reaches three or four years it **leaves its parents** in search of a mate and an appropriate area in which to raise its own family.

Rumors: Stories have been told of extremely secluded areas where pegasi live in herds large enough to black out the **sun when they take flight**. It has also been reported that other breeds of pegasi, like other breeds of horses, exist.

PEGASUS

Val	Char	Cost	50+	Disadvantages					
25	STR	0*	15	Phys Lim: No Fine Manipulation					
15	DEX	15	10	Phys Lim: Large and Bulky					
20	CON	20		Wings					
16	BODY	6*	178	Monster Bonus					
8	INT	-2							
8	EGO	-4							
20	PRE	10							
18	COM	4							
8	PD	6							
4	ED	0							
3	SPD	5							
12	REC	12							
40	END	0							
49	STUN	18*							
* Characteristics From Growth Already Figured In									
Cost		Abilities							
20	Growth (15 pts.), 0 END, Persistent, Always On (-2 DCV, +2 to other's sight PER, +1" Reach, -3" KB)								
40	Flight 20"								
24	Running +12" (18" total)								
6	Armor: +3 rPD, +1 rED								
16	1d6+1 HKA with Reduced Penetration, 2x ½d6 HKA (2x 1d6+1 with STR), bite								
4	+2 Sight PER								
8	+4 Hearing PER								
15	+3 w/ H-to-H combat								
OCV: 5; DCV: 3; ECV: 3; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	90	+	133	=	223	=	173	+	50

RAT, GIANT

Appearance: Giant rats range from 60 cm to well over a meter in length and weigh up to 150 pounds (68 kg). They have long, leathery tails and are covered in thick, coarse fur. Most rats have brown or black pelts.

Combat Technique: Rats will swarm over their opponents, biting and scratching him to death. While in a pack, they can neither be turned aside nor frightened until at least half of them are dead.

Ecology: Giant rats **can be** found in swamps, damp caves, and dense woods. Slums in large cities are often a breeding ground, especially in or near drainage sewers and garbage heaps. Rats feed on refuse and offal, though they will gnaw fresh meat or grain if given the opportunity. Rats are encountered in groups of three to five or **in packs** of thirty or more.

Rumors: Rats carry both plague and rabies. The former is highly contagious, especially through water. The latter results from being bitten. Albino rats live in deep caves and carry no diseases. Other giant rodents are possible, including cute, little rabbits which can kill the most skilled of knights.

Val	Char	Cost	50+	Disadvantages					
8	STR	-2	34	Monster Bonus					
17	DEX	21							
15	CON	10							
7	BODY	-6							
8	INT	-2							
5	EGO	-10							
15	PRE	5							
6	COM	-2							
5	PD	3							
4	ED	1							
3	SPD	3							
5	REC	0							
30	END	0							
22	STUN	4							
Cost Abilities									
10	½d6 HKA (1d6 with STR), bite								
8	½d6 HKA with Reduced Penetration, 2x 1 pip HKA (2x ½d6 with STR), claws								
3	Armor: +2 rPD								
8	+4 Hearing PER 15-								
8	+4 Smell PER 15-								
5	Ultraviolet Vision								
7	Climbing 14-								
7	Concealment 13-								
3	Tactics, Pack 11-								
OCV: 6; DCV: 6; ECV: 2; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	25	+	59	=	84	=	34	+	50

SEA FOLK

Appearance: Sea Folk are any humanoid creatures which dwell beneath the seas. Mermaids and Mermen look almost exactly like **humans except** that they have the upper torso of a human and the lower body of a fish. Some Mermen (including those who become can become PCs) have normal legs and webbed feet. Sirens appear to be beautiful women clothing themselves in little or nothing and Nereids are living bodies of water who take on the appearance of men and women.

Combat Technique: Merfolk fight with trident and nets. They are highly skilled at fighting underwater, something which most people are not accustomed to. Merfolk prefer to trap their opponents, **using the** tridents only if they feel they are in serious danger. Sirens attack with their voices. (A Siren's song has been known to lure many a sailor to their doom.) Nereids use water as their weapons. They attempt to evade most opponents. However, if a Nereid feels seriously threatened, he **will attempt** to drown his opponents.

Motivations: Merfolk are motivated much as humans are. Sirens are great tricksters and enjoy toying with humans. They attack humans for sheer enjoyment. Nereids are a very private race. They will normally have two or three close friends, and they spend most of their time with those two or three **people**.

Ecology: Obviously, all of these races dwell underwater. Merfolk are found almost exclusively in salt water; they can survive in lakes but most lakes are too small. Nereids are often found in small lakes and streams. They may travel wherever there is water. Sirens tend to inhabit distant islands near frequently traveled sea routes.

Rumors: Sailors tell many stories and few have any truth to them. Many a tale **has been** told about the sighting of a Mermaid and the good luck it brought. Some sailors are **said to have good** spirits which watch after them and keep them safe even in the fiercest of storms. More horrible are the stories of young sailors who leap overboard and drown themselves trying to locate the source of a beautiful voice.

MERFOLK (MERMEN, MERMAIDS)									
Val	Char	Cost	50+	Disadvantages					
13	STR	3	10	Vuln: x2 BODY damage from fire Phys: Must reach water once per day or will slowly die Distinctive Features: Easily Concealable					
14	DEX	12							
15	CON	10	10						
11	BODY	2							
10	INT	0	5						
10	EGO	0							
13	PRE	3							
12	COM	1							
4	PD	1							
3	ED	0							
3	SPD	6							
6	REC	0							
40	END	5							
28	STUN	3							
Cost	Abilities								
5	Life Support: May Breathe Underwater								
6	+3 PER Rolls in Water								
4	+4" Swimming (6" Total)								
3	Survival 11-								
2	PS: Ocean Husbandry 11-								
2	PS: Current Occupation 11-								
2	AK: Ocean 11-								
4	Merfolk Language								
2	Familiarity with Polearms and Nets								
-2	Racial and Cultural Package Deal								
OCV: 5; DCV: 5; ECV: 3; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	44	+	28	=	75	=	25	+	50

SIREN									
Val	Char	Cost	50+	Disadvantages					
8	STR	-2	5	Distinctive Features: Beauty, Easily Concealable					
18	DEX	24							
13	CON	6	10	Vuln: x2 BODY damage from fire					
9	BODY	-2							
18	INT	8	10	Phys: Must reach water once per day or will slowly die					
13	EGO	6							
20	PRE	10	15	Psych Lim: Likes to Toy With Prey					
20	COM	5							
5	PD	3	15	Psych Lim: Arrogant and Overconfident					
3	ED	0							
3	SPD	2	10	Psych Lim: Trickster					
5	REC	0	36	Monster bonus					
26	END	0							
20	STUN	0							
Cost Abilities									
35	62 pt. Multipower, Incantations, 14- Activation								
3 u	12d6 Mind Control, Only vs Males								
3 u	5d6 Sonic NND, Explosion								
3 u	4d6 Sonic Flash, Explosion								
5	Life Support: May Breathe Underwater								
6	+3 PER Rolls in Water								
4	+4" Swimming (6" Total)								
3	Perfect Pitch								
3	PS: Singing (PRE-based) 13-								
3	Seduction 13-								
3	Persuasion 13-								
3	Conversation 13-								
3	Sleight of Hand 13-								
3	Stealth 13-								
3	Concealment 13-								
3	Survival 11-								
10	+2 w/ DCV								
OCV: 6; DCV: 8; ECV: 4; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	60	+	91	=	151	=	101	+	50

NEREID					
Val	Char	Cost	50+	Disadvantages	
8	STR	-2	10	Vuln: x2 BODY damage from fire	
14	DEX	12	10	Phys: Must reach water once per day or will slowly die	
13	CON	6	15	Psych Lim: Protective of Friends	
13	BODY	6		Psych Lim: Protective of Seas and Sea Life	
10	INT	0		Psych Lim: Shy/ Avoids People	
10	EGO	0		DNPC: Friends	
13	PRE	3		Monster bonus	
16	COM	3			
5	PD	3			
5	ED	2			
3	SPD	6			
6	REC	0			
26	END	0	135		
25	STUN	0			
Cost Abilities					
30	Variable Change Environment in a 32 Hex Area, Only in or near water (-1)				
30	6d6 Physical Energy Blast, Area Affect Line, Only in or near water (-1) (wave)				
20	40 STR TK, Only to pull downward (-1), Only in or near water (-1) (Whirlpool)				
30	3d6 NND, Does Body, Continuous, Only in or near water (-1) (Drowning)				
60	75% Damage Reduction, Physical Resistant				
20	50% Damage Reduction, Energy Resistant, Not vs Fire (-½)				
9	Armor: +3 rPD/+3 rED				
5	Life Support: May Breathe Underwater				
6	+3 PER Rolls in Water				
4	+4" Swimming (6" Total)				
3	Survival 11-				
2	KS: Marine Life 11-				
2	KS: Friends 11-				
OCV: 5; DCV: 5; ECV: 3; Phases: 4, 8, 12					
Costs:	Char	Powers	Total	Disad	Base
	39	+	221	=	260 = 210 + 50

SKELETON

Appearance: A human skeleton animated into a horrific semblance of "life" by a necromancer.

Combat Technique: None. As automatons, skeletons merely follow the commands of their master, fighting until the bones of their bodies are strewn about the battlefield. They are capable of simple combat — their master doesn't have to command them to swing their swords, for instance. However, Skeletons have no concept of tactics. They will fight to the death to carry out their master's commands.

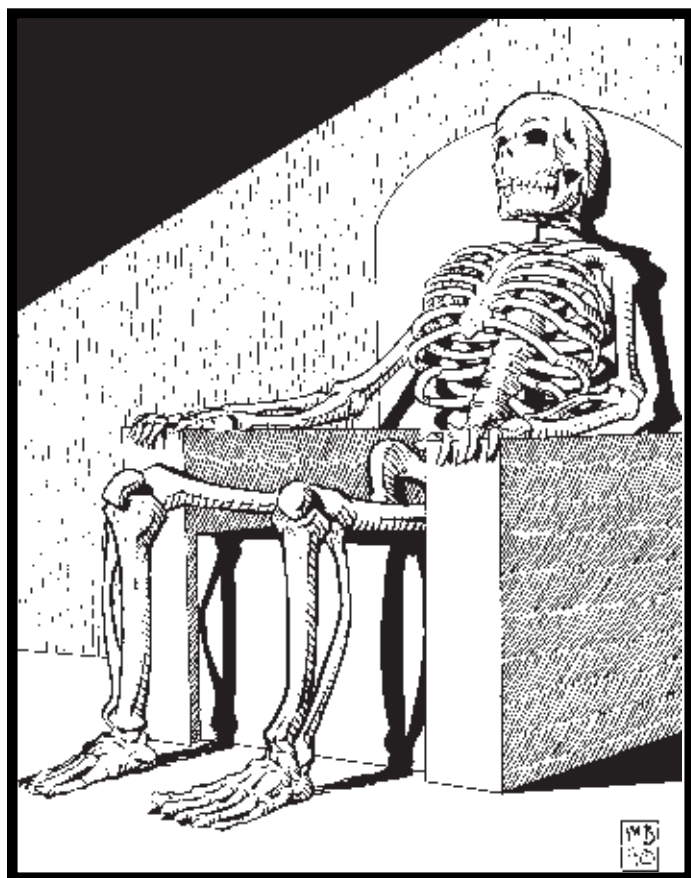
Skeletons sometimes wear armor (DEF 5-6, does not add to natural rPD or rED.). Any weapon is possible, but most common is a broadsword or scimitar (1d6K, +1 OCV). Skeletons can also carry shields. The **GM should remember that skeletons never take any STUN**, and cannot be stunned. EGO and PRE attacks also have no effect. However, **each time an attack successfully penetrates its DEF, the Skeleton loses some of its bones**, and with them, some of its effectiveness. The GM should choose an appropriate loss on the table below, or roll randomly:

Roll (1d6)	Abilities Lost
1	10 STR
2	1 SPD (minimum SPD is 1)
3	Normal sight
4	Normal hearing
5	IR vision
6	2x1/2d6 HKA

Motivations: Only those of the fiend who created them.

Ecology: Skeletons are the revived corpses of dead warriors, too far decayed to become zombies. They have no need for food, and can survive any climate or hardship.

Rumors: Some claim that a human that is killed by a skeleton will himself become a skeleton. Others believe that skeletons are simply zombies who lost all their flesh.



SKELETON									
Val	Char	Cost	50+	Disadvantages					
13	STR	3	10	Vuln: x1 ½ BODY from blunt weapons Monster Bonus					
14	DEX	12	70						
10	CON	0							
10	BODY	0							
5	INT	-5							
—	EGO	—							
10	PRE	0							
0	COM	-5							
4 r	PD	9							
5 r	ED	13							
3	SPD	6							
5	REC	0							
0	END	-10							
—	STUN	—							
Cost Abilities									
45	* Takes No Stun (Automaton)								
15	Does Not Bleed (Automaton)								
30	Life Support: full effect								
5	Infrared Vision (can “see life”)								
6	0 END cost on STR								
1	Climbing 8-								
1	Local Language (basic conversation)								
2	FAM w/ Common melee weapons								
2	FAM w/ Common missile weapons								
Cost Optional Abilities									
12	1d6 HKA, reduced penetration 2x½d6 HKA (2x 1d6 HKA with STR), sharpened fingers								
OCV: 5; DCV: 5 ; ECV: 0*; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	23	+	107	=	130	=	80	+	50

SNAKE

Appearance: Snakes are long, thin reptiles. They have a smooth scaly skin which can be decorated with a number of different patterns. Giant snakes reach 30' or more in length, and truly huge (fantasy) specimens can swallow a man whole.

Combat Technique: Snakes have two types of attack: constriction or poison. Constrictor snakes grab and crush and opponent. Poisonous snakes strike at exposed flesh, hoping to inject lethal poison. In both cases the snake will sit relatively still and wait for an opportunity to strike. Snakes slither unseen through the underbrush or overhead in branches, and prefer to attack by surprise if possible.

Ecology: Snakes can be found just about anywhere. They prefer warmer areas and will become sluggish or dormant in cold weather.

Rumors: Some varieties of poisonous snakes can spit venom up to 6m (3" total). A rare species of giant snake has heads on both ends and can attack two (separate) opponents at once.

COBRA									
Val	Char	Cost	50+	Disadvantages					
5	STR	-5	15	Phys Lim: No Fine Manipulation Monster Bonus					
18	DEX	24	25						
11	CON	2							
5	BODY	-10							
5	INT	-5							
5	EGO	-10							
10	PRE	0							
2	COM	-4							
5	PD	4							
2	ED	0							
4	SPD	12							
3	REC	0							
22	END	0							
14	STUN	0							
Cost	Abilities								
5	1 pip HKA (½d6 with STR), bite								
3	Armor: +1 rPD/ +1 rED								
2	Swimming +2" (4" total)								
8	+4 Hearing PER 14-								
5	+1 w/ H-to-H combat								
4	+2 OCV with Killing Attack								
45	4d6 RKA, NND (+2), Gradual Effect (1 hour), No Range (-½), only if HKA does BODY (-¼), venom								
OCV: 6; DCV: 6; ECV: 2; Phases: 3, 6, 9, 12									
Costs:	Char	Powers	Total	Disad	Base				
	8	+	72	=	80	=	30	+	50

BOA CONSTRICTOR									
Val	Char	Cost	50+	Disadvantages					
15	STR	5	15	Phys Lim: No Fine Manipulation Monster Bonus					
11	DEX	3	0						
15	CON	10							
10	BODY	0							
5	INT	-5							
5	EGO	-10							
8	PRE	-2							
2	COM	-4							
5	PD	2							
3	ED	0							
2	SPD	-1							
6	REC	0							
30	END	0							
26	STUN	0							
Cost	Abilities								
5	1 pip HKA (½d6 with STR), bite								
3	Armor: +1 rPD/ +1 rED								
2	Swimming +2" (4" total)								
8	+4 Hearing PER 14-								
5	+1 w/ H-to-H combat								
4	+2 with Grab								
2	+1" Run (7" Total)								
5	Climbing 12-								
7	+10 Strength, Only with Grab (-½)								
12	STR is Penetrating (+½), only with squeezing (-¼).								
OCV: 4; DCV: 4; ECV: 2; Phases: 6, 12									
Costs:	Char	Powers	Total	Disad	Base				
	-2	+	53	=	51	=	15	+	50

GIANT SNAKES							
Val	Char	Cost	50+	Disadvantages			
40*	STR	0*	15	Phys Lim: No Fine Manipulation Monster Bonus			
15	DEX	15	161				
25	CON	30					
16*	BODY	0*					
5	INT	-5					
5	EGO	-10					
35	PRE	25					
2	COM	-4					
12	PD	3					
8	ED	3					
3	SPD	5					
14	REC	14					
50	END	0					
50*	STUN	16*					
*Bonuses for Growth already figured in.							
Cost	Abilities						
40	Growth (30 pts.), 0 END, Persistent, Always On (-6 DCV, +6 to other's sight PER, +6" Reach, -6" KB)						
30	2d6 HKA (4d6 with STR), bite						
15	Armor: +6 rPD, +4 rED						
16	Swimming +8" (10" total)						
8	+4 Hearing PER 14-						
5	+1 w/ H-to-H combat						
20	Running +10" (16" total)						
Cost	Optional Abilities (poisonous)						
77	6d6 RKA, NND (+2), Gradual Effect (1 hour), No Range (-½), only if HKA does BODY (-0), venom						
Cost	Optional Abilities (constrictor)						
8	STR is Penetrating (+½), only with squeezing (-¼).						
OCV: 5; DCV: 3 ; ECV: 2; Phases: 4, 8, 12							
Costs:	Char	Powers	Total	Disad	Base		
	92	+	134	=	226 = 176 + 50		

TROLL

Appearance: Trolls are huge, wicked, and horrible creatures.

The common Troll stands ten feet tall with slimy green scaled skin and sharp claws.

Stone trolls are said to be born of rock and **return to that form** when exposed to the sun. As such, this type of troll is exceptionally strong and resilient and has a grayish green hue.

War trolls are bred for combat in any environment and are stronger, tougher and smarter than ordinary trolls. They have no fear of the sun and can be recognized by their dark green to black hide and the fact that they use weapons and armor.

Cave trolls are **the largest** trolls, standing upwards of twelve feet tall and are less slimy than their smaller cousins.

Combat Technique: Trolls are generally solitary, and their tactics are simple: Attack! Trolls use their claws as weapons, but Stone and Cave trolls sometimes use great clubs (11d6 N), and War trolls use a variety of weapons, favoring the Maul (3d6+1K, +1 STUNx). A troll's scaly hide serves well as armor, but some will wear skins (DEF 1), and War trolls might be found in scale or chain (DEF 5-6).

Motivations: Most trolls are motivated by the need for food and the lust for mayhem. They are solitary and territorial and can eat anything. War trolls are often **found** in the service of powerful evil lords or wizards, where they are paid well for their services in custom-made armor, weapons, and gold.

Ecology: Trolls favor caves or underground lairs, away from the **burning** sun. While they can eat literally anything, trolls relish the taste of human and elfin flesh!

Other Names: Ogre. (Trolls and Ogres are easily confused with one another, which the latter deeply resent. Trolls are generally bigger and uglier, and have the ability to quickly heal wounds.)

Rumors: It is said there is a race of trolls that live in the sea who are larger than Cave trolls and can breathe water. They hunt in groups of two to six and **can destroy** the mightiest of ships!

COMMON TROLL									
Val	Char	Cost	50+	Disadvantages					
35*	STR	15	25	Distinctive Features: not concealable, extreme					
14	DEX	12							
25	CON	30	15	Phys Lim: Blind in direct sun					
22*	BODY	20	85						
10	INT	0		Monster Bonus					
11	EGO	2							
25	PRE	15							
0	COM	-5							
13	PD	8							
9	ED	4							
3	SPD	6							
10	REC	0							
50	END	0							
55*	STUN	7							
* Characteristics From Growth Already Figured In									
Cost	Abilities								
13	Growth (10 pts.) Always On, 0 END, Persistent (-1 DCV, +1 to other's sight to other's sight PER, -2" knockback)								
24	2d6 HKA, reduced penetration. 2x 1d6 HKA (2x 2d6 HKA with STR), claws/bite.								
3	2 rPD Armor (Tough Hide)								
10	Regeneration: 1 BODY per Turn								
5	Ultraviolet Vision								
4	+2" Running (8" total)								
2	FAM w/ Common melee weapons								
OCV: 5; DCV: 4; ECV: 4; Phases: 4, 8, 12									
Costs:	Char	Powers	Total	Disad	Base				
	114	+	61	=	175	=	125	+	50

STONE TROLL					
Val	Char	Cost	50+	Disadvantages	
40*	STR	20	25	Distinctive Features: not concealable, extreme Monster Bonus	
13	DEX	9	113		
28	CON	36			
22*	BODY	20			
10	INT	0			
11	EGO	2			
25	PRE	15			
0	COM	-5			
14	PD	8			
10	ED	7			
3	SPD	7			
12	REC	0			
56	END	0			
56*	STUN	5			
Cost	Abilities				
13	Growth (10 pts.) Always On, 0 END, Persistent. (-1 DCV, +1 to other's sight to other's sight PER, -2" knockback)				
24	2d6 HKA, reduced penetration. 2x 1d6 HKA (2x 2d6 HKA with STR), claws/bite				
10	Regeneration: 1 BODY per Turn				
6	Armor: +3 rPD, +1 rED, hide				
5	Ultraviolet Vision				
4	Running +2" (8" total)				
2	FAM w/ Common melee weapons				
OCV: 4; DCV: 3; ECV: 4 ; Phases: 4, 8, 12					
Costs:	Char	Powers	Total	Disad	Base
	124	+	64	=	188 = 138 + 50

WAR TROLL									
Val	Char	Cost	50+	Disadvantages					
40*	STR	20	25	Distinctive Features: not concealable, extreme Psych Lim: Short Tempered Enraged if Insulted: 11-, 11- Monster Bonus					
15	DEX	15							
28	CON	36	10						
23*	BODY	22	10						
13	INT	3	134						
14	EGO	8							
30	PRE	20							
0	COM	-5							
15	PD	9							
10	ED	4							
4	SPD	15							
12	REC	0							
60	END	2							
60*	STUN	8							
* Characteristics From Growth Already Figured In									
Cost	Abilities								
20	Growth (15 pts.), 0 END, Persistent, Always On (-2 DCV, +2 to other's sight PER, +1" Reach, -3" KB) 2d6 HKA, reduced penetration. 2x 1d6 HKA (2x 2d6 HKA with STR), claws/bite Armor: +2 rPD, tough hide Regeneration: 1 BODY per Turn Running +3" (9" total) Ultraviolet Vision FAM w/ Common melee weapons FAM w/ Common missile weapons								
24									
3									
10									
6									
5									
2									
2									
OCV: 5; DCV: 3; ECV: 5; Phases: 3, 6, 9, 12									
Costs:	Char	Powers	Total	Disad	Base				
	157	+	72	=	229	=	179	+	50



CAVE TROLL						
Val	Char	Cost	50+	Disadvantages		
40*	STR	15	25	Distinctive Features: not concealable, extreme Monster Bonus		
14	DEX	12	109			
28	CON	36				
24*	BODY	22				
10	INT	0				
11	EGO	2				
25	PRE	15				
0	COM	-5				
14	PD	9				
10	ED	4				
3	SPD	6				
12	REC	0				
56	END	0				
58*	STUN	7				
* Characteristics From Growth Already Figured In						
Cost	Abilities					
13	Growth (10 pts.), Always On, 0 END, Persistent. (-1 DCV, +1 to other's sight to other's sight PER, -2" knockback)					
24	2d6 HKA, reduced penetration. 2x 1d6 HKA (2x 2d6 HKA with STR), claws/bite.					
3	Armor: 2 rPD, hide					
10	Regeneration: 1 BODY per Turn					
4	+2" Running (8" total)					
2	FAM w/ Common melee weapons					
OCV: 5; DCV: 4;ECV: 4; Phases: 4, 8, 12						
Costs:	Char	Powers	Total	Disad	Base	
	123	+	61	=	184	= 134 + 50

UNICORN

Appearance: Adult unicorns come in a variety of sizes that range from that of a typical goat to the size of a standard warhorse. Their coloration also varies from that of a typical horse to exotic golds, silvers and iridescent colors. **The** only characteristic common to all unicorns is the single long horn growing from the forehead. The horn grows in as large a variety of colors as the beast itself, though the colors are nearly always complementary.

Combat Technique: Unicorns fight as do horses: they **kick**, **bite**, and trample opponents. The only exception is their horn. Unicorns are very adept with their horns in combat, using them as humans use a rapier. The points are very sharp, even capable of piercing the skin of a dragon.

Ecology: Unicorns dwell in typical sylvan settings, **in herds or** mated pairs. They are elusive, unobtrusive creatures which prefer a solitary life with little contact with mankind. Only the sylvan races such as elves and faeries maintain any kind of relations with unicorns.

Rumors: Various parts of unicorns, but specifically **their horns**, are reputed to have magical properties. These range from the ability to negate magic to the ability to grant immortality. It is said that the only way to capture a Unicorn is to trap it using a pure maiden.

UNICORN							
Val	Char	Cost	50+	Disadvantages			
25	STR	0*	15	Phys Lim: No Fine Manipulation Monster Bonus			
21	DEX	33	244				
25	CON	30					
15	BODY	4*					
15	INT	5					
20	EGO	20					
20	PRE	10					
24	COM	7					
8	PD	6					
6	ED	1					
4	SPD	9					
15	REC	16					
50	END	0					
41	STUN	8*					
*Characteristics from Growth Already Figured In.							
Cost		Abilities					
20	Growth (15 pts.), 0 END, Persistent, Always On (-2 DCV, +2 to other's sight PER, +1" Reach, -3" KB)						
30	Running +15" (21" total)						
12	Armor: +5 rPD, +3 rED						
25	5d6 Suppress all magic, Persistent, Always On, 0 END, No Range						
37	1 ½d6 HKA (3d6 HKA with STR), Armor Piercing, horn						
16	1d6+1 HKA with Reduced Penetration, 2x ½d6 HKA (2x 1d6+1 with STR), bite						
8	+4 Hearing PER						
5	+1 w/ H-to-H combat						
15	+5 w Move By and Move Through						
OCV: 7; DCV: 5; ECV: 7; Phases: 3, 6, 9, 12							
Costs:	Char	Powers	Total	Disad	Base		
	149	+	160	=	309 = 259 + 50		

VAMPIRE

Appearance: Vampires, in their true form, are exceedingly handsome or beautiful humans. They invariably appear **rich and well-tended**. The only hint of their dark nature is the almost unhealthy pallor of their skin. They can also appear as a bat, wolf, or cloud of vapor.

Combat Technique: Vampires disdain weapons, especially ones that draw blood (waste not, want not). Vampires employ their superior Strength and Speed to subdue an opponent so they may drink its blood. If the combat goes against them, vampires shapeshift to a convenient form and attempt to escape. Lesser vampires are usually encountered singly, whereas greater vampires often have a retinue of two or more lesser vampires at their beck and call.

Motivations: A vampire's main objective is to ensure a steady supply of blood. Since this entails killing people, the creature must travel to new towns frequently to avoid suspicion. Vampires will kill anyone who discovers their true nature. Note that few vampires will transform a victim into a lesser vampire unless absolutely necessary (more vampires, less blood...).

Ecology: When a character "becomes" a vampire (through the Transformation Attack) he gains the following abilities: STR +15, DEX +10, BODY +1, and all Powers (not skills) of a lesser vampire. Unfortunately, he also becomes a member of the Undead, and inherits all the Disadvantages of a vampire! (But not the points!)

Rumors: Wives' tales speak of vampires who have no theistic affinities so are not frightened by religious symbols.

LESSER VAMPIRE								
Val	Char	Cost						
28	STR	18						
24	DEX	42						
13	CON	6						
11	BODY	2						
13	INT	3						
11	EGO	2						
13	PRE	3						
10	COM	0						
8	PD	2						
4	ED	1						
4	SPD	6						
9	REC	0						
26	END	0						
33	STUN	1						
Cost	Abilities							
5	+6 rPD Armor, not vs. silver or wood (-34)							
34	Damage Reduction: 75% Resistant Physical, not vs. silver or wood (-34)							
10	1d6 HKA, must grab (-1/2) (2d6 HKA w/ STR), blood drain							
24	Life Support, full except vacuum, intense heat/cold							
10	Clinging							
5	Infrared Vision (Can 'See' Life)							
3	Profession: Former occupation 12-							
2	FAM w/ Common melee weapons							
2	KS: Hobby 11-							
2	Familiarity with 2 Skills							
9	Three Skills or Talents, various. Default to PS: Seduction 12-, Stealth 14-, PS: Interrogation 12-							
10	Two Skills at +1, various. Default to: Shadowing 12-, Concealment 13-							
5	+1 with all melee							
2	Running +1" (7" total)							
1	FAM w/ Thrown knife/axe							
50+	Disadvantages							
5	Dependence: Fresh blood (human) 1/day or take 3d6							
5	Dependence: Sleep in soil from burial place or homeland (legends conflict) 1/day or takes 3d6							
10	Distinctive Features: Casts no reflection in mirrors concealable, noticed							
10	Psych Lim: Fear of fire							
15	Psych Lim: Fear of holy items							
10	Phys Lim: Aversion to garlic							
10	Phys Lim: Cannot cross running water							
20	Psych Lim: Will not enter abode if not invited by (rightful) owner							
35	Susc: Direct Sunlight, 3d6/phase							
20	Susc: Weakened on holy (consecrated) ground, 3d6 STR Drain per Turn							
20	Susc: Holy Items (symbols, relics, water) when presented in total faith, 2d6/phase							
OCV: 8; DCV: 8; ECV: 4; Phases: 3, 6, 9, 12								
Costs:	Char	Powers	Total	Disad	Base			
	86	+	134	=	220 = 170 + 50			

GREATER VAMPIRE			
Val	Char	Cost	
30	STR	20	
25	DEX	45	
20	CON	20	
15	BODY	10	
18	INT	8	
18	EGO	16	
30	PRE	20	
20	COM	5	
10	PD	4	
4	ED	0	
5	SPD	15	
10	REC	0	
42	END	1	
40	STUN	0	
Cost	Abilities		
5	Armor +6 rPD, not vs. silver or wood (- $\frac{3}{4}$)		
34	* Damage Reduction: 75% Resistant Physical, not vs. silver or wood (- $\frac{3}{4}$)		
5	Infrared Vision (can "see life")		
10	1d6 HKA, must grab (- $\frac{1}{2}$) (2d6 HKA w/ STR), blood drain		
24	Life Support, full except vacuum, intense heat/cold		
25	10d6 Mind Control must establish eye contact (-1)		
10	Mind Link: any one subordinate vampire at a time		
10	Clinging		
9	2d6 Transformation Attack: Human into Lesser Vampire, cumulative (+ $\frac{1}{2}$), no range (- $\frac{1}{2}$) constant 0 DCV (- $\frac{1}{2}$), extra time: 1 minute (-1.5), 1/day per target (-1)		
40	Desolidification, 0 END cost (+ $\frac{1}{2}$), cannot walk through solid objects (- $\frac{1}{2}$), vulnerable to magic and silver weapons (mist form)		
4	3" Flight, linked to Desolidification (- $\frac{1}{2}$)		
20	Shapeshift: Wolf, Bat, Cloud of mist		
20	Regeneration 2BODY/Turn		
5	Running +4", linked to wolf (- $\frac{1}{2}$)		
7	Tracking Scent, linked to wolf (- $\frac{1}{2}$)		
13	10" Flight, linked to bat. (- $\frac{1}{2}$)		
13	Shrinking (20 pts.), linked to bat (- $\frac{1}{2}$), +4 DCV, -4 to other's to other's sight PER, +6" knockback		
10	Active Sonar, linked to bat (- $\frac{1}{2}$)		
3	PS: Former occupation 12-		
2	FAM w/ Common melee weapons		
2	KS: Hobby 11-		
3	Conversation 15-		
3	Persuasion 15-		
3	Seduction 15-		
3	Stealth 14-		

50+ Disadvantages	
5	Dependence: Fresh blood (human) 1/day or takes 3d6
5	Dependence: Sleep in soil from burial place or homeland (legends conflict) 1/day or takes 3d6
10	Distinctive Features: Casts no reflection in mirrors concealable, noticed
10	Psych Lim: Fear of fire
15	Psych Lim: Fear of holy items
20	Psych Lim: Will not enter abode if not invited by (rightful) owner
10	Phys Lim: Aversion to garlic
10	Phys Lim: Cannot cross running water
35	Susc: Direct Sunlight, 3d6/phase
20	Susc: Weakened on holy (consecrated) ground, 3d6 STR Drain per turn
20	Susc: Holy Items (symbols, relics, water) when presented in total faith, 2d6/phase
217	Monster Bonus
OCV: 8; DCV: 8; ECV: 6; Phases: 3, 5, 8, 10, 12	
Costs:	Char Powers Total Disad Base
164	+ 268 = 432 = 382 + 50

WOLF

Appearance: Wolves include the larger canines like foxes, wild dogs, and jackals. Wolves are generally 3' high **and 5' long, weighing 170 pounds (80 kg) or more.** Their coats vary from light brown to black. They have a keen nose and sharp ears and are relentless pursuers. (GMs should note that the character write-up for the wolf can also be used for large dogs, especially hunting dogs)



Combat Technique: Wolves attack with their sharp teeth and strong jaws. They use constant movement to confuse and tire enemies, relying on persistence and numbers rather than precision attacks.

Ecology: Wolves and wild dogs can be found in temperate to arctic regions, while jackals and hyenas prefer steppes or savannas for hunting grounds.

Rumors: Some speak of huge **wolves**, sometimes called Worgs or Wargs, that are intelligent and malicious beasts. Orcs sometimes train these Worgs as mounts.

WOLF									
Val	Char	Cost	50+	Disadvantages					
10	STR	0	15	Phys Lim: No fine manipulation					
18	DEX	24	15	Psych Lim: Loyal to Pack					
15	CON	10	16	Monster Bonus					
10	BODY	0							
6	INT	-4							
5	EGO	-10							
15	PRE	5							
14	COM	2							
6	PD	4							
3	ED	0							
4	SPD	12							
6	REC	2							
30	END	0							
23	STUN	0							
Cost	Abilities								
8	½d6 HKA with Reduced Penetration, 2x 1 pip HKA (2x ½d6 with STR), bite								
2	Armor: +1 rPD, hide								
2	Running +1" (7" total)								
8	+4 Hearing PER								
8	+4 Smell PER								
10	Tracking Scent								
5	Ultraviolet Vision								
5	+1 w/ H-to-H combat								
2	KS: Tactics, pack 11-								
5	Concealment +1 11-								
OCV: 6; DCV: 6; ECV: 4; Phases: 3, 6, 9, 12									
Costs:	Char	Powers	Total	Disad	Base				
	44	+	52	=	96	=	46	+	50

WRAITH

Appearance: Wraiths cover the broad category of ghosts, spooks, Spectres, banshees, will-o-wisps, etc. Wraiths, ghosts, and haunts appears as insubstantial humanoid forms, wrapped in thick clothing or **burial shrouds**. Their figures are often emaciated or skeletal, **though** their eyes burn with a cold, cruel flame. Their coloring is usually pale gray, though sometimes wraiths glow with an iridescent aura. Will-o-wisps resemble **brightly colored** balls of misty light and are often mistaken for torches or lanterns.

Combat Technique: Wraiths attack by floating in and touching their opponents with "fingers of death." Sometimes they use evil magic or powers to dominate, confuse, or wound enemies. If a fight goes against them, they fade away (if able). They are almost always encountered singly.

Motivations: Wraiths usually haunt a specific location for a specific reason. They hate all living things and will attack if disturbed. Ghosts haunt a location until **they manage to expiate** their sins and are at last granted oblivion. Haunts are malicious but not particularly evil and can often be frightened away. Wraiths are truly evil and must be exorcised.

Ecology: Wraiths are found most often in old barrows and graveyards, haunted houses, and ancient religious sites. Sometimes, the ghost of a traitor or coward will haunt an old battlefield. Haunts are found anywhere people have died but favor lonely and **deserted** areas. Will-o-wisps are most common in swamps and marshes or thick forests.

Other Names: Banshees, Wights, Ghosts, Ghosts, Haunts, etc.

Rumors: Banshees, or "wailing spirits", are said to be the **spirits** of dead elves taken before their time, and the agony they endure cannot be imagined.

WRAITH					
Val	Char	Cost	50+	Disadvantages	
13	STR	3	25	Distinctive Features: not concealable, extreme Psych Lim: Vengeful Psych Lim: Fear of light Susc: Daylight, 2d6/ minute Monster bonus	
18	DEX	24			
13	CON	6	10		
10	BODY	0	15		
10	INT	0	20		
18	EGO	16	158		
25	PRE	15			
0	COM	-5			
5	PD	2			
4	ED	1			
3	SPD	2			
6	REC	0			
26	END	2			
24	STUN	6			
Cost Abilities					
53	Desolidification, 0 END, Persistent, Always On affected by magic and silver.				
5	Infrared Vision (can “see life”)				
5	Ultraviolet Vision				
16	Flight 8"				
30	Life Support: Full effect				
97	Chilling Touch: 3d6 STUN Drain, recover 1 pt./Turn 2d6 STR Drain, recovers 1 pt./ Turn, link (-½) 1d6 ERKA, no range (-½), link (-½) ½ END cost on Drains (+¼), Affects real world (+2)				
Cost Optional Abilities					
varies	Teleportation, Telekinesis, Mind Control, Mental Illusions, Invisibility, Images, Ego Attack, Darkness, Change Environment, etc. depending on type.				
OCV: 6; DCV: 6 ; ECV: 6; Phases: 4, 8, 12					
Costs:	Char	Powers	Total	Disad	Base
	72	+	206	=	278 = 228 + 50

WYVERN AND WYRMS

Appearance: **Wyrms** are much like dragons. They are typically rust colored, with **deep brown highlights**. They have long thin bodies and large menacing teeth and claws.

Lesser Wyrms, often called Wyverns, are smaller than dragons but have large wings and are equipped with a stinger.

Basilisks are large, slow-moving lizards with eight legs, and whose gaze brings death.

Cockatrices are distant relations of the Wurm whose touch can turn a man to stone. A cockatrice looks like a large rooster with a serpentine tail and bat wings.

Combat Technique: Wyrms, not being as tough as Dragons, prefer to use hit and run tactics. They try and use their flight to their best advantage, **swooping down and striking** opponents from behind.

Motivations: Basilisks and Cockatrices are basically animals and are driven by a need for **food**. **Wyverns**, however, are slightly more **intelligent**. They have inherited some Dragon traits, especially greed. Some Wyverns have acquired small nests of treasure.

Ecology: Wyverns prefer warmer and drier environments (Deserts are typical haunts.) Basilisks and Cockatrice prefer moister environments and can normally be found in jungles and t

WYVERN							
Val	Char	Cost	50+	Disadvantages			
30*	STR	5	15	Phys Lim: No Fine Manipulation Psych Lim: Greedy Monster bonus			
18	DEX	24	15				
23	CON	16	162				
18*	BODY	10					
8	INT	-2					
11	EGO	2					
30	PRE	20					
0	COM	-5					
11	PD	8					
6	ED	1					
3	SPD	2					
8	REC	0					
50	END	2					
40*	STUN	2					
* Characteristics From Growth Already Figured In							
Cost		Abilities					
20	Growth (15 pts.), 0 END, Persistent, Always On (-2 DCV, +2 to other's sight PER, +1" Reach, -3" KB)						
12	1d6 HKA, reduced penetration 2x½d6 (2x 1d6 w/ STR), bite						
15	1d6 HKA (2d6 w/STR), stinger						
33	3d6 RKA, NND (+2), Gradual Effect (1 hour), No Range (-½), only if HKA does BODY (-¼)						
18	Armor: +6 rPD, +6 rED, scales						
30	Flight 15"						
OCV: 6; DCV: 4* ; ECV: 4; Phases: 4, 8, 12							
Costs:	Char	Powers	Total	Disad	Base		
	95	+	147	=	242 = 192 + 50		

BASILISK								
Val	Char	Cost	50+	Disadvantages				
25	STR	15	15 98	No Manipulation Monster bonus				
13	DEX	9						
20	CON	20						
16	BODY	12						
5	INT	-5						
10	EGO	0						
15	PRE	5						
0	COM	-5						
10	PD	5						
4	ED	0						
2	SPD	0						
9	REC	0						
40	END	0						
39	STUN	0						
Cost						Abilities		
12	1d6 HKA, reduced penetration							
	2x½d6 (2x 1d6 w/ STR), bite							
75	10d6 Major Transform: opponent to stone, all or nothing, Requires line of sight and eye contact (1), gaze							
15	Armor: 5PD/5ED, scales							
5	Ultraviolet Vision							
OCV: 4; DCV: 4 ; ECV: 3; Phases: 6, 12								
Costs:	Char	Powers	Total	Disad	Base			
	56	+	107	=	163 = 113 + 50			
Cost	Extra Abilities, Cockatrice							
7	SPD = 3							
Replace Transformation with								
100	10d6 Major Transform: opponent to stone, all or nothing, no range (-½), touch							
30	Flight 15"							

ZOMBIE

Appearance: A human corpse animated into 'life' by a necromancer.

Combat Technique: None. As automatons, zombies merely follow the commands of their master, fighting until the parts of their bodies are strewn about the battlefield.

Zombies sometimes wear armor (DEF 5-6; does not add natural rPD or rED) but rarely carry shields. Any melee weapon is possible, but most common is a club (6d6 N). Zombies never take STUN and cannot be stunned. EGO and PRE attacks have no effect. However, each time an attack successfully penetrates its DEF, it loses body parts and effectiveness. The GM should choose an appropriate loss on the table below, or roll randomly:



Roll	1d6	Abilities Lost
1		10 STR
2		1 SPD (minimum SPD is 1)
3		Normal sight
4		Normal hearing
5		IR vision
6		Language (jaw knocked off)

Motivations: Only those of their animator.

Ecology: Zombies are revived corpses. They have no need for food and can survive any climate or hardship. Eventually, zombies slowly weather away.

Other Names: Walking dead, Zombi.

Rumors: Legends state that someone can "kill" a zombie permanently by filling its mouth with salt and sewing it shut.

ZOMBIE					
Val	Char	Cost	50+	Disadvantages	
20	STR	10	20	Distinctive Features: concealable, extreme reaction. Monster Bonus	
8	DEX	-6			
10	CON	0	55		
20	BODY	20			
5	INT	-5			
—	EGO	—			
15	PRE	5			
0	COM	-5			
3 r	PD	5			
2 r	ED	4			
2	SPD	2			
6	REC	0			
0	END	-10			
—	STUN	—			
Cost	Abilities				
45	Takes No Stun, loses body parts (Automaton)				
15	Does Not Bleed (Automaton)				
24	Life Support: full except vacuum and extreme heat/cold.				
5	Infrared Vision (can “see life”)				
10	0 END cost on STR				
1	Climbing 8-				
3	Language: Local at fluent w/ accent (slurred)				
2	FAM w/ Common melee weapons				
OCV: 3; DCV: 3 ; ECV: 0*; Phases: 6, 12					
Costs:	Char	Powers	Total	Disad	Base
	20	+ 105	= 125	= 75	+ 50

MAGIC ITEMS

These are magic items that have been completely designed. They can be used as they are, or modified by the GM to fit the campaign.

Because the GM can control the influx of magic items into the campaign, many of the restrictions for the standard *Fantasy Hero*

magic system can be relaxed. Thus it is possible to have magic items built with the Advantage *Persistent* or built with Power Frameworks. For more information on building and controlling magic items, see *Fantasy Hero*.

TRIVIAL ITEMS

POTIONS

These are generally presented in literature as magic draughts that temporarily grant strange or wondrous powers. Potions vary widely in power and usually contain only a few doses. They are easy and inexpensive for most alchemists to make. Common Power Modifiers for potions include: Activation Roll, Continuing Charges and Charges Do Not Recover (-2), OAF Potion, Fragile, and Independent. The Activation Roll Limitation helps portray the uncertain nature of potions, while the Charges reflect a potion's limited number of uses. Some potions may be built with Side Effects to simulate a mixture which is dangerous or unpredictable.

HEALING SALVE

This is a simple healing formula known by the priests of several religious orders. Creating this salve requires proper alchemical supplies and knowledge.

Ability: 2d6 Aid (BODY), Only to restore lost BODY (-½), Extra Time: +1 Turn, Goes bad if exposed to heat or direct sunlight (-½), OAF Salve, Independent, 3 Charges, Charges do not recover (-2).

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

STRENGTH POTION

This potion temporarily adds points to a character's STR. (Similar potions that add to other Characteristics could be designed in the same way.)

Ability: 2d6 Aid to STR, Activation Roll 14-, 3 Continuing Charges (1 minute each), Charges do not recover (-2), OAF, Fragile, Independent.

Active Cost: 10; **Real Cost:** 1

STONESKIN

This potion toughens the skin of its user, making it rocky and hard to hurt.

Ability: 5PD/5ED Force Field, Activation Roll 14-, 3 Continuing Charges (1 minute each), Charges do not recover (-2), OAF, Fragile, Gestures (Must rub body with liquid), Independent.

Active Cost: 10; **Real Cost:** 1

SPIDER'S BLOOD

This potion gives a character the ability to cling to sheer surfaces like a spider. The climber can only carry his own weight — any bulky items or equipment must be dropped.

Ability: Clinging with full STR, 3 Continuing Charges (1 minute each), Charges do not recover (-2), Gestures (Must drink), OAF, Fragile, Independent.

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



GHOST MEAD

This drink allows the user to become non-corporeal. While in this state the user is not affected by anything except magical and silver weapons; he can also walk through walls.

Ability: Desolidification, 3 Continuing Charges (1 minute each), Charges do not recover (-2), Gestures (Must Drink), OAF, Fragile, Independent.

Active Cost: 40; **Real Cost:** 6

BOTTLED WIND

This potion is magic wind in a bottle. To use, the character must pour the contents over his body; this allows him to fly for a short period.

Ability: 5" Flight, 3 Continuing Charges (1 minute each), Charges do not recover (-2), Gestures (Must pour wind over body) OAF, Fragile, Independent.

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

SPY'S DRINK

This drink turns its user invisible, and is the favored tool of many spies.

Ability: Invisibility to Normal Vision, 3 Continuing Charges (1 minute each), Charges do not recover (-2), Gestures (Must Drink), OAF, Fragile, Independent.

Active Cost: 20; **Real Cost:** 3

SEA FAERIE'S NECTAR

This potion allows its drinker to breathe underwater, and to withstand the harsh conditions there.

Ability: Life Support (5 to breathe, 3 for survival deep underwater), 3 Continuing Charges (1 hour each), Gestures (Must Drink), Charges do not recover (-2), OAF, Fragile, Independent.

Active Cost: 8; **Real Cost:** 1

DOG FORM POTION

This is a standard type of potion which allows its user to change into the form of a large dog. (Similar potions can be designed for other forms.

Ability: Shapeshift into dog, 3 Continuing Charges (1 hour each), Charges do not recover (-2), Gestures (Must Drink), OAF, Fragile, Independent.

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

FAERIE WINE

This drink is given to normal sized visitors when they travel to the Faerie lands. Each swallow lasts 1 hour. The amount of shrinking will vary according to the size of the faeries.

Ability: Shrinking 1 level, 3 Continuing Charges (1 hr each), Charges do not recover (-2), Gestures (Must Drink), OAF, Fragile, Independent.

Active Cost: 10; **Real Cost:** 1

DRAGONSKIN OIL

This oil can convey some of the properties of tough dragon-hide to its wearer. A full flask of this oil is enough to coat an adult-sized human about three times. The oil gives its wearer's skin the resiliency of a dragon's hide. The potion appears as a smelly, glistening oil. The only way to create more oil is by boiling a dragon's skin in the dragon own blood.

Abilities:

- 1 — 6 PD/6ED Armor, OIF Oil, 3 Continuing Charges (1 hour each), Charges are Dangerous to recover (boiled dragon skin), Extra Time (to completely coat wearer): 1 Turn, Effect is negated if wearer gets wet (-1), Independent
- 2 — Life Support (Intense heat/cold), OIF Oil, 3 Continuing Charges (1 hour each) Charges are Dangerous to recover (boiled dragon skin), Extra Time (to completely coat wearer, 1 Turn), Effect negated if wearer gets wet (-1), Independent

Total Active Cost: 26; **Real Cost:** 4

SCROLLS

Scrolls are magic spells which have been inscribed for later use. The enchanter imbues the scroll with the power necessary to cast the spell once; after that the scroll is useless.

The scrolls listed below can be used by anyone who can read. GM's who wish to limit a scroll's use to spellcasters only should apply the Limitation: Requires (Magic) Skill Roll. Common Modifiers for scrolls are: Incantations, Needs Good Light to Read by (-¼), Concentrate: ½ DCV, 1 Charge, Charge does not Recover (-2), OAF, Fragile, Independent.

DISSOLVE MAGIC

This scroll has the power to cast a dispel against any single magic effect.

Ability: 10d6 Dispel, Affects Any Single Magic Effect, Incantations, Needs Good Light to Read by (-¼), Concentrate: ½ DCV, 1 Charge, Charge does not Recover (-2), OAF, Fragile, Independent.

Active Cost: 37 **Real Cost:** 4

STRENGTH DRAIN

A scroll of this type can drain Strength from its target. (Similar scrolls can be designed to drain other Characteristics.)

Ability: Drain 2d6 Character Points of STR, Incantations, Usable At Range, Needs Good Light to Read by (-¼), Concentrate: ½ DCV, 1 Charge, Charge does not Recover (-2), OAF, Fragile, Independent.

Active Cost: 30; **Real Cost:** 3

MYSTIC BONDS

This scroll binds its target in mystic bonds of energy.

Ability: 2d6 Entangle, Incantations, Needs Good Light to Read by (-¼), Concentrate: ½ DCV, 1 Charge, Charge does not Recover (-2), OAF, Fragile, Independent.

Active Cost: 20; **Real Cost:** 2

FLASH

Bright light flashes at the target of this scroll, possibly rendering him blind and defenseless.

Ability: 2d6 Flash, Incantations, Needs Good Light to Read by (-¼), Concentrate: ½ DCV, 1 Charge, Charge does not Recover (-2), OAF, Fragile, Independent.

Active Cost: 20; **Real Cost:** 2

MAGIC DAMPER

This scroll causes one magical power to lose strength for about one minute. This scroll will completely shut down many minor spells and will affect the usefulness of larger ones.

Ability: 4d6 Suppress, Affects Any One Magical Power, Incantations, Needs Good Light to Read by (-¼), Concentrate: ½ DCV, 1 Continuing Charge (1 minute), Charge does not Recover (-2), OAF, Fragile, Independent.

Active Cost: 25; **Real Cost:** 3

SUMMON CREATURE

This scroll summons a creature equal in power to a normal human. The type of creature must be defined when the scroll is created.

The scroll will bring the creature directly to the caster's location, but convincing the creature to do what the caster wants is up to the caster.

Ability: Summon (base 0-point creature), Incantations, Needs Good Light to Read by (-¼), Concentrate: ½ DCV, 1 Charge, Charge does not Recover (-2), OAF, Fragile, Independent.

Active Cost: 30; **Real Cost:** 3

BLINK

This scroll can magically transport one person 20 meters in any direction.

Ability: 10" Teleportation, Incantations, Needs Good Light to Read by (-¼), Concentrate: ½ DCV, 1 Charge, Charge does not Recover (-2), OAF, Fragile, Independent.

Active Cost: 20; **Real Cost:** 2

TRANSMUTE TO LEAD

This scroll allows a caster to transform small items into lead. The base level isn't very strong, but more powerful versions of this scroll can be extremely potent. (Similar Transformation scrolls can be designed along these lines.)

Ability: 1d6 Major Transformation to lead, Incantations, Needs Good Light to Read by (-¼), Concentrate: ½ DCV, 1 Charge, Charge does not Recover (-2), OAF, Fragile, Independent.

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

OTHER TRIVIAL ITEMS

MEDALLION OF THE MERMEN

The Mermen are a race of humanoids who dwell under the sea. The Mermen often trade with fisherman and other coastal dwellers, and sometimes invite these humans beneath the sea. Such visitors are usually given these water-breathing medallions. These medallions are highly prized by fisherman — for obvious reasons.

Ability: Life Support (Water Breathing, Extreme Pressure), OAF Medallion, Independent.

Active Cost: 8; **Real Cost:** 2

RISING BOARD

The Rising Board is a small magic board which, when commanded, can lift a man straight up or down 10". To use the board one has but to stand upon it and say "Up" or "Down" to move in either direction or "Stop" to hover. The person on the board is half DCV while in the air, due to the board's small size.

Ability: 5" Flight, 0 END, User is ½ DCV while on the board (-¼), Incantations (Command Phrases), Flight is only for raising or lowering altitude (-½), OAF Board, Independent.

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



WRITING PEN

The Writing Pen is an enchanted quill which writes by voice command. Once activated, the pen will take dictation, writing down whatever the speaker says. The pen can also turn pages and dip itself in ink, all without skipping a beat. The user must write "Begin" in the air over the writing surface to start the pen. Once the user is finished he has to grab the pen and write "End" in the same manner to stop the pen from writing everything said.

Some of these pens are known to be cursed. These pens will take down what the writer says, but they will rearrange the words, use a different language, or insert obscene words into the text. These cursed quills are also hard to catch when the user wishes to stop his dictation. They will run all over the user's desktop, trying to avoid being caught.

Ability: 5 STR Telekinesis, Fine Control, 0 END, May only be used for writing, page turning, or ink dipping (-1), Gestures, Incantations throughout, OAF Pen, Fragile, Independent.

Cursed Pens Only: Pen will not take completely accurate dictations (-¼), Takes one Minute to Stop Writing, because the Pen runs away from the user (-½)

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

CHALK WARD

The Chalk Ward is a stick of magical chalk which can summon forth a magical wall. To operate the stick, the user draws a line on the ground. Shortly after the line is completed, a force wall, made of the same material the line was drawn on, appears. The material of the wall is only for special effect, it disappears when the spell duration ends. The wall is 1" thick and it covers half a hex. 10 walls can be made before the chalk runs out.

Ability: 6 PD, 6 ED Force Wall, 10 Continuing Charges (1 minute each), Charges do not recover (-2), Only 1" Long per Charge (-½), Gestures (Must draw a line), Extra Time: +1 Phase, No Range, OAF Chalk, Independent.

Active Cost: 45; **Real Cost:** 7

WATER WALKER

This is a simple item which lets its owner walk upon the surface of water. These items are found in many different forms, but most are disguised as jewelry

Ability: 6" Flight, Only to hover (-½), Only over water (-½), 0 END, OAF Jewelry, Independent.

Active Cost: 12; **Real Cost:** 2

TROLL KNUCKLE

These rings, carved from the knuckle bones of trolls, give the their wearers the regenerative ability of trolls. Obviously, trolls will attack anyone who wears such a ring.

Ability: Regeneration, 1 BODY/Turn, OAF Ring, Independent.

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

FLOATING RING

Made of gryphon feathers, this ring allows its wearer to float gently to the ground.

Ability: 5" Gliding, OAF Ring, Independent, Always On, Only to float down (-1).

Active Cost: 5; **Real Cost:** 1

TRAINER'S RING

This item is an excellent device to have when trying to train an animal. While the item does not ensure total control over a creature, the user will almost always gain some sort of influence.

Ability: 6d6 Mind Control, 0 END, Animals only (-1), OAF Ring, Independent.

Active Cost: 30; **Real Cost:** 5

TALKING MIRRORS

These magic mirrors permit their owners to communicate with one another, no matter the distance. To operate the mirrors, the user simply has to concentrate on the person he wishes to talk to. Should that person wish to communicate and has a talking mirror of his own, he can do so. The person talking into the mirror will see a reflection of his target's face.

Ability: Mindlink, any one mind, any distance, 0 END, Only between two talking mirrors (-1), Concentrate: ½ DCV, OAF mirrors, Fragile, Independent.

Active Cost: 30; **Real Cost:** 5

DIMENSIONAL BAG

A handy item for travellers, this magic bag can carry more than is immediately evident. The bag magically transforms large objects into smaller ones for as long as they are in the bag. Pulling an item out of the bag instantly releases the item from the bag's spell and the item returns to its original size. The bag is about 1' x 2' — large enough for a sword or coffer of jewelry, but too small for a person.

Ability: 4d6 Minor Transformation (large objects into smaller ones) — Retransform when object is removed from bag, 0 END Persistent, OAF Pouch, Independent.

Active Cost: 80; **Real Cost:** 20

CATSEYE RING

This is a golden band fitted with a magical catseye stone. The ring allows its wearer to see at clearly at night, provided there is at least some light present.

Ability: UV vision, OAF Ring, Independent.

Active Cost: 5; **Real Cost:** 1

MAJOR ITEMS

WEAPONS AND ARMOR

It is important to note that all magical weapons and armor are built "from scratch" — the character constructing the item must pay for the full value of the attack or defense in addition to any other Powers the item contains.

SHADOW BLADE

This dagger is magical and accurate in combat. A Shadow blade can be used to fight spirits, ghosts and other non-corporeal beings.

Abilities:

- 1 — ½d6 HKA, Ranged, Has a STR Min of 8 (-1), OAF Knife, Independent.
- 2 — +1 OCV, OAF Knife, Independent.
- 3 — +1d6 HKA, Ranged, Affects Desolid, OAF Knife, Independent.

Total Active Cost: 50; Real Cost: 12

BOWLESS ARROWS

These are excellent weapons for the archer who has lost his bow. Simply drawing back one of these arrows and releasing it as a real arrow is released will activate the magic, and the arrow will fire on its own. These arrows fire true, and hit distant targets more accurately than normal arrows.

Ability: 1d6+1 RKA, No Range Penalty, Burnout Roll of 14- (Arrow Breaks), 3 Recoverable Charges, OAF Arrows, Independent.

Active Cost: 30; Real Cost: 6

GAUNTLET(S) OF POWER

Gauntlets of Power magically increase the strength of whoever wears them. Gauntlets of power must be worn in pairs; wearing one gauntlet has no effect.

Ability: 2d6 Strength Aid, Loses 5 pts per Season (or When Gauntlets are Removed, +2), 0 END Persistent, Requires Both Gauntlets (-¼), OIF Gauntlets, Independent.

Active Cost: 40; Real Cost: 11

WIZARD'S ARMOR

This is magic "armor" intended primarily for lightly-armored wizards. The armor is actually a pair of plain-looking armbands which create a field of protective energy around the spellcaster. The wearer must have both armbands for the magic to work.

Wizard's Armor (2 DEF)

Ability: 2 PD, 2 ED Force Field, 0 END Persistent, Needs both Armbands (-¼), OAF Armbands, Independent.

Active Cost: 8; Real Cost: 2

Wizard's Armor (4 DEF)

Ability: 4 PD, 4 ED Force Field, 0 END Persistent, Needs both Armbands (-¼), OAF Armbands, Independent.

Active Cost: 16; Real Cost: 4

Wizard's Armor (6 DEF)

Ability: 6 PD, 6 ED Force Field, 0 END Persistent, Needs both Armbands (-¼), OAF Armbands, Independent.

Active Cost: 24; Real Cost: 6

Wizard's Armor (8 DEF)

Ability: 8 PD, 8 ED Force Field, 0 END Persistent, Needs both Armbands (-¼), OAF Armbands, Independent.

Active Cost: 32; Real Cost: 8

DEATHBRINGER

These powerful swords are considered mixed blessings by most swordsmen. When an attacker using a Deathbringer misses his target, the blade swings around and strikes its wielder.

Abilities:

- 1 — 3d6 HKA, Has 12 STR Min (-1), OAF Bastard sword, Independent, 1 ½ Handed Weapon (-¼), Side Effects (if attack roll is missed, wielder takes damage) (-1).
- 2 — +2 OCV, OAF Bastard Sword, Independent

Total Active Cost: 55 ; Real Cost: 11

SCARMAKER

Another powerful type of sword, Scarmakers have also earned quite a reputation. These weapons are believed to have demons bound within them — demons who feed on flesh. When used in combat, Scarmakers inflict damage equivalent to that of a great sword. The wound however, will not heal normally. Half of the damage will heal at its normal rate, the rest of the damage will heal extremely slowly.

Abilities:

- 1 — 1d6+1 HKA, +1 OCV Has a 12 STR Min (-1), OAF Broad Sword, Independent.
- 2 — 1d6 BODY Drain, Return rate is 5 points every 5 decades, 0 END, HKA Must Draw Blood (-¼), OAF Broadsword, Independent.

Active Cost: 70; Real Cost: 16

DWARVISH AXE

Axes are the weapons of preference for Dwarves and as such, Dwarves put a great deal of effort into crafting these weapons. A Dwarfven Axe is useful to anyone, but in the hands of Dwarf it is especially deadly. In addition to the fine crafting, Dwarfven Axes are specially enchanted so that Dwarves may throw them and they will return. In addition, they are effectively weightless.

Abilities:

- 1 — 2d6 HKA, OAF Battle Axe, Ranged, Independent
- 2 — +1d6 HKA: Only If Wielded by a Dwarf (-½), Ranged, OAF Battle Axe, Independent
- 3 — +1 OCV, OAF Battle Axe, Ranged, Independent
- 4 — +1 OCV, Only if Wielded by a Dwarf (-½), Ranged, OAF Battle Axe, Independent

Active Cost: 81; **Real Cost:** 20

ELVISH BOW

Elvish bows are known for their strength, durability, rate of fire and light weight. Archers using these bows need take no time to reload their bows and they have no DCV penalties while firing. In the hands of a skilled archer, an Elvish bow is one of the deadliest projectile weapons known. As an added bonus, Elven bows glow when they are in the presence of a dark race (Orcs, Trolls, Goblins, etc.)

Abilities:

- 1 — 2d6 RKA, 2 Handed Weapon, OAF Long Bow, Independent
- 2 — +4 Range Modifiers, OAF Long Bow, Independent
- 3 — +1 OCV, OAF Long Bow, Independent
- 4 — Detect Dark Race, Sense, Range, +2 Per, OAF Bow, Independent

Active Cost: 55; **Real Cost:** 13

TRIDENT OF THE MERFOLK

This magic weapon is used by the peoples of the sea. Besides being a deadly and accurate weapon, this trident allows its owner to swim much faster. He can also control sea creatures, such as sharks and rays.

Abilities:

- 1 — 2d6 HKA, Can be Thrown (+½), Has a 12 STR Min (STR Min -10) (-1), OAF Trident, Independent.
- 2 — +1 OCV Combat Level with Trident: OAF trident, Independent.
- 3 — 4d6 Mind Control, telepathic command, 0 END, Only vs Marine Life (-¼), OAF Trident, Independent.
- 4 — +5" swimming, 0 END, OAF trident, Independent.

Total Active Cost: 97; **Real Cost:** 21

SPIRIT BOW

The Spirit Bow is a magical weapon which is constructed by warrior-priests for use against noncorporeal opponents. These attacks are invisible to opponents.

Abilities:

- 1 — 1 ½d6 RKA, Affects Desolid, Invisible to Sight, OAF Medium Longbow, Independent, 2-Handed Weapon (-½), 1 recoverable Charge (-1 ¼), Concentrate: ½ DCV, Has a 10 STR Min (STR Min -10) (-1), Can't add STR Damage (-½), Can be seen by Desolid Targets (-¼).
- 2 — +2 OCV Combat Skill Levels, OAF Medium Longbow, Independent.

Total Active Cost: 60; **Real Cost:** 9

DRAGONBANE

These spears were created by the Hawklord wizards of High Crag. Forged during the Dragon Wars, these mighty spears were used to help defeat the dragons.

Abilities:

- 1 — 2d6 HKA: Can be Thrown (+½), Has a 15 STR Min (-1), 1 ½ Handed Weapon (-¼), OAF Spear, Independent.
- 2 — +2d6 HKA: Can be Thrown (+½), Armor Piercing on whole attack, only vs. Dragons (-½), 1 ½ Handed weapon (-¼), OAF Spear, Independent.
- 3 — +1 OCV Combat Skill Level: OAF Spear, Independent.
- 4 — +2 OCV Combat Skill Levels: OAF Spear, Independent, Only vs. Dragons (-½).

Total Active Cost: 120; **Real Cost:** 25

MIRROR SHIELD

This medium shield was constructed with a cover layer of highly polished silver, and has the ability to reflect magical attacks back at the caster. Sending a bolt of magical energy back at a target is, of course, difficult, but with a little practice, the person using this shield can become quite adept at defeating wizards with their own magic.

Abilities:

- 1 — Reflection vs All Ranged Attacks, back at attacker; OAF Shield, Independent, Only vs Magical Attacks (-¼)
- 2 — +2 DCV, Has a 5 STR Min (-½), Independent, OAF Medium Shield.

Total Active Cost: 50; **Real Cost:** 11

POWERSHIELD

This magical shield not only defends its user against attacks, but whenever a blow is landed on the shield, its user gets stronger. A blow will hit the shield whenever an attacker hits the target from the front, or when the defender successfully Blocks.

Abilities:

- 1 — 2d6 Absorption vs. HKAs, Absorbed points go to STR, Attack must hit shield (-1), OAF Shield, Independent, Activation 14-.
- 2 — +2 DCV, Has a 5 STR Min (-½), Independent, OAF Medium Shield.

Active Cost: 20; **Real Cost:** 4

LION SHIELD

These magical shields were used by the elite guard of the legendary order of knights, the Golden Lions, and helped them scatter many an opposing army. The order has long since vanished, but occasionally one of their magic shields will resurface.

Abilities:

- 1 — 2d6 Aid To PRE, 0 END, OAF Shield, Independent, Only During Combat (-¼).
- 2 — +2d6 Aid to PRE (Roar), 0 END, OAF Shield, Independent, Only During Combat (-¼), 3 Charges.
- 3 — 4" Radius Darkness vs Normal Hearing, OAF Shield, Independent, Only During Combat (-¼), 3 Continuing Charges +1 Phase (-1), No Range, Only to targets who have been PRE attacked by wielder (-½).
- 4 — +3 DCV, Has a 7 STR Min (-½), Independent, OAF Large Shield.

Total Active Cost: 85; Real Cost: 16

SUNSHIELD

These shields, as the name suggests, glow brightly, and can blind viewers.

- 1 — 1d6 Flash, Persistent, Area Effect Cone (double distance to 4") (+1 ¼), OAF Shield, Independent, Always On.
- 2 — +2 DCV, Has a 5 STR Min (-½), Independent, OAF Medium Shield.

Active Cost: 32; Real Cost: 8

DRAGONLORD'S HELM

These enchanted helms were created by the warrior-wizards of Dragon's Deep so that the Dragonlords might better control their mounts. The Dragonlords soon used these helmets to start a war against their hated enemies, the Hawklords of High Crag, for dominion of the skies.

Abilities:

- 1 — Mind Link w/ Dragons, related group of minds, 0 END, OIF Helmet, Independent.
- 2 — 10d6 Mind Control vs Dragons, 0 END, OIF Helmet, Independent, Only vs. Dragons (-½).
- 3 — 15 points of Mental Defense, OIF Helmet, Independent.
- 4 — +8 PD, +8 ED Armor, Coverage — Locations 3-5 (-1 ½), OIF Helmet, Independent, Real Armor (-¼), Half Mass .92 Kg (-½).

Active Cost: 129; Real Cost: 31

OWL HELM

Helmets of this type are issued to elite soldiers to use during night missions.

Abilities:

- 1 — +4 to Sight Perception, OIF Helmet, Independent.
- 2 — UV Vision, OIF Helmet, Independent.
- 3 — +6 PD, +6 ED Armor, Coverage — Locations 3-5 -1 ½, OIF Helmet, Independent, Real Armor (-¼), Mass .93 Kg (-1).

Active Cost: 31; Real Cost: 7

MITHRIL SHIRT

These Dwarven-made shirts are constructed of mithril-steel, which is both lightweight and very resistant to damage. The shirt is unencumbering, and can be easily worn under other clothing.

Ability: +10 PD, +10 ED Armor, Coverage — Locations 7-12 (-1), Real Armor (-¼), 0 Mass (-0), OIF Shirt, Independent.

Active Cost: 30; Real Cost: 6

THORN ARMOR

The Merchant Princes of Morock, in their constant struggle for political power, have devised numerous ways of giving their gladiators an advantage while in the arena. One such advantage has been coined Thorn, which has pop-up blades along both sleeves.

Abilities:

- 1 — +6 PD, +6 ED Armor, Coverage — Locations 7-9 (-1 ½), Real Armor (-¼), Mass 5.65 kg (-1), OIF Sleeves, Independent.
- 2 — 1d6 HKA, Activation 14-, Has a 7 STR Min (-1), OIF Armored Sleeves, Independent.

Total Active Cost: 33; Real Cost: 6

OTHER MAJOR ITEMS

PRIEST'S STAFF

This item is the standard healing/protection item commonly carried by priests in a fantasy setting. The staff has the power to heal; it also protects its owner from a variety of attacks.

Abilities:

- 1 — 4d6 Healing (STUN and BODY), 0 END, Gestures, Incantations, Extra Time: 1 Turn, OAF Staff, Independent.
- 2 — 6 PD/ 6 ED Force Field, 0 END, Gestures, Incantations, OAF Staff, Independent.
- 3 — 10 points Power Defense, Gestures, Incantations, OAF Staff, Independent.
- 4 — 10 points Mental Defense, Gestures, Incantations, OAF Staff, Independent.
- 5 — 5 points Flash Defense, Gestures, Incantations, OAF Staff, Independent.

Total Active Cost: 73; Real Cost: 15

WAND OF FIRE

The favored item of fire mages, these wands can discharge up to eight balls of exploding fire. The wand can only hold enough energy to discharge eight blasts; after that it is just a normal stick.

Abilities: 6d6 Energy Blast (Fire), Area Effect Radius (3"), 8 Charges, Charges do not recover (-2), Gestures (-¼), Incantations (-¼), OAF Wand, Independent.

Active Cost: 60; Real Cost: 9

WAND OF ENTOMBMENT

This wand is a magical device which can cause the ground to rise up and swallow a target. The entombed victim is trapped under the soil and is slowly squeezed to death. It would takes a very strong man to free himself.

A wand of entombment can only be used 6 times. To recharge it, the caster must acquire soil from a living Earth Elemental.

Abilities:

- 1 — 6d6 Entangle, stops sight and smell, OAF Wand, Dangerous to recover charges, 6 charges, Extra Time: Full Phase, Independent.
- 2 — 20 STR Telekinesis, Linked with Entangle, Only to squeeze victim (-½), Dangerous to recover charges, 6 Continuing Charges (lasts 1 minute, or until Entangle is broken (-½), OAF Wand, Independent.

Total Active Cost: 100; Real Cost: 16

LIGHTNING STICK

Various magical colleges create magic items to study, to use, or to exchange with other colleges. The Lightning Stick is a magic wand which was created by the wizards of a storm college as gifts to a sorcerers who aided them. These wands are only useful to a skilled spellcaster.

Abilities:

Lightning Multipower, OAF Wand, Independent, Requires (Magic) Skill Roll, Incantations (Magic Phrase).

- 1 — (u) 4d6 Energy Blast (Ball Lightning), Area Effect 1 hex, Sticky, 3 Continuing Charges — Extra Phase (-1), Requires (Magic) Skill Roll, Incantations (Magic Phrase), OAF Wand, Independent. (Magic Roll -5)
- 2 — (u) 4d6 Energy Blast Area Effect (Chain Lightning) Any Area (2 hexes), Selective Target (+¼), 3 Charges, Target Must be Grounded (-¼), Requires (Magic) Skill Roll, Incantations (Magic Phrase), OAF Wand, Independent. (Magic Roll -4)
- 3 — (u) 6d6 Energy Blast (Lightning Bolt), Armor Piercing, 3 Charges (-1 ¼), Requires (Magic) Skill Roll, Incantations (Magic Phrase), Target Must be Grounded (-¼), OAF Wand, Independent. (Magic Roll -4)
- 4 — (u) 5d6 Energy Blast (Lightning Sparks), NND Attack (defense is being heavily insulated or not being grounded), 3 Charges (-1 ¼), Requires (Magic) Skill Roll, Incantations (Magic Phrase), OAF Wand, Independent. (Magic Roll -5)

Total Active Cost: 68; Real Cost: 15

FIRE STONES

These are magic rocks which supposedly come from Mount Thunder. A simple impact will cause a fire stone to explode in flame. The flames will then burn fiercely for 12 seconds.

Ability: 1d6 RKA, 0 END, Uncontrolled, Continuous, 1 Continuing Charge (1 Turn) (-1 ¼), Charge does not Recover (-2), Major Side Effect (goes off if jarred) (-1), OAF Rock, Independent.

Active Cost: 45; Real Cost: 5



CHARM BRACELET

This item was developed by adventuring wizards who were worried that useful, but cumbersome, items would interfere with their spell casting. To deal with the problem, they developed a bracelet, adorned with six charms in the shapes of certain items. When these items are pulled from the bracelet, they assume the shape of the item which the charm represents. These items may be used until they are destroyed but they may never be turned back into charms. Once all six charms have been removed, the bracelet becomes a normal piece of jewelry.

This particular bracelet has been fitted with a miniature version of a sword, a shield, a loaded crossbow, a quiver of arrows, a staff and a coil of rope, but other combinations are possible.

Ability: 5d6 Minor Transformation, 6 charges (sword, shield, loaded crossbow, quiver of arrows, staff, coil of rope), Charges Do Not Recover (-2), Gestures, Extra Time: +1 Phase, OIF Bracelet, Independent.

Active Cost: 50; Real Cost: 7

CARPET BRIDGE

This is a magic roll of carpet which can span a 60' gap upon command. The carpet must have a solid structure to anchor to, and this anchor must be within 60'. Once the carpet is rolled out to cover the distance, it becomes a solid bridge capable of supporting a full grown man with equipment. If more than one person tries to cross the bridge, the bridge will sag and then collapse.

Ability: 10" Flight, 0 END, OAF carpet, Independent, Incantations, Gestures, Carpet must have anchor within reach (-2).

Active Cost: 30; Real Cost: 5

SILENCING BELL

This is a magic bell which absorbs sound, rather than creating it. The bell will absorb sound in a 30' radius, and will continue to do so until someone or something stops its "ringing". This item makes it impossible to cast spells which require incantations.

Ability: 5" radius Darkness vs. Normal Hearing, 1 Charge, Continuing for 1 hour, Recoverable, OAF Bell, Independent, Gestures (throughout), Effect Negated if Bell is Held Still (-½).

Active Cost: 50; **Real Cost:** 10

DISGUIISING ROBE

This magic robe allows its wearer to alter his shape to resemble any other humanoid he has seen.

Ability: Shapechange, Any Humanoid Form, 0 END, OAF Robe, Independent, Extra Time: +1 Phase.

Active Cost: 30; **Real Cost:** 7

SLEEPING CANDLE

This inconspicuous candle can be lit and will burn just like any normal candle. The difference, however, is that this candle slowly makes everyone in a 12' radius fall asleep. The candle's victims can be awoken normally, but otherwise will sleep until the candle is extinguished.

Ability: 1d6 Minor Transformation (to fall asleep), Cumulative, Area Effect (2" radius), 50 Continuing Charges (1 Turn each, candle burns at SPD 2, will burn for approximately 5 minutes) (+1), Gestures (must light candle), Doesn't Work in Windy or Rainy Conditions (-½), Charges Do Not Recover (-2), OAF Candle, Independent.

Active Cost: 32 ; **Real Cost:** 5

MAGIC CELL

This is a cell for incarcerating spellcasters. The walls are magically sealed against attack, and the cell itself is enchanted to suppress all magical powers in its area.

Abilities:

- 1 — +10 PD, +10 ED Force Wall, Hardened, 1 Continuing Charge (1 hr), OIF Cell, Immobile (-1), Independent.
- 2 — 6d6 Suppress vs. All Magic (+2), Area Effect Radius, Linked to Force Wall, 1 Continuing Charge (1 hr), OIF Cell, Immobile (-1), Independent.

Active Cost: 182; **Real Cost:** 34

HOLY LAMP

These lamps produce holy light which repels undead. The lamp burns candles which have been blessed, and can burn three of these candles a day before using all its magic. More candles can be used the following day, but these candles must be blessed by a skilled priest.

Ability: 20 STR Telekinesis, 0 END, Area Effect radius (3"), Only vs. Undead (-1), Only to Push away (-½), No Range (-½), Doesn't work under water (-¼), 3 Continuing Charges (1 minute each), Requires Skill Roll to Recover (-¼), OAF Lamp, Independent.

Active Cost: 75; **Real Cost:** 12

ASSASSIN'S MASK

These items allow their users to become incredibly thin or gaseous so that they may slip through small openings. Assassins use these masks when trying to kill well-guarded targets. The masks can be used twice a day — just enough for a good assassin to get in, kill his target and get out. The Desolidification only lasts for one phase, so the user must be quick and clever (and hope the wall isn't too thick!).

Ability: Desolidification, Cannot move through solid objects (-½), 2 charges, OAF Mask, Independent.

Active Cost: 40; **Real Cost:** 7

SPIDER AMULET

A Spider Amulet is a large red stone set in a silver, spider setting. The gem is held to the spider's body by its eight legs, a most remarkable setting. The amulet possesses many abilities related to spiders.

Abilities:

- 1 — 4d6 Entangle, Entangle is Sticky, Entangle and character both take damage, OAF Amulet, Independent.
- 2 — Clinging, OAF Amulet, Independent.
- 3 — 5" Flight, OAF Amulet, Independent, Only to raise or lower (-½).

Total Active Cost: 90; **Real Cost:** 22

CRYSTAL DARTS

These crystals appear as small, jagged-edged mineral stones. When tossed into the air, the crystals float near the caster until he utters a command word and points at a target. The stones then fly at the target.

Ability: 2d6 RKA, Autofire, 3 Recoverable Charges, Gestures, Incantations, Doesn't work in a strong wind (-¼), OAF Crystals, Independent.

Active Cost: 45; **Real Cost:** 8

MALEKITH'S CLAY ANIMALS

In order to save time and effort, Malekith created a magic ball of clay. With this clay, Malekith could mold an animal, speak a magic phrase, and the clay would become whatever animal Malekith had molded.

Malekith made more clay than he used, and bits of the clay are now scattered across the globe. The clay can only be used to create terrestrial animals, although other types of clay could be made.

Abilities:

- 1 — Summon 150 pt Animal, Any Terrestrial Animal (+¼), Extra Time: 1 Turn, Incantations, 1 Recoverable Charge (Recovers when animal is dispelled), OAF, Independent.
- 2 — 20d6 Dispel (vs. Summon), Only vs. Animals Summoned by the clay (-1), 1 Recoverable Charge (Recovers when animal is summoned), Incantation (Magic Phrase), OAF Animal, Independent.

Total Active Cost: 135; **Real Cost:** 21

MAGIC CARPET

Created by many Air Mages, flying carpets are a common mode of magical transportation, especially in Arabian settings.

Abilities: 10" Flight, 0 END Persistent, Area Effect One Hex, Usable by Others (up to 4 people), Incantations (Requires voice commands), Extra Time: Full Phase, OAF Carpet, Bulky (½ DCV when carpet is being carried), Independent.

Active Cost: 65; **Real Cost:** 13

MAGIC LOCK

This is the sort of magic lock that protects wizards' homes. Should someone attempt to open the door without giving the correct password, the Magic Lock bolts the door with magical energy and notifies the wizard.

Abilities:

- 1 — 20 STR Telekinesis, Trigger (Spoken Password, on/off), 0 END Persistent, Only to hold door shut (-½), OIF Lock, Independent.
- 2 — Mind Link (to Lock's owner), Any Distance, Trigger (Break-in attempt), Only to notify owner of Break-in (-1), OIF Lock, Independent.

Total Active Cost: 55; Real Cost: 14

THIEF'S CLOAK

Cloaks of this nature are prized by thieves, cutthroats and assassins, as they can make their wearers virtually impossible to see.

Ability: Images vs. Sight and Sound, -5 to PER Rolls, Only to avoid being seen (-1), OIF Cloak, Independent, No Range.

Active Cost: 30; Real Cost: 6

THIEF'S BOOTS

These noiseless boots are a welcome addition to any thief's arsenal. However, the boots themselves are very fine and are ruined if exposed to heat or cold.

Abilities:

- 1 — Invisibility (to Hearing), 0 END, No Fringe, OAF Boots, Independent, Only silences walking sounds (-½), Only fits human sized feet (-¼).

Total Active Cost: 45; Real Cost: 9

THIEF'S ROPE

Thieves often use this magic rope to aid them in their profession. The rope appears as a 12" section of horse-hair cord with a knot at either end. The rope can be stretched out to 50', and back again, merely by pushing or pulling the knots. When thrown against a surface, the knots (each 12" apart) cling securely and the rope may then be easily climbed. Only one person can climb the rope at a time. A simple spoken word, "Release", causes the knots to loosen their grip, and the rope falls.

Abilities:

- 1 — 2d6 Minor Transformation (Short Rope into Long Rope and back), Cumulative, 0 END, Gestures (Must pull or push the knots), Extra Time: 1 Turn, OAF Rope, Independent.
- 2 — 10 STR Telekinesis, 0 END, Only for clinging to a surface (-½), Incantation (will only release or grab on command), OAF Rope, Independent.
- 3 — 10 STR Clinging, Usable at Range (+½), Linked to Telekinesis, OAF Rope, Independent.

Total Active Cost: 77; Real Cost: 17

BARD'S LUTE

This is a magical lute. It enhances the ability of trained bards, and can even help musicians who can't carry a tune. It is a favorite of jesters and would-be entertainers everywhere.

Ability: Images (Normal Hearing, at -8 to Hearing PER Rolls), Only to Enhance Playing (-¼), Requires Skill Roll, Extra Time (Must be tuned before playing): +1 Phase, OAF Lute, Fragile, Independent.

Active Cost: 34; Real Cost: 6

GRASPING VINES SCROLL

This magic scroll calls vines from the earth which attack and hold the target. To activate the spell, the caster should read the scroll, and scatter a handful of seeds at the target. The target must be standing on natural ground for the seeds to take root.

Ability: 4d6 Entangle (4 DEF), Area Effect One Hex, Concentrate: ½ DCV, Incantations, Gestures (Must throw seeds), Needs good light (-¼), Target must be standing on natural ground (-¼), 1 Recoverable Charge (Must gather more seeds), OAF Scroll, Fragile, Independent.

Active Cost: 60; Real Cost: 9



DREAMSEER

This is a stained glass window in the form of a map of the world. By looking at moonlight shining through the window, the caster can see into the minds of the people who are asleep within the city or area he is looking at. Dreamseer allows its user to watch and even influence the dreams of others.

Abilities:

- 1 — 15d6 Mind Scan, +10 to Roll (+20 points.), 0 END, Requires Moonlight (-½), Concentrate: 0 DCV, Extra Time: 1 Turn, Only on Sleeping Targets (-½), OAF Window, Independent.
- 2 — 10d6 Telepathy, 0 END, Requires Moonlight (-½), Concentrate: 0 DCV, Extra Time: 1 Turn, Linked to Mind Scan, Only on Sleeping Targets (-½), OAF Window, Independent.
- 3 — 10d6 Mental Illusions, 0 END, Requires Moonlight (-½), Concentrate: 0 DCV, Extra Time: 1 Turn, Linked to Mind Scan, Only on Sleeping Targets (-½), OAF Window, Independent.

Total Active Cost: 292; Real Cost: 40

TAROT CARDS

These are the magic cards which fortune tellers use to divine information about the future. The caster must know how to lay the cards, and even then they sometimes give inaccurate readings.

Ability: Clairsentience with Precognition, 0 END, Requires Skill Roll, Readings may be inaccurate if used more than once per day on any one person/place/thing (-¼), OAF Cards, Independent, Jammed 15- (After being jammed, cards give inaccurate readings).

Active Cost: 60; **Real Cost:** 11

RING OF THE HAWKLORDS

These magic rings were created by Hawklord wizards during their long war against the dragons. Since the end of the war, the rings have been stolen, sold, or traded — today they are scattered about the world. The Ring of the Hawk Lords can transform a man into a large hawk for up to one hour per day.

Abilities:

- 1 — Shapeshift (Man to Hawk), One Continuing Charge (1 hr.), Incantations (-¼), OIF Ring, Independent.
- 2 — 15" Flight, Only while Shapeshifted (-¼), OIF Ring, Independent.
- 3 — 1d6 HKA, Reduced Penetration, Only while Shapeshifted (-¼), OIF Ring, Independent.
- 4 — Telescopic Vision (+8), Only while Shapeshifted (-¼), OIF Ring, Independent.
- 5 — Enhanced Senses (+4 to Visual Perception), Only while Shapeshifted (-¼), OIF Ring, Independent.
- 6 — Shrinking (10 pts.), Only while Shapeshifted (-¼), OIF Ring, Independent.

Total Active Cost: 85; **Real Cost:** 23

SORCERER'S ROBE

Sorcerer's Robes were created long ago as a special project involving wizards from several magical colleges. These magic garments are covered in silver-stitched runes, and each rune represents a different spell. The caster must touch the particular rune he desires and utter a magical phrase for the spell to activate. Each of these spells was stolen from its owners, and other similar robes probably exist as well.

Abilities:

- 1 — Summon Servant — Base level human servant, 3 Charges, Gestures, Incantations, OAF Robe, Independent.
- 2 — Prestidigitation — Change Environment in One Hex, 0 END, Gestures, Incantations, OAF Robe, Independent.
- 3 — Holding Pouches — 2d6 Minor Transformation (Larger Objects Into Smaller Ones, Objects Return to Normal Size when removed from the pockets), 0 END, Gestures, Incantations, OAF Robe, Independent.
- 4 — Long Eye — Clairsentience: Sight, x8 Range (800" total), 0 END, Requires (Magic) Skill Roll, Gestures, Incantations, Concentrate: 0 DCV, Extra Time: 1 Turn, OAF Robe, Independent.
- 5 — Armor Spell — 3 PD, 3 ED Force Field, 0 END, OAF Robe, Independent, Gestures, Incantations

Total Active Cost: 129; **Real Cost:** 27

POCKET-DIMENSION PAINTING

These paintings are unusual masterpieces which depict odd places, (enchanted forests, twisted labyrinths or strange cloud cities). Occasionally people will "disappear" into these paintings, sometimes never to be heard from again.

The painting can be anything the GM wants — a pocket dimension of his design. Examples include monster-filled labyrinths, enchanted forests, or perhaps even the future. The GM can decide how and when the characters get to return to their own dimension.

Abilities:

- 1 — Extra-Dimensional Movement (into the painting), 8x Mass (for a full party), Usable Against Others, Set Trigger (When a group gathers in front of the picture), 1 Charge, One member of group must look at painting (-½), OAF Painting, Independent.
- 2 — Extra-Dimensional Movement (Out of the painting), 8x Mass (for a full party), Usable Against Others, Set Trigger (Goes off when a quest is complete), 1 Charge, OAF Painting, Independent.

Total Active Cost: 159; **Real Cost:** 25



ARTIFACTS

WIZARD-SLAYER AXE

This four-bladed axe was the weapon of Dorin Blackhawk, sworn enemy of spellcasters everywhere. A foolish wizard created the axe for Dorin, who repaid the favor by killing him. Dorin then went on a crusade against spellcasters everywhere.

Abilities:

- 1 — 1d6 HKA, Has a 7 STR Min (-1), OAF Battle Axe, Independent.
- 2 — +1d6 HKA, 0 END, Only vs. Spellcasters (-½), OAF Battle Axe, Independent.
- 3 — 4d6 Suppress, Affects all Magic, 2 Charges Continuing (last 1 Turn), OAF Battle Axe, Independent.
- 4 — Invisibility (vs. Detect Magic), No Fringe, 0 END Persistent, OAF Battle Axe, Independent.

Total Active Cost: 147; **Real Cost:** 31

STONEFORGE

This legendary weapon is believed to have been the sacrificial knife used by an ancient cult of earth priests. The blade is made entirely of stone and does the normal amount of damage for a weapon its size. The blade also has another ability, however. If the blade strikes its target in the trunk or head, the victim may turn to stone. The more times the victim is struck, the more likely it is that he will be transformed. The victim will remain a stone statue until he is doused in sea water. The dagger attack must draw blood for the transformation to begin.

Abilities:

- 1 — ½d6 HKA, Ranged, Has a 7 STR Minimum (-1), OAF Knife, Independent
- 2 — 5d6 Major Transformation Attack (Person into Stone), Cumulative, 3 Continuing Charges (1 Turn each), No Range, HKA must hit locations 3-5 (Head) or 10-13 (Torso) (-¼), HKA must do at least 1 BODY to Target (-¼), OAF Knife, Independent.

Total Active Cost: 127; **Real Cost:** 22

THE ICE LORD'S GRIMOIRE

The Ice Lord of the North was a powerful sorcerer, unequalled in the use and knowledge of ice sorcery. The Ice Lord kept extensive notes, in one book especially. His grimoire contained the sorcerer's most potent spells and the magic energy needed to use them. The grimoire also contains extensive notes on ice sorcery.

Abilities:

- 1 — Elemental Control, Ice Powers (45 pt. Base), Requires good light to read by (-¼), Gestures (-¼), Incantations (-¼), Requires (Magic) Skill Roll, OAF Grimoire, Independent.
- 2 — (slot 1: Icicle Shower) 2d6 RKA, Autofire, Requires good light to read by (-¼), Gestures (-¼), Incantations (-¼), Requires (Magic) Skill Roll (at -4), OAF Grimoire, Independent.
- 3 — (slot 2: Snowstorm) 20 STR Telekinesis, ½ END, Area Effect Radius (3"), Requires good light to read by (-¼), Gestures (-¼), Incantations (-¼), Requires (Magic) Skill Roll (at -7), OAF Grimoire, Independent.
- 4 — (slot 3: Ice Bonds) 8d6 Entangle, ½ END, Entangle only has 1 BODY, Requires good light to read by (-¼), Gestures (-¼), Incantations (-¼), Requires (Magic) Skill Roll (at -5), OAF Grimoire, Independent.
- 5 — (slot 4: Ice Statue) 5d6 Major Transformation (Person to Ice), Cumulative, Requires good light to read by (-¼), Gestures (-¼), Incantations (-¼), Requires (Magic) Skill Roll (at -11), OAF Grimoire, Independent.
- 6 — (slot 5: Icy Realm) Change Environment (Unnatural Cold, 512" radius), 0 END, Requires good light to read by (-¼), Gestures (-¼), Incantations (-¼), Requires (Magic) Skill Roll (at -7), OAF Grimoire, Independent.
- 7 — END Reserve (100 END), OAF Grimoire, Independent.
- 8 — END Reserve (5 REC), Recover only in extreme "natural" cold (covered by real, not magic, ice or snow) (-1), OAF Grimoire, Independent.
- 9 — KS: Ice Sorcery, 14-, Requires good light to read by (-¼), OAF Grimoire, Independent.

Total Active Cost: 279; **Real Cost:** 54

BOK' KUNIN'S BLACK TRIDENTS

Bok' Kunin was a famous gladiator who fought in the arenas of Celinad. When he retired, Bok' Kunin decided to start a private security business. Bok' Kunin hired other ex-gladiators and began to contract them out as personal bodyguards. He called these men his "Black Trident's".

Bok' Kunin had special tridents made for each of his employees. The tridents are magically linked to each other. Bok' Kunin's own trident also allowed him to instantly appear at the site of the attack with reinforcements.

REGULAR BLACK TRIDENTS

Abilities:

- 1 — Detect Attacks against wielder of Trident, Sense, 360 Degrees, OAF Trident, Independent.
- 2 — Mindlink (With other Tridentes), Related Group (Members of the Black Tridentes), x16 Members, Only with other mindlinked tridentes (-1), Only while being attacked (-1), OAF Trident, 6 Charges per day, Independent.

Total Active Cost: 45; **Real Cost:** 8

BOK' KUNIN'S BLACK TRIDENT

Abilities:

- 1 — Detect Attacks against wielder of Trident, Sense, 360 Degrees, OAF Trident, Independent.
- 2 — Mindlink (With other Tridentes), Related Group (Members of the Black Tridentes), x16 Members, Only with other mind-linked Tridentes (-1), Only while being attacked (-1), OAF Trident, 6 Charges per day, Independent, Linked to Teleport.
- 3 — 10" Teleport, 2x Distance (7 times for 1280"), 2x Mass (3 times for 8 people), 15 Fixed locations (the other Tridentes), OAF Trident, Only for teleporting to other tridentes (-1), 3 Charges per day, Independent.

Total Active Cost: 120; **Real Cost:** 20

SEMJAVA

This cursed battle axe is the resident of an insidious demon, who will slowly take over the whomever uses the axe. Because this process takes time, the demon uses its power to make the axe exceptional; few warriors are willing to give it up. However, if a warrior doesn't relinquish the axe, he will eventually succumb to the demon, who will then use the warrior's body as his own.

Abilities:

- 1 — 2d6 HKA, Has a 10 STR Min (STR Min -5) (-½), 2 handed weapon (-½), OAF Battle Axe, Independent.
- 2 — 1d6 BODY Transfer to STR, +10 to max (16 total) (35 points), 0 END, Major Side Effect: 1d6 Transformation, Cumulative, (Transformation into demon, demon in ax and wielder slowly switch places) (-1), OAF Battle Axe, Independent.

Total Active Cost: 82; **Real Cost:** 16

SUPPRESSION STONE

This magic obelisk suppresses magic in a large area, and is perfect for use in a city where magic is outlawed.

Ability: 10d6 Suppress, All magic (+2), 0 END, Personal Immunity, Persistent, Area Effect Radius, extra area (640" radius, about 3 square miles, or a ½ mile radius) (+1 ½), Always On, Immobile (-1), OAF Obelisks, Independent.

Active Cost: 337; **Real Cost:** 61

ETERNAL ARMOR

This is a suit of magical armor which defends its wearer from a variety of attacks, including old age. The armor is best suited for straight-forward warriors, as its glowing makes it difficult to sneak around. Because it only stops aging while it is worn, the armor does not actually make its wearer immortal, unless he spends all his time in his armor.

Abilities:

- 1 — +8 PD, +8 ED Plate Armor, Real Armor (-¼), Half Mass (20 kg) (-½) Coverage: Full Suit, 3-14, 16-18 (-¼), OIF Plate Armor, Independent.
- 2 — 15 points Power Defense, OIF Plate Armor, Independent.
- 3 — 5 points Flash Defense, OIF Plate Armor, Independent.
- 4 — 10 points Mental Defense, OIF Plate Armor, Independent.
- 5 — Life Support: Immunity to Aging, OIF Plate Armor, Independent.
- 6 — Change Environment in 2" radius (bright light), 0 END Persistent, OIF Plate Armor, Independent, Always on.

Total Active Cost: 77; **Real Cost:** 19

THE MİRRORED CLIFFS

The mirrored cliffs are a huge obsidian cliff that overlooks a secluded lake. Characters who can look into the cliffs are sometimes granted visions of future events.

Ability: Clairsentience — Precognition (40 points total), 0 END, OIF Cliff, Immobile (-1), Independent, Activation Roll, 8-.

Active Cost: 60; **Real Cost:** 9

THE PERFECT PETAL

This item is a truly perfect china bowl, that is helpful to Eastern style mystical sorcery. To use it properly, the caster must first break away from its seductive beauty.

Abilities:

- 1 — 10d6 Aid, Related Group of Powers: Oriental Magic special effect (+2), 0 END, Concentrate: 0 DCV, Incantations (Buddhist Sutras), Requires a (Magic) Skill Roll, Extra Time: 1 Turn, Aid helps next spell only, then dissipates entirely (-1), OAF Bowl, Fragile, Independent.
- 2 — 6d6 Mind Control, Telepathic Contact, Trigger (when someone meditates using the bowl), Single Command: "Contemplate my serene beauty", 0 END Persistent, No range, OAF Bowl, Fragile, Independent.

Total Active Cost: 250; **Real Cost:** 45

WYRMTOOTH

Made from the fang of a large reptile, presumably a drake of some sort, this dagger is extremely sharp. When used properly the weapon can also inject a nasty poison into its victim. The blade must strike flesh and the wielder must squeeze the dagger's handle for it to inject its poison. Should the wielder squeeze at the wrong moment, the poison will spray onto his own hand, affecting him as it would have effected the intended target.

Abilities:

- 1 — ½d6 HKA, Can Be Thrown (+½), Armor Piercing, Has 5 STR Min -5 (-½), OAF Dagger, Independent
- 2 — 2d6 DEX Drain (Paralyzing Poison), 3 Charges, HKA Must Draw Blood (-¼), Activation 14-, Major Side Effects (Poison Sprays Wielder) (-1), OAF Dagger, Independent.

Total Active Cost: 40; **Real Cost:** 7

CRESTFALL

This cutlass, also known as "The Pirates' Blade", is the dream of every captain the world over. Crestfall is a magic weapon which is very accurate in combat and inflicts more damage than a normal cutlass. The blade can also summon forth a magical wind to fill a ship's sail.

Crestfall is rumored to have another ability, however. This magical cutlass can lead its owner to treasure. Many a pirate has built his reputation with this weapon, and many a pirate has been killed for it.

Abilities:

- 1 — 2d6 HKA, Has 10 STR Min -5 (-½), OAF cutlass, Independent.
- 2 — +2 OCV Combat Levels, OAF Cutlass, Independent.
- 3 — Detect Gold: Sense, Range, Discriminatory, OAF Cutlass, Independent.
- 4 — Change Environment (summon wind): 8" radius, 0 END, OAF cutlass, Independent.

Total Active Cost: 85; Real Cost: 20

MALEKITH'S SUMMONING CIRCLE

Malekith's circle of power is a legendary location in the annals of summoning history. The circle is magically enchanted to help a caster summon a powerful creature, and it helps protect the caster from whatever creature he's called forth.

Abilities:

- 1 — 20d6 Aid to Summon, ½ END, Concentrate: ½ DCV, Gestures, Incantations, 1 Charge, Charge Takes 1 Month to Recover (-1), OIF Circle, Immobile (-1), Independent.
- 2 — 40 PD, 40 ED Force Wall, Hardened, 0 END Persistent, Only vs. Summoned Creatures (-¾), Concentrate: ½ DCV, Gestures, Incantations, 1 Charge, Charge Takes 1 Month to Recover (-1), OIF Circle, Immobile (-1), Independent.

Total Active Cost: 525; Real Cost: 57

MALEKITH'S ORB

Created by the great mage Malekith, this orb was used to make an entire city appear more presentable than it actually was. (Malekith owed the mayor a *big* favor.) Although the transformation is only superficial, it still has a startling effect on area of effect.

Ability: Change Environment, 1024" radius, 0 END Persistent, Gestures, Incantations, Extra Time: 5 minutes, OAF Orb, Independent.

Active Cost: 110; Real Cost: 17

WAYFINDER

(DAHC'S TRAVELLING COMPANION)

Wayfinder is a heavy oak staff with a handle of carefully bound leather. The staff was created by the ancient wizard, Dahc. Dahc used the staff to aid him in his travels.

The staff's abilities include water walking, gliding, teleportation, dimension traveling, and a mystical compass. In addition, the staff has a built in safety feature: When its current owner is mortally wounded, it will instantly teleport him to a safe dimension where he can be cared for by his friends.

Ability:

- 1 — Bump of Direction, OAF Staff, Independent
- 2 — 5" Gliding, Always On, Only To Float Down (-1), OAF Staff, Independent
- 3 — 5" Flight, Only in Contact With Surface, Only to Walk on Water (-½), 0 END, OAF Staff, Independent
- 4 — +5" Running with x4 Noncombat Multiple, Incantations, OAF Staff, Independent
- 5 — 10" Teleport, x1024 Range, 1 Floating Location, Gestures, Incantations, Requires (Magic) Skill Roll, Side Effects (3 ½d6 Body Drain), Extra Time: 1 Phase, OAF Staff, Independent
- 6 — Extradimensional Travel To "Safe Dimension", Trigger (User is Reduced to 0 Body or Below), Gestures, Incantations, Extra Time: 1 Turn, OAF Staff, Independent
- 7 — Extradimensional Travel To Any Dimension, Gestures, Incantations, Requires (Magic) Skill Roll, Side Effects (2 ½d6 Body Drain), Extra Time: 1 Turn, OAF Staff, Independent

Active Cost: 183; Real Cost: 29

SPELLBOOK

This chapter contains more pregenerated spells — spells that the player or GM can use when designing characters. As in *Fantasy Hero*, these spells are organized into magical colleges. These colleges function in all ways like the spell colleges in *Fantasy Hero*.

There are 13 colleges including 12 colleges for wizards and 1 for priests.

SPELL COLLEGES

- College of Animal Control
- College of Body Manipulation
- College of Darkness
- College of Sense and Exploration
- College of Ice Wizards
- College of Light Wizards
- College of Mentalism
- College of Metal Wizards
- College of Sonimancers
- College of Time Mages
- College of Trade and negotiation
- College of Transport Wizards
- Church of Purity

COLLEGE OF ANIMAL CONTROL

This college of magic assumes that animals are something more than dumb beasts. Wizards of this school often live far from cities, and never use their magic to kill for food.

Most of this college's spells use a staff to focus the magical energies. This staff has no traditional form, and can range from a small twig to a sturdy walking staff. The powers of the wizard do not come from the staff, but it is needed to focus the spells. Should a caster's staff break, another one cannot be made for at least 24 hours.

The Limitation "Loyal to the Forest" means that the wizard must act to protect the forest from harm, such as natural disasters or the depredations of men. The wizard must also help all the creatures and plants of the forest whenever they are in need. Failure to do so properly means the wizard's magic may be reduced in power or altogether unavailable.

This Limitation also includes the fact that animals may not always be available for the spells. The GM may require these spells to be cast in a location where there are sufficient creatures available to provide the means for the spell, or there may be some delay before the creatures appear.

Common Limitations: Requires a (Magic) Skill Roll (-½), Caster must remain loyal to the Forest (-½), OAF — Staff (-1), Concentrate: ½ DCV (-¼), Incantations (-¼), Character must have at least 20 points in spells of the Animal Summoning School (-½).



BASIC SPELLS

SWARM BOLT

This spell summons a small swarm of flying insects. These insects descend upon a target of the caster's choice and repeatedly bite or sting him. While armor provides protection from the brunt of the attack, it cannot prevent all of the insects from reaching the target.

Power: 3d6 Energy Blast vs PD (Insects)

Modifiers: Penetrating (+½), Requires a (Magic) Skill Roll (-½), Caster must remain loyal to the Forest (-½), OAF — Staff (-1), Concentrate: ½ DCV (-¼), Incantations (-¼), Character must have at least 20 points in spells of the Animal Power School (-½). **Active Cost** = 22 points.

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

Real Cost: 5

SHIELD OF BIRDS

This spell calls a small group of birds to the caster's aid. Once they have arrived, these creatures will form a swarm which stands between the caster and any incoming attacks. While this is the most useful defensive spell the college has, most animal summoners are loathe to use it, for obvious reasons.

Power: +4 PD/+4 ED Force Field

Modifiers: Requires a (Magic) Skill Roll (-½), Caster must remain loyal to the Forest (-½), OAF — Staff (-1), Concentrate: ½ DCV (-¼), Incantations (-¼), Character must have at least 20 points in spells of the Animal Summoning School (-½). **Active Cost** = 8 points.

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

Real Cost: 2

LIVING WALL

With this spell, the caster summons a group of many small creatures from the nearby area to stand between him and an attacker. Once summoned, these beasts interpose themselves, and must be killed before any harm may come to the caster. (Once sufficient BODY is done, the remaining animals flee). As with Shield of Birds, most wizards don't use the Living Wall spell.

Power: +2 PD/+2 ED Force Wall

Modifiers: Requires a (Magic) Skill Roll (-½), Caster must remain loyal to the Forest (-½), OAF — Staff (-1), Concentrate: ½ DCV (-¼), Incantations (-¼), Character must have at least 20 points in spells of the Animal Summoning School (-½). **Active Cost** = 10 points.

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

Real Cost: 2

COLLEGE SPELLS

KNOWING

This spell enables the caster to detect and identify animals in the nearby area. This spell does not allow communication or command of those beasts.

Power: Detect Animals (+6 to PER, Discriminatory, Range)

Modifiers: Costs END (-½), Requires a (Magic) Skill Roll (-½), Caster must remain loyal to the Forest (-½), OAF — Staff (-1), Concentrate: ½ DCV (-¼), Incantations (-¼), Character must have at least 20 points in spells of the Animal Summoning School (-½). **Active Cost** = 25 points.

END Cost: 2; **Magic Roll:** -2 **Casting Time:** 0 Phase

Real Cost: 6

ANIMAL TONGUES

This spell enables the caster to speak in the languages of the beasts. While the spell is in effect, the caster can communicate with any creature, but only one language may be spoken at a time. The usefulness of this spell depends on the intelligence and perceptions of the target animal; sheep, for instance, probably wouldn't have a great deal of knowledge or interest in anything but grass, other sheep, and predators.

Power: 4d6 Telepathy

Modifiers: Requires a (Magic) Skill Roll (-½), Caster must remain loyal to the Forest (-½), OAF — Staff (-1), Concentrate: ½ DCV (-¼), Incantations (-¼), Character must have at least 20 points in spells of the Animal Summoning School (-½), Animals Only (-½). **Active Cost** = 20 points.

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

Real Cost: 5

FRIENDLY MEETING

This spell will help calm an agitated animal, making it more friendly to the wizard. If the wizard can speak the animal's language, he might gain information or a temporary ally.

Power: 8d6 Mind Control

Modifiers: Requires a (Magic) Skill Roll (-½), Caster must remain loyal to the Forest (-½), OAF — Staff (-1), Concentrate: ½ DCV (-¼), Incantations (-¼), Character must have at least 20 points in spells of the Animal Summoning School (-½), Animals Only (-½). **Active Cost** = 40 points.

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

Real Cost: 9

BEAR CALLING

This spell sends out an irresistible call to the nearest bear. Of course, knowing the bear's language and having some food handy will be very important when the bear comes bounding up.

Power: Summoning (Bear)

Modifiers: Requires a (Magic) Skill Roll (-½), Caster must remain loyal to the Forest (-½), OAF — Staff (-1), Concentrate: DCV (-¼), Incantations (-¼), Character must have at least 20 points in spells of the Animal Summoning School (-½), Extra Time: 5 minutes (-2). **Active Cost** = 51 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** 5 Minutes

Real Cost: 8

CALLING THE PACK

This spell will cause the nearest wolf pack to rush to the spell caster. The pack will number at least four on arrival, because if the pack is larger than four, those not under the Call will usually break off to deal with personal matters. Making a deal with the pack will depend on recognizing the pack leader and befriending him.

Power: Summoning (four wolves)

Modifiers: Requires a (Magic) Skill Roll (-½), Caster must remain loyal to the Forest (-½), OAF — Staff (-1), Concentrate: ½ DCV (-¼), Incantations (-¼), Character must have at least 20 points in spells of the Animal Summoning School (-½), Extra Time: 5 minutes (-2). **Active Cost** = 60 points.

END Cost: 6; **Magic Roll:** -6; **Casting Time:** 5 Minutes

Real Cost: 10

SWARM

The wizard calls out insects, and shapes them into a swarm. The attackers' small size allows them to at least irritate heavily armored targets. The swarm is not completely mindless; they will not go into fire, water, or any other environment that will cause their death.

Power: 3d6 Energy Blast vs PD (Insects)

Modifiers: Continuous (+1), Penetrating (+½), Area Radius — 4" (+1), Requires a (Magic) Skill Roll (-½), Caster must remain loyal to the Forest (-½), OAF — Staff (-1), Concentrate: ½ DCV (-¼), Incantations (-¼), Character must have at least 20 points in spells of the Animal Summoning School (-½), Dispelled by flame (-¼). **Active Cost** = 52 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** ½ Phase

Real Cost: 11

A FRIENDLY RIDE

When this spell is cast, the caster establishes a link between himself and a nearby animal. As long as the caster maintains the spell, and the animal does not leave the spell's range, the caster can communicate with the animal and see the world from its viewpoint. It should be noted that though the caster can communicate with a given animal, he cannot control it in any way.

Power: Mind Link with any animal and Clairsentience (Normal sight and hearing)

Modifiers: Requires a (Magic) Skill Roll (-½), Caster must remain loyal to the Forest (-½), OAF — Staff (-1), Concentrate: ½ DCV (-¼), Incantations (-¼), Character must have at least 20 points in spells of the Animal Summoning School (-½), Must be cast on an animal, then the point of view is controlled by the animal's actions (-½). **Active Cost** = 40 points.

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

Real Cost: 8

INVISIBLE TO ANIMALS

This spell allows the wizard to bend the perceptions of animals away from himself. As long as the wizard maintains the spell and remains beyond arms' length, the animals will pay no attention to him.

Power: Invisible (Sight, hearing, and smell/taste sense groups)

Modifiers: Requires a (Magic) Skill Roll (-½), Caster must remain loyal to the Forest (-½), OAF — Staff (-1), Concentrate: ½ DCV (-¼), Incantations (-¼), Character must have at least 20 points in spells of the Animal Summoning School (-½), Spell turns off if the wizard starts to attack any animal (-¼), Only works on living creatures of 7 INT or less (-1). **Active Cost** = 50 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** 0 Phase

Real Cost: 9

LITTLE FRIENDS

This spell summons a group of small animals from the nearby area. While these creatures are not of much use in combat, they can help the caster in many ways. A deer might know the way through a strange forest, thus helping a lost wizard. A group of rabbits might be able to tell a starving mage where a carrot patch could be found. Birds could be called upon to scout a path for bandits. A group of fish might be able to tell the caster where a sunken ship is. And so forth. Of course, the caster will have to figure out a way to communicate and befriend the creatures, or else they will only give him cursory help or information.

Power: Summoning (16 0-pt. animals)

Modifiers: Any small woodland animals (+¼), 0 END (+½), Requires a (Magic) Skill Roll (-½), Caster must remain loyal to the Forest (-½), OAF — Staff (-1), Concentrate: ½ DCV (-¼), Incantations (-¼), Character must have at least 40 points in spells of the Animal Summoning School (-1), Extra Time: 1 Turn (-1). **Active Cost** = 108 points.

END Cost: 0; **Magic Roll:** -8; **Casting Time:** 1 Turn

Real Cost: 20

EYEBITE

When this spell is cast, a flock of birds surrounds the target, pecking at him mercilessly. The birds will try and strike the eyes, but are not particularly picky. This spell is most effective when used against unarmored opponents.

Power: 1d6 Flash vs Normal Vision with 1 pip RKA

Modifiers: Continuous (+1), Autofire (+½), ½ Endurance (+½), Requires a (Magic) Skill Roll (-½), Caster must remain loyal to the Forest (-½), OAF — Staff (-1), Concentrate: ½ DCV (-¼), Incantations (-¼), Character must have at least 20 points in spells of the Animal Summoning School (-½), Killing Attack is Linked to Flash (-½). **Active Cost** = 45 points.

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

Real Cost: 10

UNIQUE SPELLS

BEAST MASTER

This Spell allows the caster to befriend a nearby animal for a brief time. The spell is strong enough that the affected creature will obey most commands given to it by the caster. Furthermore, the caster may view the world from the creature's point of view from as far as a kilometer away.

First power: 12d6 Mind Control

Modifiers: Telepathic Commands (+¼), Requires a (Magic) Skill Roll (-½), Caster must remain loyal to the Forest (-½), OAF — Staff (-1), Concentrate: 0 DCV throughout (-1), Incantations (-¼), Character must have at least 40 points in spells of the Animal Summoning School (-1), Cast on animals only (-½).

Active Cost = 75 points.

END Cost: 7; **Magic Roll:** -7; **Casting Time:** ½ Phase

First Cost: 13

Second power: Clairsentience (Sight, hearing, touch, 4x range). Max distance 600"

Modifiers: Requires a (Magic) Skill Roll (-½), Must be cast on an animal, the point of view is controlled by the animal's actions (-½), Caster must remain loyal to the Forest (-½), OAF — Staff (-1), Concentrate: 0 OCV throughout (-1), Incantations (-¼), Linked to Mind Control (-½), Character must have at least 40 points in spells of the Animal Power School (-1). **Active Cost** = 40 points.

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

Second Cost: 6

Total END Cost: 8; **Magic Roll:** -11; **Casting Time:** ½

Total Cost: 19

ELIAS'S WONDEROUS TRANSFORMATION

Elias's Wonderful Transformation allows the caster to take the form of one kind of animal. The animal form of the caster must be chosen when the spell is first learned. Before this spell is cast, however, the wizard must have a large base of knowledge concerning the creature. He must completely understand the beast's anatomy, habitat, diet and lifestyle. Anyone who casts this spell without the proper preparations risks permanent injury and disfigurement.

Power: 200 pt Multiform (One Kind of Animal)

Modifiers: Requires a (Magic) Skill Roll (-½), Caster must remain loyal to the Forest (-½), OAF — Staff (-1), Concentrate: ½ DCV (-¼), Incantations (-¼), Caster Must make KS Roll for Animal Form (-¼), Side Effects: 1d6 Body Drain (Recovers per Year, Also affects character if the KS roll is failed) (-½), Character must have at least 40 points in spells of the Animal Summoning School (-1), Costs END to Shift Forms (-½). **Active Cost** = 40 points.

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

Real Cost: 7

COLLEGE OF BODY MANIPULATION

Body Manipulation deals with altering one's form through magical means. This includes spells that make the caster stronger, faster, or alter his physical appearance. While none of the enchantments on this list are particularly powerful, they are quick and easy to learn. Also, the focus for each of these spells is a small totem shaped in the image of the caster, which must be worn around the neck. If this totem is removed, no magic from the college can be performed.

Practitioners of this college are often hard to spot, since they normally look nothing like the "standard wizard." Most members of this college, in fact, are warriors or rogues by trade. These individuals, having discovered that they possessed magical aptitude, set about studying a brand of magic that could give them an advantage in combat or subterfuge. Some bona-fide wizards practice this magic as well, using it to give them some physical abilities to supplement their magical talents.

Common Limitations: Concentrate: $\frac{1}{2}$ DCV during casting ($-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires a (Magic) Skill Roll ($-\frac{1}{2}$), Must have 10 points in college to learn ($-\frac{1}{4}$), OAF — Totem (-1)

BASIC SPELLS

LIFEFORCE BLAST

The caster concentrates, summoning his inner reserves. He is then able to project a weak burst of magical energy from his hands (though at tremendous cost to himself, as the power source for this spell is his own personal energy).

Power: 4d6 Energy Blast

Modifiers: Concentrate: $\frac{1}{2}$ DCV during casting ($-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires a (Magic) Skill Roll ($-\frac{1}{2}$), Must have 10 points in college to learn ($-\frac{1}{4}$), OAF — Totem (-1), 6x END Cost ($-2\frac{1}{2}$). **Active Cost** = 20 points.

END Cost: 12; **Magic Roll:** -2; **Casting Time:** $\frac{1}{2}$ Phase

Real Cost: 3

STONESKIN

The caster causes his skin to become rock-hard. This spell remains in effect as long as the caster continues to expend energy to keep it up. While this spell is operating, the caster's skin becomes slightly shiny and metallic looking.

Power: +6PD/ +6ED Force Field

Modifiers: Concentrate: $\frac{1}{2}$ DCV during casting ($-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires a (Magic) Skill Roll ($-\frac{1}{2}$), Must have 10 points in college to learn ($-\frac{1}{4}$), OAF — Totem (-1). **Active Cost** = 12 points.

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

Real Cost: 3

ENCHANTED EYESIGHT

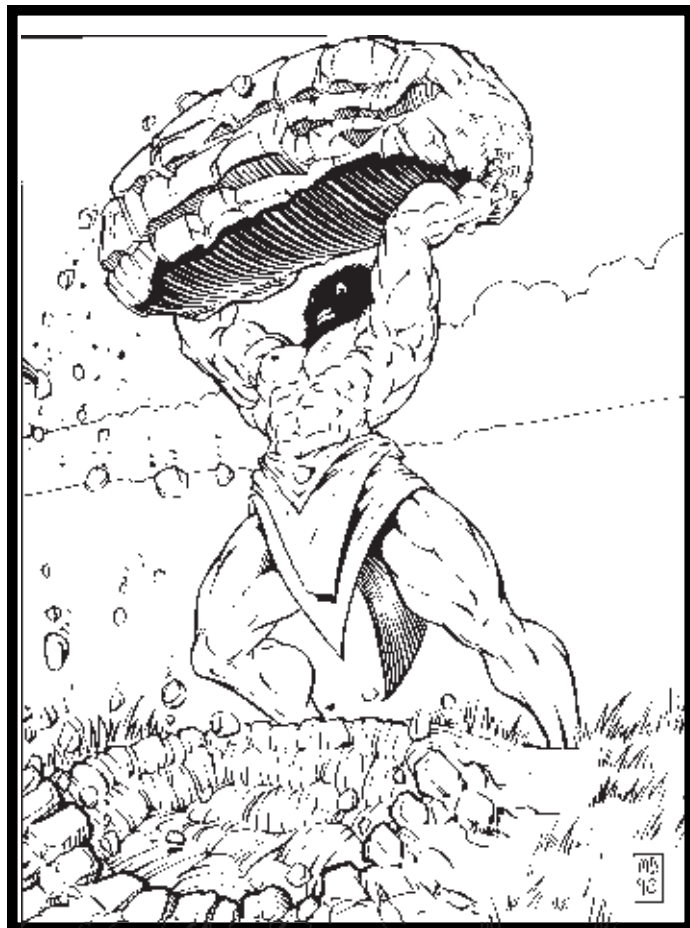
When this spell is cast, the caster can magically adjust his eyes so that they detect magical energy rather than visible light. However, this blinds the caster, so that he cannot see non-magical objects and creatures while using this magic. During the course of the spell, the caster's eyes shimmer with a myriad of colors.

Power: Detect Magic, range

Modifiers: Costs END ($-\frac{1}{2}$), Concentrate: $\frac{1}{2}$ DCV during casting ($-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires a (Magic) Skill Roll ($-\frac{1}{2}$), Must have 10 points in college to learn ($-\frac{1}{4}$), OAF — Totem (-1), Caster is "blind" to all unenchanted things during spell ($-\frac{3}{4}$). **Active Cost** = 8 points.

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

Real Cost: 2



COLLEGE SPELLS

TRUE FORM

With this spell, the caster can attempt to dispel transformation magic, returning the target to its natural form. The caster touches the target, and if successful, a low humming sound occurs as the target gradually assumes its original shape.

Power: 12d6 Dispel (vs. Transform)

Modifiers: Concentrate: $\frac{1}{2}$ DCV during casting ($-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires a (Magic) Skill Roll ($-\frac{1}{2}$), Must have 10 points in college to learn ($-\frac{1}{4}$), OAF — Totem (-1). **Active Cost** = 36 points.

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

Real Cost: 10

QUICKENING

This unusual spell allows the caster to absorb the energy of physical attacks against him and use it to move more quickly (by raising his Dexterity). When this spell is in effect, the caster faintly glows silver; when he is struck, there is a flash of white light.

Power: 5d6 Absorption to DEX

Modifiers: Concentrate: $\frac{1}{2}$ DCV during casting ($-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires a (Magic) Skill Roll ($-\frac{1}{2}$), Must have 10 points in college to learn ($-\frac{1}{4}$), Costs END ($-\frac{1}{2}$), OAF — Totem (-1). **Active Cost** = 25 points.

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

Real Cost: 6

SPIDER'S GRIP

The caster's hands and feet become sticky, allowing him to cling to surfaces such as walls and ceilings. The caster must have at least three limbs in contact with the surface to be able to cling.

Power: Clinging, full STR

Modifiers: Concentrate: $\frac{1}{2}$ DCV during casting ($-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires a (Magic) Skill Roll ($-\frac{1}{2}$), Must have 10 points in college to learn ($-\frac{1}{4}$), OAF — Totem (-1), Caster must use three limbs to cling ($-\frac{1}{4}$). **Active Cost** = 10 points.

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

Real Cost: 3

MIGHTY LEAP

After casting this spell, the caster is empowered with the ability to jump a tremendous distance. The spell only allows one leap, however, and must be recast for successive leaps. The caster's legs grow and become much more muscular for the short duration of this spell, and thus no restrictive leg armor may be worn.

Power: Superleap +20"

Modifiers: Concentrate: $\frac{1}{2}$ DCV during casting ($-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires a (Magic) Skill Roll ($-\frac{1}{2}$), Must have 10 points in college to learn ($-\frac{1}{4}$), OAF — Totem (-1), Not while wearing leg armor ($-\frac{1}{4}$). **Active Cost** = 20 points.

END Cost: 4; **Magic Roll:** -2; **Casting Time:** 0 Phase

Real Cost: 5

WIZARD'S BREATH

Through the use of this spell, the caster need not breathe at all, and can sustain himself on magic alone. This requires some effort, however, and the spell expires if the character is knocked out or stunned. The caster's head is surrounded by a bluish nimbus when the spell is in effect.

Power: Life-Support: Self-contained breathing

Modifiers: Concentrate: $\frac{1}{2}$ DCV during casting ($-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires a (Magic) Skill Roll ($-\frac{1}{2}$), Must have 10 points in college to learn ($-\frac{1}{4}$), OAF — Totem (-1), Costs END ($-\frac{1}{2}$). **Active Cost** = 10 points.

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

Real Cost: 2

STRENGTH OF TEN

A very straightforward spell, the caster is able to give himself extraordinary strength for a short period of time. The caster's body grows slightly and becomes more muscular through the use of this spell, so that any armor or tight clothes worn must be adjusted, lest they become constricting or uncomfortable.

Power: 5d6 Aid to STR

Modifiers: Concentrate: $\frac{1}{2}$ DCV during casting ($-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires a (Magic) Skill Roll ($-\frac{1}{2}$), Must have 10 points in college to learn ($-\frac{1}{4}$), OAF — Totem (-1), tight clothes become restrictive unless adjusted ($-\frac{1}{4}$). **Active Cost** = 25 points.

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

Real Cost: 7

GROWTH

With this powerful spell, the caster causes himself to grow to huge proportions. This also has the effect of making the caster stronger and tougher as well. This Growth does take some time, however, and is also tiring to maintain.

Power: 30 points Growth (x64 mass, +30 STR, +6 BODY, +6 STUN, +4 PER Rolls against, -4 DCV, x4 height, 2 hexes reach)

Modifiers: $\frac{1}{2}$ END; Concentrate: $\frac{1}{2}$ DCV during casting ($-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires a (Magic) Skill Roll ($-\frac{1}{2}$), Must have 10 points in college to learn ($-\frac{1}{4}$), OAF — Totem (-1), Extra Time: 1 Turn (-1). **Active Cost** = 38 points.

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

Real Cost: 7

SHRINKING

This spell causes the caster to shrink to the size of an apple. This makes the caster harder to hit, but much weaker. Like Growth, it takes the caster a full Turn to cause his body to change in size, and it takes considerable effort to remain shrunk.

Power: Shrinking, 50 points (6 centimeters tall, weight 3.2 grams, PER rolls against -10, DCV +10)

Modifiers: Concentrate: $\frac{1}{2}$ DCV during casting ($-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires a (Magic) Skill Roll ($-\frac{1}{2}$), Must have 10 points in college to learn ($-\frac{1}{4}$), OAF — Totem (-1), $\frac{1}{2}$ END (+ $\frac{1}{4}$), Caster's Strength is reduced by 25 ($-\frac{1}{2}$), Extra Time: 1 Turn (-1). **Active Cost** = 62 points.

END Cost: 2; **Magic Roll:** -6; **Casting Time:** 1 Turn

Real Cost: 15

SPRINT

This spell allows the caster to run at great speed, though it is physically exhausting. When this spell is in effect, the caster's breathing speeds up and his eyes turn completely black.

Power: +14" Running

Modifiers: Concentrate: $\frac{1}{2}$ DCV during casting ($-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires a (Magic) Skill Roll ($-\frac{1}{2}$), Must have 10 points in college to learn ($-\frac{1}{4}$), OAF — Totem (-1), x2 END ($-\frac{1}{2}$). **Active Cost** = 28 points.

END Cost: 6; **Magic Roll:** -3; **Casting Time:** 0 Phase

Real Cost: 7

SHAPECHANGE

The essence of Body Manipulation, this spell allows the caster to physically become any living creature from the size of a mouse to an elephant. When combined with other spells in the college, Shapechange allows the caster to simulate almost anything. The caster may become other people as well, although it takes some skill (Disguise Skill) to be able to impersonate another individual exactly.

Power: Shape Shift (40 pts.), Growth (30 pts.), and Shrinking (40 pts.) linked to shape shift

Modifiers: Concentrate: $\frac{1}{2}$ DCV during casting ($-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires a (Magic) Skill Roll ($-\frac{1}{2}$), Must have 10 points in college to learn ($-\frac{1}{4}$), OAF — Totem (-1), Linked: Shape Shift and Growth get Limitation ($-\frac{1}{2}$), Extra Time: 1 minute ($-1\frac{1}{2}$). **Active Cost** = 110 points.

END Cost: 11; **Magic Roll:** -11; **Casting Time:** 1 minute

Real Cost: 20

UNIQUE SPELLS

ALGOR'S AMAZING TRANSFORMATION

This spell is similar to the "shape change" spell, but affects other characters, rather than the caster. This spell can be used as both an attack spell and as a helpful spell which the caster can use to disguise his friends. Like all major transformations, the spell is quite draining on the caster. It also normally takes several repeated castings for the spell to take effect.

Power: 2d6 Cumulative Major Transformation

Modifiers: Usable against others (+1), May transform target into living creatures ($+\frac{1}{4}$), Concentrate: $\frac{1}{2}$ DCV during casting ($-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires a (Magic) Skill Roll ($-\frac{1}{2}$), Must have 10 points in college to learn ($-\frac{1}{4}$), OAF — Totem (-1), x2 END Cost ($-\frac{1}{2}$). **Active Cost** = 67 points.

END Cost: 13; **Magic Roll:** -7; **Casting Time:** $\frac{1}{2}$ Phase

Real Cost: 17

SIMULACRUM

This spell allows the caster to divide himself into two exact duplicates. Each duplicate is free-willed and has the same physical abilities as the original, although no magical abilities come across. Though there is no absolute time limit on this spell, after a week apart from the caster, the duplicate begins to develop independence, and may no longer desire to rejoin.

Power: Duplication, 1 (up to) 200 point duplicate

Modifiers: Concentrate: $\frac{1}{2}$ DCV during casting ($-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires a (Magic) Skill Roll ($-\frac{1}{2}$), Must have 10 points in college to learn ($-\frac{1}{4}$), OAF — Totem (-1), Limitation: Duplicate is exactly the same as the caster but has no magical abilities ($-\frac{1}{2}$), Limitation: Duplicate develops independence after one week ($-\frac{1}{4}$), 3X END Cost (-1). **Active Cost** = 80 points.

END Cost: 24; **Magic Roll:** -8; **Casting Time:** $\frac{1}{2}$ Phase

Real Cost: 15

KALAN'S CRYPTIC CHORDS

This spell was created by a Faerie enchanter who was best known for his love of music. When cast, this spell mystically alters the caster's ears and vocal chords to make it easy for the caster to determine the difference between musical notes. With this spell, even the most tone-deaf wizard can seem a musical genius.

Power: Perfect Pitch, +3 Hearing Perception, +3 with all Musical Skills

Modifiers: Concentrate: $\frac{1}{2}$ DCV during casting ($-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires a (Magic) Skill Roll ($-\frac{1}{2}$), Must have 10 points in college to learn ($-\frac{1}{4}$), OAF — Totem (-1), Costs END ($-\frac{1}{2}$), Hearing Perception is only useful to determine minute difference's in sounds (-1). **Active Cost** = 24 points.

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

Real Cost: 4

Pitch black — darkness so deep and thick it surrounds and

COLLEGE OF DARKNESS

envelops. The roaring sound in your ears is your own heart beating between shallow breaths. The emptiness takes on a form and a substance of its own, a lurking entity, indomitable and otherworldly. The mages of darkness tap into this power: primal fear.

Each mage in the college must learn to master the fear within him to become a master of darkness. This is only accomplished through many years of study and an uncommon inner strength. The mages of darkness form a small, elite group who tend to remain aloof from society. They prefer stealth, cunning, and secrecy to direct confrontation. The sense of mystery, awe, and fear they inspire is possibly enhanced by their silence. Mages of Darkness must remain silent while using their magic and prefer to speak to other members of the college through a highly advanced sign language. (This is seldom taught to others, although it is not forbidden.)

Common Limitations: Requires a (Magic) Skill which must be EGO-based (-½), Gestures (-¼), Must have 30 points in college of darkness (-¾), IIF — Black onyx ring (-¼), x2 END in direct sunlight (-¼), Doesn't work if loud noise is present (equivalent to 20 or more people cheering) (-¼), Caster must remain silent throughout duration for constant spells (-¼),.



BASIC SPELLS

DARK BLADE

The caster turns a small metal shard into a blade of darkness, and "throws" it at the intended target. The blade ignores most physical defenses and penetrates the target causing searing pain and then numbness. The metal shard is consumed.

Power: 1d6+1 RKA (dark blade, energy)

Modifiers: Armor Piercing (+½); Requires a (Magic) Skill which must be EGO-based (-½), Gestures (-¼), Must have 30 points in college of darkness (-¾), IIF — Black onyx ring (-¼), x2 END in direct sunlight (-¼), Doesn't work if loud noise is present (equivalent to 20 or more people cheering) (-¼). **Active Cost** = 30 points.

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

Real Cost: 9

DARK SHIELD

This spell causes a swirling mist of darkness to surround the caster. This mist protects the caster from incoming attacks.

Power: 6 PD/ 6 ED Force Field

Modifiers: Requires a (Magic) Skill which must be EGO-based (-½), gestures (-¼), must have 30 points in college of darkness (-¾), IIF — Black onyx stone (-¼), 2X END in direct sunlight (-¼), doesn't work if loud noise is present (equivalent to 20 or more people cheering) (-¼), Caster must remain silent throughout duration (-¼). **Active Cost** = 12 points.

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

Real Cost: 4

DARK WALL

When this spell is cast, the caster may create a sheet of pure darkness wherever he desires. Once this curtain of darkness has had a chance to solidify, it will stop more than mere sight — it will absorb any blow or energy which strikes it. The caster is able to see through through the wall, but no one else can. Only a powerful attack is capable of piercing the wall and causing the darkness to disperse.

Power: 7 PD/ 7 ED Force Wall, impervious to normal sight

Modifiers: Personal immunity (+¼), Requires a (Magic) Skill which must be EGO-based (-½), Gestures (-¼), Must have 30 points in college of darkness (-¾), IIF — Black onyx ring, (-¼), x2 END in direct sunlight (-¼), Doesn't work if loud noise is present (equivalent to 20 or more people cheering) (-¼), Caster must remain silent throughout duration (-¼). **Active Cost** = 49 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** 0 Phase

Real Cost: 14

DOUSE

This spell creates a small globe of darkness. This globe will envelop any one magical effect and attempt to dispel it.

Power: 8d6 Dispel

Modifiers: Affects any single magical spell (+1/4); Requires a (Magic) Skill which must be EGO-based (-1/2), Gestures (-1/4), Must have 30 points in college of darkness (-3/4), IIF — Black onyx ring (-1/4), x2 END in direct sunlight (-1/4), Doesn't work if loud noise is present (equivalent to 20 or more people cheering) (-1/4).

Active Cost = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 1/2 Phase

Real Cost: 10

MAGIC SIGHT

The power radiating from any magic within this spell's range shines like a beacon of black light.

Power: Detect Magic, sense, ranged

Modifiers: Completely invisible power affect (+1), Requires a (Magic) Skill which must be EGO-based (-1/2), Gestures (-1/4), Must have 30 points in college of darkness (-3/4), IIF — Black onyx ring (-1/4), x2 END in direct sunlight (-1/4), Doesn't work if loud noise is present (equivalent to 20 or more people cheering) (-1/4), Caster must remain silent throughout duration (-1/4), Costs END (-1/2). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 0 Phase

Real Cost: 5

COLLEGE SPELLS

SHADOW CLOAK

This is a long and difficult spell in which the caster's black silk cloak turns into a shadow. This shadow hides the mage from sight and no sound may penetrate its barriers. Only in direct sunlight is the caster detectable due to a magical shadow.

Power: Invisibility, normal sight, normal hearing, no fringe

Modifiers: 0 END Cost (+1/2); Requires a (Magic) Skill which must be EGO-based (-1/2), Gestures (-1/4), Must have 30 points in college of darkness (-3/4), IIF — Black onyx ring (-1/4), x2 END in direct sunlight (-1/4), Doesn't work if loud noise is present (equivalent to 20 or more people cheering) (-1/4), Caster must remain silent throughout duration for constant spells (-1/4), Casts Shadow in direct sunlight (-1/2), Extra Time: 1 Minute (-1 1/2). **Active Cost** = 52 points.

END Cost: 0; **Magic Roll:** -5; **Casting Time:** 1 Minute

Real Cost: 10

SMOTHERING DARKNESS

The target of this spell is enveloped by a dark murky cloud which shields his view and suffocates him.

Power: 2d6 NND Energy Blast, 1" Darkness to normal sight

Modifiers (both powers): Requires a (Magic) Skill which must be EGO-based (-1/2), Gestures (-1/4), Must have 30 points in college of darkness (-3/4), IIF — Black onyx ring (-1/4), x2 END in direct sunlight (-1/4), Doesn't work if loud noise is present (equivalent to 20 or more people cheering) (-1/4), Caster must remain silent throughout duration (-1/4), Extra Time: Full Phase (-1/2).

Modifiers (Darkness Only): Usable Against Others (+1), Usable At Range (+1/2), No Range Penalty (+1/2), Personal Immunity (+1/4), Linked to NND (-1/2).

Modifiers (Energy Blast): No Normal Defense (Defense is Ego 13+ or No Need To Breathe) (+1), Continuous (+1), Area Affect Radius-1" (+1)

Active Cost = 72 points.

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

Real Cost: 17

UNLIGHT

The caster creates a globe of murkiness which overwhelms all normal fires or lights in an area. (These are not actually extinguished, but their light output is greatly reduced.) The caster holds a small tinder which is consumed to ash.

Power: Change Environment, 8" radius

Modifiers: Requires a (Magic) Skill which must be EGO-based (-1/2), Gestures (-1/4), Must have 30 points in college of darkness (-3/4), IIF — Black onyx ring (-1/4), x2 END in direct sunlight (-1/4), Doesn't work if loud noise is present (equivalent to 20 or more people cheering) (-1/4), Caster must remain silent throughout duration (-1/4). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 1/2 Phase; **Range:** 125"

Real Cost: 6

NIGHT BLINDNESS

This spell creates a magical ball of darkness. The caster throws the ball; anyone it touches is temporarily blinded by the writhing darkness.

Power: 2d6 Flash vs. sight

Modifiers: Based on Ego combat value (+1), Requires a (Magic) Skill which must be EGO-based (-1/2), Gestures (-1/4), Must have 30 points in college of darkness (-3/4), IIF — Black onyx ring (-1/4), x2 END in direct sunlight (-1/4), Doesn't work if loud noise is present (equivalent to 20 or more people cheering) (-1/4). **Active Cost** = 40 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 1/2 Phase

Real Cost: 12

DARK FEAR

This spell calls upon the nightmares and fears hidden deep within the pits of the mind. Those who are not strong enough to deal with the experience immediately stop whatever activity they are performing and run away from the caster at full speed, attempting to flee from the fears within them.

Power: 8d6 Mind Control

Modifiers: Telepathic command (+1/4), Single Command "Flee" (-1/2), Requires a (Magic) Skill which must be EGO-based (-1/2), Gestures (-1/4), Must have 30 points in college of darkness (-3/4), IIF — Black onyx stone-ring, necklace, tiara etc, personal, unbreakable (-1/4), x2 END in direct sunlight (-1/4), Doesn't work if loud noise is present (equivalent to 20 or more people cheering) (-1/4), Caster must remain silent throughout duration for constant spells (-1/4). **Active Cost** = 50 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** 1/2 Phase

Real Cost: 12

SHADOW WALK

Developed for purposes of stealth and escape, the Shadow Walk spell allows the caster to step into a shadow and emerge from another shadow.

Power: 10" Teleport

Modifiers: Requires a (Magic) Skill which must be EGO-based (-½), Gestures (-¼), Must have 30 points in college of darkness (-¾), IIF — Black onyx stone-ring, necklace, tiara etc, personal, unbreakable (-¼), x2 END in direct sunlight (-¼), Doesn't work if loud noise is present (equivalent to 20 or more people cheering) (-¼), Caster must remain silent throughout duration for constant spells (-¼), Only from one shadow to another (-½). **Active Cost** = 20 points.

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

Real Cost: 5

UNIQUE SPELLS

QUENCH MAGIC

The caster creates a globe of darkness which extinguishes all fire-based or light-based magical effects. The caster holds a small tinder; it flares brightly before it is consumed to ash.

Power: 10d6 Dispel

Modifiers: Works against all light and fire based spells in area (+2), Area of effect 9" radius (+1), Requires a (Magic) Skill which must be EGO-based (-½), Gestures (-¼), Must have 30 points in college of darkness (-¾), IIF — Black onyx ring, (-¼), x2 END in direct sunlight (-¼), Doesn't work if loud noise is present (equivalent to 20 or more people cheering) (-¼), Extra Time: Full Phase (-½). **Active Cost** = 120 points.

END Cost: 12; **Magic Roll:** -12; **Casting Time:** 1 Phase

Real Cost: 32

EYE OF THE BEAST

This spell allows the caster to establish a mental link between himself and an animal familiar. In addition, the caster can hear through the ears and see through the eyes of his familiar, giving him the additional ability to see in darkness. For the mages of darkness it is fairly common to have a nighttime creature as a familiar (Owl, bat, ferret, black cat, black panther, raven etc).

Power: Mind Link (one subject, any distance), Clairsentience (hearing, sight sense group, 4x Normal Range)

Modifiers (all powers): 0 END Cost (+½); Requires a (Magic) Skill which must be EGO-based (-½), Gestures (-¼), Must have 30 points in college of darkness (-¾), IIF — Black onyx ring (-¼), x2 END in direct sunlight (-¼), Doesn't work if loud noise is present (equivalent to 20 or more people cheering) (-¼), Caster must remain silent throughout duration for constant spells (-¼), Extra Time: 1 Turn (-1).

Mind Link only: Costs END (-½). **Active Cost** = 15 points.

Clairsentience only: Only usable through senses of familiar (-1). **Active Cost** = 90.

END Cost: 0; **Magic Roll:** -11; **Casting Time:** 1 Turn

Real Cost: 19

NETHERWORLD

The caster creates a cloud of swirling fog and smoke — the image of the netherworld. Even if the strong willed do not flee, the distraction often affords the opportunity for the caster to escape attention.

Power: Images (sight and sound), -5 perception

Modifiers: 16" radius (+1), 0 END cost (+½), Requires a (Magic) Skill which must be EGO-based (-½), Gestures (-¼), Must have 30 points in college of darkness (-¾), IIF — Black onyx stone-ring, necklace, tiara etc, personal, unbreakable (-¼), x2 END in direct sunlight (-¼), Doesn't work if loud noise is present (equivalent to 20 or more people cheering) (-¼), Caster must remain silent throughout duration (-¼). **Active Cost** = 75 points.

END Cost: 0; **Magic Roll:** -7; **Casting Time:** ½ Phase

Real Cost: 21

THE VOID

This powerful spell creates a region of total emptiness which emanates outward from the palm of the caster's hand. In this region, all of the physical senses are stifled, leaving only the mystically enlightened senselessness. This is the essence of true darkness, where only the Mages of Darkness feel at home.

Power: Darkness, 4" radius, impervious to Mental Awareness and the Sight, Hearing, Radio, Smell/Taste, and Unusual Sense Groups.

Modifiers: Personal Immunity (+¼), Requires a (Magic) Skill which must be EGO-based (-½), Gestures (-¼), Must have 30 points in college of darkness (-¾), IIF — Black onyx ring, (-¼), x2 END in direct sunlight (-¼), Doesn't work if loud noise is present (equivalent to 20 or more people cheering) (-¼), Caster must remain silent throughout duration (-¼), Extra Time: Full Phase (-½). **Active Cost** = 100 points.

END Cost: 10; **Magic Roll:** -10; **Casting Time:** 1 Phase

Real Cost: 25

SORSHA'S BLACK KISS

When cast, this spell creates a link between the caster and the plane of darkness. Anyone who touches the caster is immediately exposed to the vast coldness of the plane of darkness. Prolonged contact with the caster can drive an opponent insane. The spell was originally developed by the evil enchantress Sorsha, who used the spell on bound captives.

Power: 1d6 STR Drain with a 1d6 EGO Drain and a 1d6 Major Transformation (Normal Person to Insane Person).

Modifiers: Continuous (+1), Fully Invisible (+1), NND (Defense is Power Defense, EGO of 15+ or Having 30+ points in college of Darkness) (+1), ½ Endurance (+¼), Transformation is Cumulative (+½), Drains Recover Once Per Day (+1 ¼), Requires a (Magic) Skill which must be EGO-based (-½), Gestures Throughout (-½), Must have 40 points in college of darkness (-1), IIF — Black onyx ring, (-¼), x2 END in direct sunlight (-¼), Doesn't work if loud noise is present (equivalent to 20 or more people cheering) (-¼), Caster must remain silent throughout duration (-¼), Activation 12- (-¾), Extra Time: 1 Turn (-1), Drains are Linked to Transformation (-½). **Active Cost** = 177 points.

END Cost: 9; **Magic Roll:** -18; **Casting Time:** 1 Turn

Real Cost: 30

COLLEGE OF SENSE AND EXPLORATION

Man has always been limited by what he can see and hear. The College of Sense and Exploration works toward the goal of expanding human awareness to the point where everything can be perceived.

Sense and exploration magic allows the caster to better perceive the world around him. And with the ability to expand one's own awareness comes the knowledge of how to reduce the awareness of others. As a result, sense magic is powerful in a subtle way. It is better at avoiding combat than initiating it. This is further emphasized by the long casting times for most of the college's spells.

It is important to note, however, that with the chance for enhanced senses comes the risk that some normal senses will be temporarily lost. A miscast spell to see in the dark could result in temporary blindness. Similarly, a miscast spell of Obscurity could result in an obvious flash.

Common Limitations: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Concentrate (-½), Character must have at least 10 points in spells from Sense College (-¼), Many spells have Side Effects and Extra Time.

BASIC SPELLS

DETECT MAGIC

The caster views an object through a special lens or piece of crystal. If it is indeed magical, the object will seem to glow a dull blue.

Power: Detect Magic, +4

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Costs END (-½), Character must have at least 10 points in spells from Sense College (-¼), OAF — Lens or piece of crystal (-1), Concentrate: ½ DCV (-¼). **Active Cost** = 11 points.

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

Real Cost: 3

DISPEL MAGIC

The caster views another spell through a special lens or crystal. By concentrating, he can try to dispel the magic.

If the sense mage fails his Magic Roll, he has accidentally caught his own reflection in the lens and may dispel any of his own spells. This spell is a bit awkward to perform and so is not as useful in combat.

Power: 8d6 Dispel

Modifiers: Affects any single magical spell (+¼), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill roll (-½), Character must have at least 10 points in spells from Sense College (-¼), Side Effects (8d6 Dispel) (-½), OAF — Lens or piece of crystal (-1), Concentrate: ½ DCV (-¼). **Active Cost** = 30 points.

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

Real Cost: 7

COLLEGE SPELLS

INCREASED AWARENESS

Through the use of this spell, the caster increases his general awareness of the world around him. Once cast, the sense mage will notice more. For the spell to work, the caster must always have on his person a talisman of some sort to symbolize his increased senses. This talisman is typically a lens or a hearing horn.

If the Magic Roll fails, the caster instead temporarily loses his normal sight and hearing.

Power: +3 to Perception rolls

Modifiers: Costs END (-½), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill roll (-½), Character must have at least 10 points in spells from Sense College (-¼), OIF — lens or hearing horn (-½), Side Effects (2d6 Flash to sight and hearing) (-½), Concentrate: ½ DCV (-¼). **Active Cost** = 9 points.

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

Real Cost: 2

NIGHT VISION

Through the use of this spell, the caster can see in the dark. When casting the mage must wave a tuft of fur from some nocturnal animal.

If the Magic Roll is failed, the caster becomes temporarily blinded.

Power: Ultraviolet Vision

Modifiers: Costs END (-½), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill roll (-½), Character must have at least 10 points in spells from Sense College (-¼), OIF — tuft of fur from a nocturnal animal (-½), Side Effects (3d6 Flash to sight) (-½), Concentrate: ½ DCV (-¼). **Active Cost** = 5

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

Real Cost: 1

EYES OF THE HAWK

This spell allows the sense mage to see far-away things as if they were very close. As with similar spells, if the mage fails his Magic Roll he becomes temporarily blinded.

Power: Telescopic vision, +6

Modifiers: Costs END (-½), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill roll (-½), Character must have at least 10 points in spells from Sense College (-¼), OIF — feather from a bird with keen eyesight (-¼), Side Effects (3d6 Flash to sight) (-½), Concentrate to cast — ½ DCV (-¼). **Active Cost** = 9 points.

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

Real Cost: 2

NOSE OF THE HOUND

A sense mage who casts this spell will be able to follow someone by scent alone. Thus sight deceptions like secret doors or false trails could be avoided and the true trail discovered. This spell requires that the caster wave a tuft of fur from an animal with a keen sense of smell under his nose.

The unlucky mage who fails his Magic Roll while casting this spell will find that he has temporarily lost his senses of taste and smell.

Power: Tracking scent

Modifiers: Costs END (-½), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill roll (-½), Character must have at least 10 points in spells from Sense College (-¼), OIF — tuft of fur from an animal with keen smell (-¼), Side Effects (3d6 Flash to smell/taste) (-½), Concentrate — ½ DCV (-¼). **Active Cost** = 10 points.

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

Real Cost: 2

FARSEEING

This spell allows the caster to gaze into a mirror, piece of crystal, or similar substance and see things that are happening far away. The range is limited. But a clever mage could use it to find out where the treasure lies, or how many guards await inside a castle.

If the mage fails the Magic Roll for this spell he will find his sight taken from him completely for a time and be temporarily blinded.

Power: Clairsentience for sight sense group, max distance 200"

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill roll (-½), Character must have at least 10 points in spells from Sense College (-¼), OAF — Mirror, piece of crystal, or the like (-1), Concentrate: ½ DCV throughout (-½), Extra Time: 1 Turn (-1), Side Effect (3d6 Flash to sight) (-½). **Active Cost** = 25 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 1 Turn

Real Cost: 5

FARHEARING

This spell allows the caster to listen to a seashell and hear things from far away. This could be very useful for eavesdropping.

Failing the Magic Roll for this spell will cause temporary deafness.

Power: Clairsentience for hearing sense group, Max distance 200"

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill roll (-½), Character must have at least 10 points in spells from Sense College (-¼), OAF — Seashell (-1), Concentrate: ½ DCV throughout (-½), Extra Time: 1 Turn (-1), Side Effect (3d6 Flash to hearing) (-½). **Active Cost** = 25 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 1 Turn

Real Cost: 5

INVISIBILITY

A mage who casts this spell becomes virtually undetectable by normal sight. He gazes into a mirror and transfers his image completely into it, leaving two reflections in the mirror and none outside. The mage can still be heard, and anyone close enough to the caster will notice a disturbance in the air and will be alert.

A mage who fails his Magic Roll will find that the entire world has been rendered invisible to him.

Power: Invisibility to normal sight

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill roll (-½), Character must have at least 20 points in spells from Sense College (-½), Side Effects (6d6 Flash to sight) (-1), Extra Time: Full Phase (-½), Concentrate: 0 DCV (-½), OIF — Mirror (-½). **Active Cost** = 20 points.

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

Real Cost: 4

SILENCE

This spell allows a mage to become almost completely silent. The mage holds out a seashell and transfers all the sound he would make into it, leaving him silent. This is a very useful spell for sneaking around at night or when used in conjunction with the invisibility spell. As with the invisibility spell, anyone close enough will notice the utter lack of noise and be on guard.

If a mage fails his Magic Roll, he will find that all of the sounds which should have been transferred to the spells focus are instead presented to the caster all at once. This will leave him temporarily deaf.

Power: Invisibility to hearing sense group

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill roll (-½), Character must have at least 20 points in spells from Sense College (-½), Side Effects (6d6 Flash to hearing) (-1), Extra Time: Full Phase (-½), Concentrate: 0 DCV (-½), OIF — Seashell (-½). **Active Cost** = 20 points.

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

Real Cost: 4

OBSCURE

This spell is similar to invisibility and silence in that it is used to keep people from seeing or hearing you. However, this spell goes about it in a different manner. By casting Obscure, a mage merely makes himself hard to notice. People looking at him will tend to see only empty space. The advantage of this spell is that it covers both sight and hearing at once. The disadvantage is that a particularly observant person will see right through it.

A failed Magic Roll causes a large brilliant light to appear which will dazzle those nearby (including the caster) and certainly draw attention to the mage.

Power: Images to normal sight and hearing, -5 PER Roll

Modifiers: Gestures (-¼), Incantations (-¼), Requires a skill roll (-½), Only to simulate empty space (-1), Concentrate: 0 DCV (-½), Extra Time: Full Phase (-½), Character must have at least 20 points in spells from Sense College (-½), Side Effect (2d6 Flash explosion vs. normal sight) (-½). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 1 Phase

Real Cost: 6

THE VOID OF THE SENSES

This spell creates an area in which normal sight and hearing may not penetrate. Only the caster can see through it. To cast the spell, the mage must light a stick of incense. The smoke will billow forth from the stick, filling the affected area.

A mage who fails his Magic Roll for this spell will find that he himself has become victim to the void and will be unable to see or hear for a short time.

Power: 2" radius darkness to normal sight and hearing senses

Modifiers: Personal Immunity, (+¼); Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill roll (-½), Character must have at least 20 points in spells from Sense College (-½), Side Effects (5d6 Flash to sight and hearing) (-1), OAF — burning incense (-1), Concentrate: ½ DCV (-¼), Extra Time: Full Phase (-½), **Active Cost** = 31 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 1 Phase

Real Cost: 6

SEEK MIND

A mage casting this spell may seek out a mind familiar to him. Seek Mind tends to give only vague hints about where the individual is, although a particularly lucky magician may be able to find out more.

If the Magic Roll for this spell is failed, the mage who tried to cast it will find himself more vulnerable to mental detection or attack for a short time.

Power: 6d6 Mind Scan, +5 to roll

Modifiers: Gestures (-¼), Incantations (-¼), Requires a skill roll (-½), OAF — Mirror, piece of crystal, or the like (-1), concentrate 0 DCV (-½), Extra time: 1 Minute (-1 ½), Character must have at least 20 points in spells from Sense College (-½), Side Effect (3d6 Ego Drain) (-½). **Active Cost** = 40 points.

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

Real Cost: 7

DECEIVE THE SENSES

Through the use of this spell a sense mage can make people see and hear what is not there. To cast it the mage need only gaze into a mirror or a piece of crystal and visualize what he wishes people to see.

If the Magic Roll is failed, the images to will appear right on top of the caster, temporarily obscuring his vision totally.

Power: Images to normal sight and hearing, -6 PER Roll

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill roll (-½), Character must have at least 30 points in spells from Sense College (-¾), OAF — mirror, piece of crystal, or the like (-1), concentrate 0 DCV (-½), Extra Time: Full Phase (-½), Side Effect (3d6 Flash) (-½). **Active Cost** = 33 points.

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

Real Cost: 6

UNIQUE SPELLS

ARION'S ASTRAL AWARENESS OR SIRASTEL'S SECOND SIGHT

This is the ultimate in Sense spells. Through the use of Spatial Awareness, the casting mage surpasses mere sight and hearing. He becomes fully aware of his surroundings.

Failing the Magic Roll for this spell causes the mage to be deprived for a short time of all sensory input, leaving him completely vulnerable.

Power: Spatial Awareness, 360 degree, telescopic +8, +5 to PER Roll

Modifiers: Costs END (-½), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill roll (-½), Character must have at least 40 points in spells from Sense College (-1), OAF — Lens or piece of crystal (-1), Concentrate: 0 DCV (-½), Extra Time: Full Phase (-½), Side Effect (4d6 Flash to sight hearing and smell/ taste) (-1). **Active Cost** = 62 points.

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

Real Cost: 9

IMRIC'S PROOF AGAINST SCRYING

This is an all-important spell for anyone who wishes to be free from magical scrying. When cast, this spell creates a dead zone for all but the most powerful scrying spells. No spells of Farseeing or Farhearing will operate within the area it covers. Because it is a very draining spell mentally, a given mage may only safely cast it once a day. And the spell lasts for but an hour. However, it gives a full hour free of magical eavesdropping. Powerful leaders often keep several experienced mages around to cast continual spells against scrying when important negotiations are going on.

A failed Magic Roll causes the expected mental fatigue on the caster, but only results in a brilliant flash of light.



Power: Invisibility against Clairsentience, No Fringe

Modifiers: Area of Effect 4" Radius (+1), Continuous (+1), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill roll (-½), Bulky OAF — Burning brazier (-1 ½), Concentrate: 0 DCV (-½), Extra Time: 1 Turn (-1), Character must have at least 40 points in spells from Sense College (-1), 1 continuing Charge per day, lasts 1 hour (-½), Side Effect (2d6 Flash to sight and hearing) (-½). **Active Cost** = 90 points.

END Cost: -; **Magic Roll:** -9; **Casting Time:** 1 Turn

Real Cost: 13

ASTRAL PROJECTION

This spell allows the mage to separate his spirit from his body and travel astrally across the earth. While in this astral form, the mage cannot be seen or heard by normal senses and can pass through physical barriers.

The danger involved with this spell is that while the spirit is away, the body is vulnerable. Also, the spirit has no link to the body. So if the mage's body is moved while his spirit is away he will have no way of finding it. Most mages using this spell leave someone they trust to guard over their body.

If a mage fails the Magic Roll for this spell, he will improperly try to separate his spirit from his body and will cause his body a great shock. He may even knock himself unconscious.

Power: Desolidification, Invisibility to normal sight, hearing and smell and 10" Flight, 80" noncombat

Modifiers: ½ END cost (+¼); Gestures (-¼), Incantations (¼), Requires a (Magic) Skill roll (-½), (Desolidification only) Astral form has no connection with body (-1), OAF — Fine gem (-1), Concentrate: 0 DCV (-½), Extra Time: 1 Minute (-1 ½), Character must have at least 40 points in spells from Sense College (-1), Side Effect (6d6 Stun Drain) (-1). **Active Cost** = 125 points.

END Cost: 5; **Magic Roll:** -13; **Casting Time:** 1 Minute

Real Cost: 16

COLLEGE OF ICE WIZARDS

From the ice-locked lands of the north comes the magic of the Ice Wizards. The battle between man and the elements is the central occupation of the peoples of these lands, and this is reflected in their magic.

Ice magics are elemental in nature, and like other elemental magics they are primarily quick, powerful, and dangerous. They require little study to master, and can be deadly in combat.

All Ice spells require the caster to have a small amount of water on his hands. Dipping a hand in water is sufficient for this requirement. Spells of this college leave traces of frost on both the caster and target.

Common Limitations: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Water (-1), Doesn't work if temperature is above 80° or in low humidity (-¼), Character must have at least 10 points in spells from Ice College (-¼), Most Ice spells also have Side Effects (-½).

BASIC SPELLS

ICE BALL

This spell creates a spinning ball of ice. The caster can throw this, and the iceball will explode upon contact with an opponent.

If the caster fails his Magic Roll, then the ice ball explodes prematurely, doing 4d6 damage centered in the caster's hex.

Power: 6d6 Energy Blast (Cold & Ice)

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Water (-1), Doesn't work if temperature is above 80° or in low humidity (-¼), Character must have at least 10 points in spells from Ice College (-¼), Side Effects (4d6 Explosion) (-½). **Active Cost** = 30 points.

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

Real Cost: 7

SKIN OF ICE

This spell creates a thin rock-hard coat of ice, which protects the caster from all manner of damage.

If the Ice Wizard fails his Magic Roll, then the ice will penetrate the skin, causing minor frostbite.

Power: 4 PD/4 ED Force Field

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Water (-1), Doesn't work if temperature is above 80° or in low humidity (-¼), Character must have at least 10 points in spells from Ice College (-¼), Side Effects (3d6 Character Points STUN Drain) (-½). **Active Cost** = 8 points.

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

Real Cost: 2

DISPEL

The Ice Wizard summons an icy wind which is capable of whisking away the target spell.

Failure of his Magic Roll could result in the caster's own spells being dispelled.

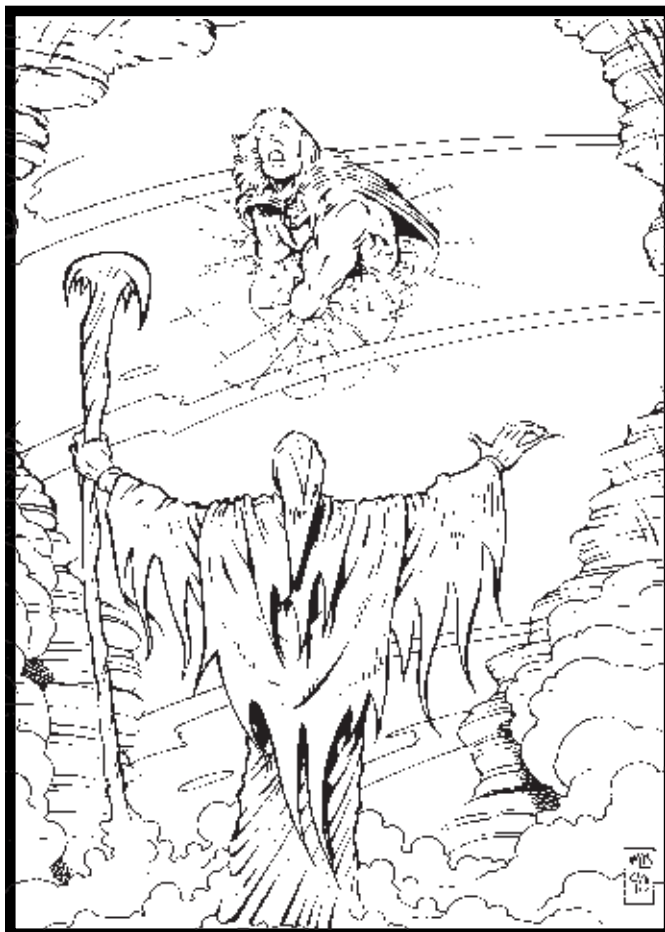
Power: 6d6 Dispel

Modifiers: Affects any single magical spell (+¼); Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Water (-1), Doesn't work if temperature is above 80° or in low humidity (-¼), Character must have at least 10 points in spells from Ice College (-¼), Side Effects (8d6 Dispel) (-½).

Active Cost = 22 points.

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

Real Cost: 6



DETECT

The caster's hands glisten with frost when in the presence of magic.

If the ice wizard fails his magic roll, the frost numbs his hands, rendering them nearly useless.

Power: Detect Magic

Modifiers: Gestures (-¼), Incantations (-¼), Costs END (-½), Requires a (Magic) Skill Roll (-½), OAF — Water (-1), Doesn't work if temperature is above 80° or in low humidity (-¼), Character must have at least 10 points in spells from Ice College (-¼), Side Effects (3d6 Character Points DEX Drain) (-½). **Active Cost** = 3 points.

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

Real Cost: 1

COLLEGE SPELLS

ICE SHARDS

A shower of ice slivers fly from the caster's hands and fly at the target. At short range against unarmored opponents, this can be deadly, but the slivers lose their potency the farther they travel.

If the caster fails his Magic Roll, the slivers burst in his hands, damaging the casters DEX and abilities of manipulation.

Power: 2d6 RKA (Ice shards)

Modifiers: Five Shot Autofire (+½), ½ End Cost (+½), Reduced by Range (-¼), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Water (-1), Doesn't work if temperature is above 80° or in low humidity (-¼), Character must have at least 10 points in spells from Ice College (-¼), Side Effects (3d6 Character Points of DEX Drain) (-½), Reduced Penetration (-¼). **Active Cost** = 60 points.

END Cost: 1(5); **Magic Roll:** -6; **Casting Time:** ½ Phase

Real Cost: 12

WALL OF ICE

The caster creates a 10" (20m) wide wall of ice at range. Because it is made of ice, it is more vulnerable to energy attacks than physical attacks. If the wall sustains enough damage to penetrate, it shatters, and then melts.

If the caster fails his Magic Roll, he is encased in a block of ice.

Power: 6 PD/4 ED Force Wall

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Water (-1), Doesn't work if temperature is above 80° or in low humidity (-¼), Character must have at least 10 points in spells from Ice College (-¼), Side Effects (3d6 Entangle) (-½). **Active Cost** = 25 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** 0 Phase

Real Cost: 6

FREEZE LIQUID

With this spell, the Ice Wizard can freeze a volume of liquid. To determine the volume of liquid that is frozen, use the BODY rolled and refer to the *Object Body Table* on pg 176 of the *HERO System Rulesbook* (a solid hex of water has 13 BODY). For liquids other than water, the GM may want to increase or decrease the target's total BODY (e.g., oil, wine, molten rock, etc.).

If the caster fails his Magic Roll, then he freezes some of his body's liquid instead.

Power: 3d6 Minor Transform

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Water (-1), Doesn't work if temperature is above 80° or in low humidity (-¼), Character must have at least 10 points in spells from Ice College (-¼), Side Effects (3d6 Drain BODY) (-½). **Active Cost** = 30 points.

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

Real Cost: 7

CALL COLD

With this spell, the caster can lower the temperature to below freezing within a limited area, producing a coating of frost.

If the Ice Wizard fails his Magic Roll, then he lowers his own body temperature to dangerous levels.

Power: Change Environment Radius 4"

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Water (-1), Doesn't work if temperature is above 80° or in low humidity (-¼), Character must have at least 10 points in spells from Ice College (-¼), Side Effects (3d6 Character Points STUN Drain) (-½). **Active Cost** = 15 points.

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

Real Cost: 4

ICES OF VISION

The caster peers into a small bowl of ice (perhaps created with the Freeze Liquid spell) and can see distant places as though looking through a frosted window pane. These visions are only visible to the caster.

Failure of the Magic Roll results in temporary blindness to the caster.

Power: Clairsentience (sight), max distance 100"

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Water (-1), Doesn't work if temperature is above 80° or in low humidity (-¼), Character must have at least 10 points in spells from Ice College (-¼), Side Effects (3d6 Flash against sight) (-½), Concentrate: ½ DCV for duration (-½). **Active Cost** = 20 points.

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

Real Cost: 4

CHILL BLOOD

The caster chills his opponent, slowing him down and making him sluggish. This spell can be especially effective against cold-blooded opponents. In any case, the target will end up with a light dusting of frost.

Failure of the Magic Roll results means the character chills himself.

Power: 3d6 SPD Drain

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Water (-1), Doesn't work if temperature is above 80° or in low humidity (-¼), Character must have at least 10 points in spells from Ice College (-¼), Side Effects (3d6 SPD Drain) (-½). **Active Cost** = 30 points.

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

Real Cost: 7

DEEP FREEZE

The caster slowly lowers his opponent's temperature, making him painfully cold. Unlike normal attacks, armor does nothing to protect the target; instead he must wear warm clothing.

Failure of the Magic Roll results means the character chills himself.

Power: 2d6 NND (not vs. warm clothing or immunity to cold)

Modifiers: 1 hex area effect (+½), Continuous (+1); Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Water (-1), Doesn't work if temperature is above 80° or in low humidity (-¼), Character must have at least 10 points in spells from Ice College (-¼), Side Effects (3d6 NND) (-½). **Active Cost** = 35 points.

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

Real Cost: 9

ICE MISTS

Chilling damp mists begin to swirl at the caster's feet, and then coalesce into a clinging fog that is impossible to see through.

If the caster fails his Magic Roll, his eyes are temporarily clouded.

Power: 2" Radius Darkness (impervious to normal sight)

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Water (-1), Doesn't work if temperature is above 80° or in low humidity (-¼), Character must have at least 10 points in spells from Ice College (-¼), Side Effects (3d6 Flash against sight) (-½). **Active Cost** = 20 points.

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

Real Cost: 5

ICE BONDS

The target of this spell is encased in thick bonds of ice, immobilizing him.

If a caster fails his magic roll then he encases himself in ice instead of his enemy.

Power: 3d6 Entangle

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Water (-1), Doesn't work if temperature is above 80° or in low humidity (-¼), Character must have at least 10 points in spells from Ice College (-¼), Side Effects (3d6 Entangle) (-½). **Active Cost** = 30 points.

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

Real Cost: 7

ICE GLITTER

The Ice Wizard throws a shimmering ball of ice at the target hex which bursts as it arrives, blinding all within a certain area.

If the caster fails his Magic Roll, the ball bursts in his hand, perhaps blinding him and his allies.

Power: 2d6 Flash against sight

Modifiers: Explosion (+½); Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Water (-1), Doesn't work if temperature is above 80° or in low humidity (-¼), Character must have at least 10 points in spells from Ice College (-¼), Side Effects (2d6 Flash Explosion against sight) (-½). **Active Cost** = 30 points.

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

Real Cost: 7

UNIQUE SPELLS**BALTHAZAR'S PRESERVING ICE**

This complex spell encases a fallen ally in a block of preserving ice, halting any further deterioration due to wounds, disease, or harmful spells. While in the ice, the target need not eat, drink, sleep, or even breathe, and the target does not age in any way. The ice is very fragile, however, and if broken, all beneficial properties of the ice cease.

The target of this spell, be he friend or foe, must be unconscious for the magic to have any effect. The caster must determine how long he wishes the spell to last when it is first cast. The spell will also end if the ice melts. If the caster fails his Magic Roll, then he is bound in normal ice.

Power: Life Support (breathing self-contained; does not need to eat, excrete, or sleep; immune to aging) linked to 3d6 Aid (Any Characteristic Lower than Normal)

Modifiers: Aid affects all Characteristics below normal values (+2), Continuous (+1), Uncontrolled (turns off is ice melts) (+½), Usable Against Others (+1), 0 END (+½), Aid only restores lost Characteristics to level at the time of casting (-¾), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Water (-1), Doesn't work if temperature is above 80° or in low humidity (-¼), Character must have at least 10 points in spells from Ice College (-¼), Side Effects (3d6 Entangle) (-½), Concentrate: 0 DCV (-½), Target must be unconscious (-¼), Life Support Costs Endurance (-½). **Active Cost** = 122 points.

END Cost: 0; **Magic Roll:** -12; **Casting Time:** ½ Phase

Real Cost: 22

CREATE ICE

With this spell, the Ice Wizard can concentrate and freeze the humidity in the air around him into some useful object. This includes such things as an ice bridge which spans a bottomless chasm, ice stairs which wind out of a pit, an ice coating over the slope between the characters and their foes, and so on.

This spell may not be used to simulate the effects of another spell. For example, the caster cannot create a defensive wall of ice with this spell, although he could create a barrier for hiding the party or keeping out the wind. Anything created with this spell is somewhat fragile (the ice is being created with moisture from the air, after all) and will shatter if hit by even an average blow.

This spell differs mechanically from the normal Transform rules. The amount rolled on the dice does not have to exceed the target's BODY; rather, the resulting amount indicates just how much ice has been created. For every 3 BODY rolled on the effect dice, the caster creates one cubic hex (1") of ice, in any form he wishes. This ice has 3 BODY and 0 DEF per cubic hex. This ice melts at the rate of one cubic hex per hour.

If the caster fails his magic roll, then he himself is the center point for the ice being created.

Power: 4d6 Major Transform — air to ice

Modifiers: Cumulative (+½), Change to Limited Class (ice forms) (+¾), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Water (-1), Doesn't work if temperature is above 80° or in low humidity (-¼), Character must have at least 30 points in spells from Ice College (-½), Side Effects (10d6 Entangle) (-½), Limited: Results are fragile (-½). **Active Cost** = 105 points.

END Cost: 11; **Magic Roll:** -11; **Casting Time:** ½ Phase

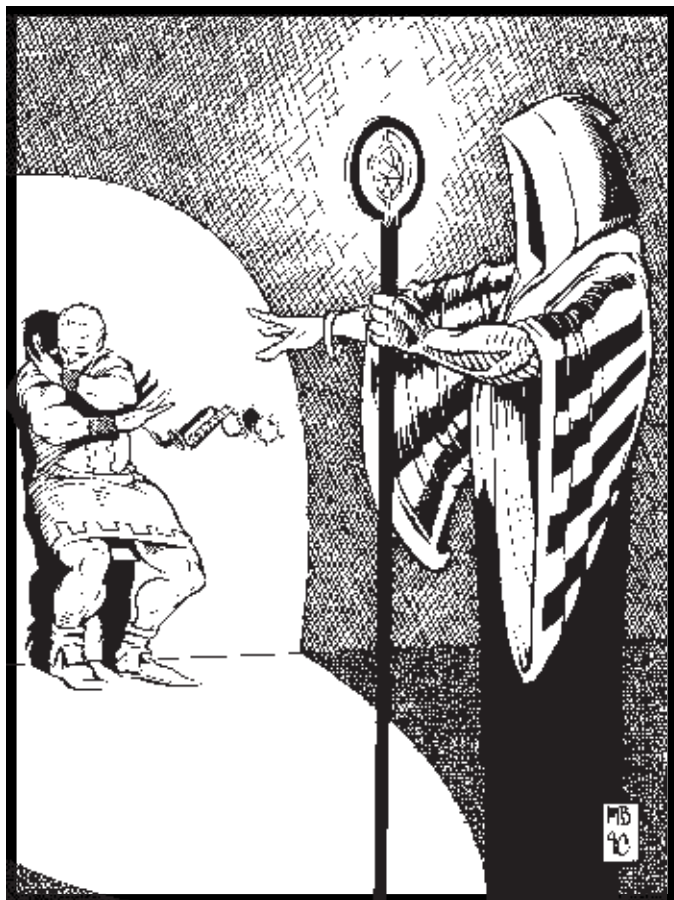
Real Cost: 22

THE COLLEGE OF LIGHT WIZARDS

Light is not usually considered to be a force of great power, but in the hands of a well-trained wizard, it can be devastating. Light-based magic is moderately easy to learn, but if misused it tends to blind the spellcaster. Light wizards must use a focus of some kind to intensify and store light. During their early training, a light wizard will generally choose a certain kind of crystal or gem as his personal focus. Because it is common and inexpensive, quartz is the focus of choice for many light wizards. However, some powerful or exceptional wizards choose rarer (and more expensive) gems like amethyst or sapphire. A light wizard using amethyst as a focus would display magic with a purple tint. Likewise, one who uses sapphires would have blue-tinted effects.

Light wizards must always beware of the reflective property of light. It is dangerous to use this magic near reflective surfaces (like mirrors, water, or even polished armor) because often the power of the spell can reflect and blind the caster. In addition, the light wizard is only able to store a certain amount of light energy for daily use. He must "recharge" his foci after he has cast certain spells.

Common Limitations: Requires a (Magic) Skill Roll (-½), OAF — Crystal (-1), Character must have at least 20 points in spells from Light College (-½).



BASIC SPELLS

LIGHT BLAST

A burst of intense light comes from one of the caster's gems or crystals. However, if the caster uses this spell near or against a mirror, glass or other shiny, reflective surface, the attack is reflected back, blinding the caster. This spell may only be cast four times per day.

Power: 6d6 Energy Blast (Light)

Modifiers: Requires a (Magic) Skill Roll (-½), OAF — Crystal (-1), Character must have at least 20 points in spells from Light College (-½), 4 Charges (-1), Does not penetrate reflective surfaces but reflects for Side Effect (-½), Side Effect (3d6 Flash) (-¼). **Active Cost** = 30 points.

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

Real Cost: 6

DETECT MAGIC

By holding one of his crystals above an object and concentrating, the caster can cause any magical object in range to glow.

Power: Detect, +2 to PER

Modifiers: Requires a (Magic) Skill Roll (-½), Costs END (-½), OAF — Crystal (-1), Character must have at least 20 points in spells from Light College (-½), Concentrate: 0 DCV (-½), Extra Time: One Minute (-1 ½). **Active Cost** = 7 points.

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

Real Cost: 1

DISPEL

The caster surrounds himself with glowing light emanating from his crystals. The light will disrupt the energies of any one spell the caster chooses.

If the caster fails his Magic Roll, the light becomes unbearably bright and blinds him. This spell may only be cast four times per day.

Power: 10d6 Dispel

Modifiers: Affects any single magical spell (+¼); Requires a (Magic) Skill Roll (-½), OAF — Crystal (-1), Character must have at least 20 points in spells from Light College (-½) Concentrate: ½ DCV (-¼), Doesn't work against other light-based powers (-¼), Side Effect (3d6 Flash) (-½) 4 Charges (-1). **Active Cost** = 37 points.

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

Real Cost: 7

COLLEGE SPELLS

STARBURST

The Caster throws small gems at the target, and they explode with a brilliant flash of light into tiny, sharp splinters. This spell may only be used four times per day, and it destroys one gem per use. (An expensive spell for wizards whose focus is a valuable gem!)

Power: 1d6 RKA linked to 2d6 Flash

Modifiers: Explosion (+½), Requires a (Magic) Skill Roll (-½), OAF — Crystal (-1), Character must have at least 20 points in spells from Light College (-½), 4 Charges, Expendable OAF (-¼), Side Effects (3d6 Flash) (-½). **Active Cost** = 20 points.

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

Real Cost: 8

SUNBURST

The caster throws one of his crystals, and when it hits its target (or the ground), it glows with blindingly bright sunlight.

If the caster fails his Magic Roll, the crystal will flash in his own eyes. This spell may only be cast four times per day.

Power: 2d6 Flash

Modifiers: Area Effect, 2" Radius (+1); Requires a (Magic) Skill Roll (-½), OAF — Crystal (-1), Character must have at least 20 points in spells from Light College (-½), 4 Charges (-1), Will reflect attack back at caster when used against or near any reflective surface (-¼), Side Effect (3d6 Flash) (-½). **Active Cost** = 40 points.

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

Real Cost: 8

IMAGE FORMS

When cast, this spell uses the light energy stored in the mage's crystal to warp the light rays in a nearby area and produce an optical illusion. These images tend to be crude and hazy.

Power: Images vs. sight (-2 to PER)

Modifiers: Requires a (Magic) Skill Roll (-½), OAF — Crystal (-1), Character must have at least 20 points in spells from Light College (-½), Concentrate: 0 DCV (-½), 4 Charges (-1). **Active Cost** = 16 points.

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

Real Cost: 4

INVISIBILITY

As the caster concentrates on his crystal, it begins to glow. The glowing light surrounds the caster, and then he vanishes. However, he must be cautious near pools of water or shiny objects because his reflection is still visible.

Power: Invisibility to normal sight

Modifiers: Requires a (Magic) Skill Roll (-½), OAF — Crystal (-1), Character must have at least 20 points in spells from Light College (-½), Concentrate: 0 DCV (-½), Extra Time: 1 Turn (-1), Caster can be seen in any reflective surface (-¼). **Active Cost** = 20 points.

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

Real Cost: 4

ILLUMINATE

The caster concentrates on his crystal. It gradually begins to glow until it emits a light as bright as sunlight.

Power: Change Environment (2" Radius)

Modifiers: Requires a (Magic) Skill Roll (-½), OAF — Crystal (-1), Character must have at least 20 points in spells from Light College (-½), Concentrate: 0 DCV (-½), Extra Time: 1 Turn (-1). **Active Cost** = 10 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** 1 Turn

Real Cost: 2

SOLID REFLECTION

The caster surrounds himself with a glowing light from his crystal. This light reflects any arrows or projectiles back to the attacker.

Like Dispel, if the caster fails his Magic Roll, the light becomes blinding. This spell can only be used four times per day.

Power: Missile Deflection and Reflection

Modifiers: Requires a (Magic) Skill Roll (-½), OAF — Crystal (-1), Character must have at least 20 points in spells from Light College (-½), 4 Charges (-1), Side Effect (3d6 Flash) (-½). **Active Cost** = 40 points.

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

Real Cost: 9

GLOWING TRACKS

This spell causes the target's tracks to glow, even if they were made a long time previously. This makes it simple for the caster to follow the target.

Power: Tracking Scent

Modifiers: Requires a (Magic) Skill Roll (-½), OAF — Crystal (-1), Character must have at least 20 points in spells from Light College (-½), Costs END (-½), Concentrate: ½ DCV throughout (-½), Extra Time: Full Phase (-½). **Active Cost** = 10 points.

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

Real Cost: 2

GLARE

The caster surrounds himself with a bright glow of light which makes him hard to look at and thus hard to hit. If he fails his Magic Roll, the bright light blinds him.

Power: +4 DCV

Modifiers: Requires a (Magic) Skill Roll (-½), OAF — Crystal (-1), Character must have at least 20 points in spells from Light College (-½), Side Effects (3d6 Flash) (-¼), If used near reflective surfaces causes side effect to caster (-¼), Extra Time: Full Phase (-½), 1 Continuing Charge, lasts 1 Turn (-1 ¼), Costs END (-½). **Active Cost** = 20 points.

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

Real Cost: 3

GLOWFORM

By concentrating on his crystal, the caster can turn himself into a figure of glowing light. He can then pass through transparent surfaces.

Power: Desolidification

Modifiers: Requires a (Magic) Skill Roll (-½), OAF — Crystal (-1), Character must have at least 20 points in spells from Light College (-½), Cannot pass through non-transparent objects (-1), Concentrate: 0 DCV (-½), Extra Time: Full Phase (-½), x3 END (-1). **Active Cost** = 40 points.

END Cost: 12; **Magic Roll:** -4; **Casting Time:** 1 Phase

Real Cost: 8

NIGHTSIGHT

When he casts this spell, the caster's crystal emits a light only he can see. If another person is in contact with the caster, both can see in the dark.

If the caster fails his Magic Roll, the caster is blinded by a brilliant flash of light from the crystal.

Power: Ultraviolet Vision

Modifiers: Usable by others (+½), Difficult to Dispel (+¼); Requires a (Magic) Skill Roll (-½), OAF — Crystal (-1), Character must have at least 20 points in spells from Light College (-½), Costs END (-½), Side Effects (3d6 Flash) (-½). **Active Cost** = 9 points.

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

Real Cost: 2

STROBE

The caster's crystal flashes with a quick, intermittent light that disorients the target.

If the caster fails his Magic Roll, he is disoriented.

Power: 3d6 DEX drain

Modifiers: Requires a (Magic) Skill Roll (-½), OAF — Crystal (-1), Character must have at least 20 points in spells from Light College (-½), Side Effects (3d6 DEX drain) (-½), Concentrate: ½ DCV (-¼), Side effect occurs if used near reflective surfaces (-¼), Usable only at night (-¼). **Active Cost** = 30 points.

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

Real Cost: 7

SUNBOLT

When this spell is cast, light rays from the sun are focussed through the caster's crystal into a deadly beam of energy. Because the beam is so tightly focused, it is accurate over long distances and can penetrate even the toughest of armor.

If this spell is miscast, the light is focused back upon the caster.

Power: 1 ½d6 RKA

Modifiers: Armor Piercing (+½), No Range Penalties (+½); Requires a (Magic) Skill Roll (-½), OAF — Crystal (-1), Character must have at least 20 points in spells from Light College (-½), Side Effects (1d6+1 RKA, AP) (-½), Concentrate: ½ DCV (-¼), Side effect occurs if used near reflective surfaces (-¼), Usable only in Bright Sunlight (-½). **Active Cost** = 50 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** ½ Phase

Real Cost: 11

UNIQUE SPELLS

MIRROR WALK

The caster can step into a mirror with a blinding flash of light and instantly step out from any mirror that he has previously memorized.

If he fails his Magic Roll, the mirror shatters into pieces.

Power: 10" Teleportation, floating location, 16x distance (160"), linked to a 2d6 Flash

Modifiers: Requires a (Magic) Skill Roll (-½), OAF — Crystal (-1), Character must have at least 20 points in spells from Light College (-½), Needs mirrors at both ends (-½), Concentrate: 0 DCV (-½), Side Effects (1d6+1 RKA with 1d6 Flash) (-½). **Active Cost** = 58 points.

END Cost: 4; **Magic Roll:** -6; **Casting Time:** ½ Phase

Real Cost: 12

SKY BRIGHT

This spell allows the caster to illuminate the night sky as if the sun were shining. The spell was originally developed to allow the college's more powerful mages more flexibility in casting their spells. Its more common use, however, is impressing primitive, and not so primitive, cultures.

If this spell is miscast, it drains the wizard of a great deal of his vital life energies.

Power: Change Environment to sunlight: 1,000,000" Radius Hex Area (about 2,000 kilometer radius)

Modifiers: 0 END Cost (+½); Requires a (Magic) Skill Roll (-½), OAF — Crystal (-1), Character must have at least 40 points in spells from Light College (-1), Side Effects (5d6 BODY Drain, Recovers 5 points Per Year) (-½), Concentrate: 0 DCV (-½), Extra Time: 5 Hours (-1 ½). **Active Cost** = 157 points.

END Cost: 0; **Magic Roll:** -16; **Casting Time:** 5 Hours

Real Cost: 26

LIGHT OF LIFE GIVING

This is the culmination of all spells in the college and is the most difficult spell for a light wizard to learn. Very, very few ever master it. The caster of this spell obtains all that he needs to live directly from the light of the sun. As long as he gets sunlight for most of the day, he does not age, nor does he need to eat or sleep. The sunlight is stored in the caster's crystal and the energy comes from them.

Power: Life Support: No need to eat or sleep, and Immunity to Aging

Modifiers: 0 END (+½); Requires a (Magic) Skill Roll (-½), Costs END (-½), OAF — Crystal (-1), Character must have at least 40 points in spells from Light College (-1), Must have sunlight most of the day or the spell loses effectiveness (-½). **Active Cost** = 12 points.

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

COLLEGE OF MENTALISM

Real Cost: 3

Students of mentalism use the powers of their mind to work magical spells. They require an iron discipline, and constantly strive to mold their minds to their greatest potential. Mentalism requires the mind to be re-attuned after long periods of disuse. This involves a daily one hour ritual of meditation. Mentalists are unexceptional in combat, but excel in using subterfuge and unseen powers to win the day.

The skill roll of the mentalist is based on EGO. Mentalists use a gem-like Focus made of fine crystal, which glows when casting. Without their Focus, the mentalist's power is cut in half. The Focus of the mentalist is considered "fragile" because it is closely in tune with the mentalists mind. If another character touches the mentalist's Focus, the Focus is useless until the owner can repeat his daily meditation.

Common Limitations: Requires a (Magic) Skill Roll which must be EGO-based (-½), Half Power without OAF (fragile) Crystal (-¾), Side Effects (3d6 Ego Attack) (-½), Character must have at least 20 points in spells from College of Mentalism (-½), Must meditate for one hour each day (-¼), Most spells also require Concentration or Extra Time (-½).

BASIC SPELLS

MENTAL FIST

This spell allows the caster to focus his mind and lash out with a blow of telekinetic force. If he fails his Skill Roll, the caster will get a bad headache.

Powers: 4d6 Energy Blast vs. PD (2d6 without Crystal)

Modifiers: Requires a (Magic) Skill Roll which must be EGO-based (-½), Half power without OAF (fragile) Crystal (-¾), Side Effects (3d6 Ego Attack) (-½), Character must have at least 20 points in spells from College of Mentalism (-½), Must meditate for one hour each day (-¼), Extra Time: Full Phase (-½). **Active Cost** = 20 points.

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

Real Cost: 5

TELEKINETIC SHIELD

Mentalists can turn aside physical blows using the force of their minds alone. Through practice, they can learn to keep part of their minds ready to deflect such attacks.

Powers: 4 PD/4 ED Force Field (2 PD/2 ED without crystal)

Modifiers: Reduced END (+½), Requires a (Magic) Skill Roll which must be EGO-based (-½), Half power without OAF (fragile) Crystal (-¾), Side Effects (3d6 Ego Attack) (-½), Character must have at least 20 points in spells from College of Mentalism (-½), Must meditate for one hour each day (-¼), Concentration: 0 DCV (-½). **Active Cost** = 12 points.

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

Real Cost: 3

MIND BLAST

This is the "bread and butter" spell of every mentalist. This attack will usually hurt the largest warriors or beasts, and will often stun them. To activate this spell the caster need only see his opponent and direct his mental energies at him. The caster must be careful, for if he loses control and fails his Skill Roll, the mental forces will rebound back at him.

Power: 4d6 Ego Attack, 2d6 without crystal

Modifiers: Requires a (Magic) Skill Roll which must be EGO-based (-½), Half power without OAF (fragile) Crystal (-¾), Side Effects (3d6 Ego Attack) (-½), Character must have at least 20 points in spells from College of Mentalism (-½), Must meditate for one hour each day (-¼), Extra Time: Full Phase (-½). **Active Cost** = 40 points.

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

Real Cost: 10



COLLEGE SPELLS

CONFOUND VISION

A quick flash of multicolored light allows the caster to telepathically scramble the thoughts of a target, rendering any visual or mental senses useless. Typically used to discourage the unwelcome attention of physical antagonists, the spell also hinders other mentalists.

Should the caster fail his Skill Roll, the spell will rebound back at the caster, causing temporary blindness.

Powers: 3d6 Flash vs. Normal Vision and Mental Sense Group (1 ½d6 without crystal)

Modifiers: Requires a (Magic) Skill Roll which must be EGO-based (-½), Half power without OAF (fragile) Crystal (-¾), Side Effects (3d6 Ego Attack) (-½), Character must have at least 20 points in spells from College of Mentalism (-½), Must meditate for one hour each day (-¼), Extra Time: Full Phase (-½). **Active Cost** = 40 points.

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

Real Cost: 10

PSYCHOKINESIS

This simple spell allows the caster to manipulate objects in his vicinity. It is useful for retrieving items from hard to reach places, or performing dangerous actions from a safe distance.

Failing the skill roll will cause the spell to go awry, pinning the caster where he stands.

Powers: 10 STR Telekinesis with Fine Control (5 STR TK without crystal)

Modifiers: Requires a (Magic) Skill Roll which must be EGO-based (-½), Half power without OAF (fragile) Crystal (-¾), Side Effects (3d6 Entangle) (-½), Character must have at least 20 points in spells from College of Mentalism (-½), Must meditate for one hour each day (-¼), Affects Whole Object (-¼), Concentrate: 0 DCV (-½), Extra Time: Full Phase (-¼). **Active Cost** = 25 points.

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

Real Cost: 6

MENTAL CLOAK

This spell dulls the perception of any observers, masking the caster's presence. Even without his crystal, a mentalist remains undetected by spells which would ordinarily reveal his mental energies. This spell is particularly embarrassing if not performed correctly, as a blue globe of crackling energy temporarily surrounds the caster's head.

Powers: Invisibility vs. Normal Vision and Mental Sense Group, No Fringe (Invisibility vs. Mental Sense Group Only without crystal)

Modifiers: 0 END (+½); Requires a (Magic) Skill Roll which must be EGO-based (-½), Half power without OAF (fragile) Crystal (-¾), Side Effect (10 points Light Images, 10 points Sound Images and 1d6 Flash vs. Normal Sight Only) (-½), Character must have at least 20 points in spells from Mentalism College (-½), Must meditate for one hour each day (-¼), Concentration: 0 DCV (-½). **Active Cost** = 60 points.

END Cost: 0; **Magic Roll:** -6; **Casting Time:** 0 Phase

Real Cost: 15

TELEPATHIC CONTACT

When contact must be made with another mind, there is no substitute for this spell. Note that a mentalist may only converse with a specific mind without his crystal, that person usually being his mentor or spouse. Mentalists must have permission from their targets before using this spell.

Powers: Mind Link with any one willing target (Mind Link with specific target only without crystal)

Modifiers: Requires a (Magic) Skill Roll which must be EGO-based (-½), Half power without OAF (fragile) Crystal (-¾), Side Effects (3d6 Ego Attack) (-½), Character must have at least 20 points in spells from College of Mentalism (-½), Must meditate for one hour each day (-¼), Costs END (-½). **Active Cost** = 15 points.

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

Real Cost: 4

STRENGTHENING OF WILL

This spell allows the caster to increase his natural willpower to superhuman levels. Strengthening is especially important when two mentalists duel.

Failure to make the Skill Roll causes the spell to rebound on the caster, draining away his resolve. Without his crystal, the caster will only gain benefit from a much smaller effect.

Powers: 4d6 Aid to Ego, (2d6 without Crystal)

Modifiers: Requires a (Magic) Skill Roll which must be EGO-based (-½), Half power without OAF (fragile) Crystal (-¾), Side Effects (3d6 Characteristic Drain vs. EGO) (-½), Character must have at least 20 points in spells from the College of Mentalism (-½), Must meditate for one hour each day (-¼), Extra Time: Full Phase (-½). **Active Cost** = 20 points.

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

Real Cost: 5

DOMINATE

Controlling the minds of others is perhaps the most famous talent of the Mentalism College. This spell allows the caster to take charge of another's actions. Any commands must be verbal and spoken in a language which the target can understand. If the Skill Roll is failed, then the caster will have his thoughts painfully disrupted.

Powers: 9d6 Mind Control (4 ½d6 without Crystal)

Modifiers: Requires a (Magic) Skill Roll which must be EGO-based (-½), Half power without OAF (fragile) Crystal (-¾), Side Effects (3d6 Characteristic Drain vs. Stun) (-½), Character must have at least 20 points in spells from the Mentalism College (-½), Must meditate for one hour each day (-¼), Extra Time: Full Phase (-½). **Active Cost** = 45 points.

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

Real Cost: 11

MIND SPEAK

The ability to read another's innermost thoughts is one claimed by many but mastered by few. Even those mentalists who have this spell are loathe to publicize it.

If the mentalist fails his Skill Roll, his own thoughts are sent to his target.

Power: 6d6 Telepathy (3d6 without crystal)

Modifiers: Requires a (Magic) Skill Roll which must be EGO-based (-½), Half power without OAF (fragile) Crystal (-¾), Side Effects (6d6 Telepathy, Send thoughts to target) (-½), Character must have at least 20 points in spells from College of Mentalism (-½), Must meditate for one hour each day (-¼), Extra Time (-½). **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 1 Phase

Real Cost: 7

MENTAL LOCATE

Trying to find a person is often a difficult task, but a skilled mentalist can often accomplish the feat in seconds. But even the mentalist should be wary, because should he fail in his endeavor, he could be exhausted for some time.

Power: 6d6 Mind Scan, +5 ECV (4d6, +0 ECV without crystal)

Modifiers: Requires a (Magic) Skill Roll which must be EGO-based (-½), Half power without OAF (fragile) Crystal (-¾), Side Effects (1 ½d6 Characteristic Drain vs. END, returns at 5 Character Points Per Day) (-½), Must have at least 20 points in spells from College of Mentalism (-½), Must meditate for one hour each day (-¼), Extra Time: Full Phase (-½). **Active Cost** = 40 points.

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

Real Cost: 10

WEAKEN WILL

Often a mentalist needs to weaken his opponent's mental prowess. With a mere touch, he can confuse and demoralize his opponent. Should the caster make a mistake in this procedure, the spell will turn on him.

Power: Drain (1d6 INT and 2d6 EGO) (½d6 INT and 1d6 EGO without crystal)

Modifiers: Requires a (Magic) Skill Roll which must be EGO-based (-½), Half power without OAF (fragile) Crystal (-¾), Side Effects (1d6 INT Drain and 1d6 EGO Drain) (-½), Character must have at least 20 points in spells from College of Mentalism (-½), Must meditate for one hour each day (-¼), Extra Time: Full Phase (-½). **Active Cost** = 30 points.

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

Real Cost: 7

IRON WILL

This spell enables the caster to fortify his mind against mental attacks.

If he fails his Skill Roll, he could be in a great deal of trouble for he will reduce his ability to control his mental processes.

Power: 10 points Mental Defense (10 + EGO/5)

Modifiers: 0 END (+½); Requires a (Magic) Skill Roll which must be EGO-based (-½), Half power without OAF (fragile) Crystal (-¾), Side Effects (3d6 Characteristic Drain vs. EGO) (-½), Character must have at least 20 points in spells from College of Mentalism (-½), Must meditate for one hour each day (-¼), Costs END (-½). **Active Points**= 15 points.

END Cost: 0; **Mental Roll:** -1; **Casting Time:** 0 Phase

Real Cost: 4

MENTAL GATE

Powerful mentalists are capable of altering the physical world by thought alone. Simply by concentrating on the place he would like to be, the caster may travel great distances within mere seconds.

If the caster fails his roll, he will receive a tremendous shock as half his body tries to teleport.

Power: 10" Teleportation with x8 distance and 1 Floating Location, 10" Teleportation with no distance multiples without the Crystal.

Modifiers: Requires a (Magic) Skill Roll which must be EGO-based (-½), Half power without OAF (fragile) Crystal (-¾), Side Effects (3d6 Characteristic Drain vs. BODY) (-½), Character must have at least 20 points in spells from College of Mentalism (-½) Must meditate for one hour each day (-¼), Extra Time: Full Phase (-½). **Active Cost** = 40 points.

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

Real Cost: 10

HEIGHTENED AWARENESS

Perhaps the greatest adversary for a mentalist is another mentalist. Therefore, it is important for mentalists to know when Mental Powers are in use. This spell allows the caster to "see" mental powers anywhere within line of sight and determine which Power is

being used. Although this is a simple spell to cast, the mentalist must not become careless or he will be temporarily blinded (a dangerous condition for mentalists).

Power: Discriminatory Mental Awareness

Modifiers: Requires a (Magic) Skill Roll which must be EGO-based (-½), Half power without OAF (fragile) Crystal (-¾), Side Effects (3d6 Flash) (-½), Character must have at least 20 points in spells from College of Mentalism (-½) Must meditate for one hour each day (-¼), Costs END (-½). **Active Cost** = 8 points.

END Cost: 1; **Mental Roll:** -1; **Casting Time:** 0 Phase

Real Cost: 2

MENTAL HEALING

Inevitably, through the course of adventuring, a mentalist will acquire cuts and bruises. Mentalists have found that they can "tune in" on bodily wounds and heal them.

Improper mental tuning to the wound could cause new wounds to open on the mentalist's body.

Power: 4d6 Healing (Aid) (2d6 without crystal)

Modifiers: Requires a (Magic) Skill Roll which must be EGO-based (-½), Side Effect (6d6 Blast) (-½), Half power without OAF (fragile) Crystal (-¾), Must meditate for one hour each day (-¼), Extra Time: Full Phase (-½), Character must have at least 20 points in spells from College of Mentalism (-½), Self Only (-½). **Active Cost** = 20 points.

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

Real Cost: 4

UNIQUE SPELLS

THE QUESTING SPELL OF SKALIZAR

This immensely powerful geas can be used by mentalists to force others to do their will. However, unlike some cruder questing spells, this spell does not simply mind control the subject into carrying out the quest. Instead, it makes the consequences of not continuing the quest so dire that the subject chooses to do it himself. This usually means that the quest has a higher chance of success.

Once the spell has been cast, the victim can act normally. However, if he doesn't pursue the quest to the best of his ability (as determined by the Telepathy), then the BODY Drain is activated. This powerful Drain exists solely to punish the character whenever he ignores the quest (as determined by the Telepathy). This also makes it extremely difficult for the victim to have the geas dispelled.

Power: 8d6 Telepathy

Modifiers: 0 END (+½); Half power without OAF (fragile) Crystal (-¾), Side Effects (3d6 Characteristic Drain vs. BODY) (-½), Character must have at least 20 points in spells from College of Mentalism (-½) Must meditate for one hour each day (-¼), Extra Time: 5 minutes Phase (-2), Only for Activating Trigger (-1). **Active Cost** = 60 points.

Second Power: 1d6 Body Drain

Modifiers: Recovers 5 Character Points per week (+1 ½), 0 END (+½), Trigger: Whenever subject isn't pursuing the quest to the best of his ability (+¼); , Half power without OAF (fragile) Crystal (-¾), Side Effects (3d6 Characteristic Drain vs. BODY) (-½), Character must have at least 20 points in spells from College of Mentalism (-½) Must meditate for one hour each day (-¼), Extra Time: 5 minutes (-2). **Active Cost** = 72 points.

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

Real Cost: 24

COLLEGE OF METAL WIZARDS

Metal: found in the bosom of the earth, purified by the embrace of fire, and tempered by the cooling touch of water. Touched by three of the four elements in its creation, and used by all in all aspects of life, metal plays an important part in fantasy society. So is it any wonder that a college would be devoted to metal and its use?

Metal magic is easy to use, and the college has many useful spells. Most are combat oriented. Tinder and metal shavings are required in order to make the metal pliable to the magic.

All metal spells throw off a deep reddish glow and a small amount of heat during casting. The heat given off is not intense enough to do damage.

Common Limitations: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Tinder and metal (-1), Character must have at least 20 points in spell from Metal College (-½). Most metal spells have Side Effects (-½).

BASIC SPELLS

METAL SHOT

When this spell is used, the caster throws a small metal ball at his target. This small ball, propelled by magical energy, strikes the target at high velocity and does a great amount of damage.

If the Metal Wizard fails his Magic Roll, the shot is not thrown loose and tries to take the caster's arm with it, pulling the muscle.

Power: 6d6 Energy Blast (Metal Ball)

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Tinder and metal (-1), Character must have at least 20 points in spell from Metal College (-½), Side Effects (6d6 Physical Energy Blast) (-½). **Active Cost** = 30 points.

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

Real Cost: 7

METAL SHARD

A shard of metal shoots out toward the target. This small metal fragment is typically powerful enough to penetrate even full plate mail.

The miscasting of this spell can stun the caster.

Power: 2 ½d6 RKA (Sharp Metal Fragment)

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Tinder and metal (-1), Character must have at least 20 points in spell from Metal College (-½), Side Effects (3d6 Character Points of STUN Drain) (-½). **Active Cost** = 40 points.

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

Real Cost: 10

MAGNETIC SHIELD

The caster can, with the use of this spell, create a field of magnetism that will repel weapon and spell alike, although it will not repel wood (staves and arrows).

Should the wizard miscast this spell, the hapless mage will be left physically exhausted from the effort.

Power: 8 PD/ 8 ED Force Field

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — tinder and metal (-1), Character must have at least 20 points in spell from Metal College (-½), Side Effects (3d6 Character points of END Drain) (-½), Will not work against nonmetal objects (-½). **Active Cost** = 16 points.

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

Real Cost: 4

DISPEL

The caster creates a magnetic field which, when in contact with a magic spell, will disrupt the magical field surrounding the spell and dissipate it. When miscast, the magnetic field disrupts the magical field around the caster instead.

Power: 6d6 Dispel

Modifiers: Affects any single magical spell (+¼); Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Tinder and metal (-1), Character must have at least 20 points in spells from Metal College (-½), Side Effects (8d6 Dispel) (-½). **Active Cost** = 22 points.

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

Real Cost: 5

DETECT

The wizard takes a small metal ball (one side stained white, the other side black) and places it in the palm of his hand. When he casts the spell, the ball hovers in his palm black side up. When in the presence of magic, the ball begins to turn over to the white side and bob in the air. The stronger the magic, the faster it bobs.

Power: Detect Magic

Modifiers: Gestures (-¼), Incantations (-¼), Costs END (-½), Requires a (Magic) Skill Roll (-½), OAF — Small metal sphere, tinder and metal (-1), Character must have at least 20 points in spells from Metal College (-½). **Active Cost** = 3 points.

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

Real Cost: 1

METAL WALL

The metal wizard can create a magical metal barrier. This metal wall will rise from the ground and stay in place until either it is dispelled, destroyed, or one hour has elapsed, in which case it sinks back into the ground from which it arose.

When this spell's Magic Roll is failed, the caster is greatly weakened from the exertion of the attempt.

Power: 6 PD/6 ED Force Wall (Metal Wall), Opaque to Sight Sense Group

Modifiers: Continuing Charges (3 Uses; 1 Hour Duration) (+0), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Tinder and metal (-1), Character must have at least 20 points in spells from Metal College (-½), Side Effects (3d6 Character Points of STR Drain) (-½). **Active Cost** = 40 points.

END Cost: 0; **Magic Roll:** -4; **Casting Time:** ½ Phase

Real Cost: 10

COLLEGE SPELLS

POLISH METAL

This spell causes a metal weapon or shield to become so brightly polished that it reflects blinding light. The caster makes a rubbing motion over the object to be polished while sprinkling the tinder and metal shavings on it.

When this spell is miscast, the wizard will suffer exhaustion from the effort.

Power: 2d6 Flash

Modifiers: Trigger (Power goes off when item is held at arms length and light is reflected in opponent's eyes) (+¼), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Tinder and metal (-1), Character must have at least 20 points in spells from Metal College (-½), Side Effects (3d6 Character points of END Drain) (-½), Does not work in darkness (-¼). **Active Cost** = 25 points.

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

Real Cost: 6

SHAPE METAL

This spell was developed by Metal Wizards who wished to sculpt their own art, weapons, and armor. When this spell is cast upon a body of metal, it temporarily gains the consistency of clay. As long as the caster works on the spell, the metal will remain malleable.

When this spell is miscast, the wizard will suffer exhaustion from the effort of the shaping.

Power: 1d6 Transformation, Minor

Modifiers: Cumulative (+½), Variable (+1), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Requires a skill to shape the metal (-¼), OAF — Tinder and metal (-1), Character must have at least 20 points in spells from Metal College (-½), Side Effects (3d6 Character points of END Drain) (-½). **Active Cost** = 25 points.

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

Real Cost: 9

METAL SHAFT

When this spell is cast, a thin shaft of incredibly sharp metal shoots out of the caster's finger tips and strikes the intended victim. The shaft, while small, is still quite deadly and can penetrate almost any form of armor.

If the mage should not cast the spell properly, then the exertion will leave him stunned.

Power: 2d6 RKA Physical (Metal Shaft)

Modifiers: Armor Piercing (+½), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Tinder and metal (-1), Character must have at least 20 points in spells from Metal College (-½), Side Effects (3d6 Character Points of STUN Drain) (-½). **Active Cost** = 45 points.

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

Real Cost: 11

ANIMATE METAL GOLEM

When this spell is cast, it brings a metal golem to life. The caster must have constructed the Golem before this spell is cast.

When this spell's Magic Roll is failed, the caster is greatly weakened from the exertion of the attempt.

Power: Summon Metal Golem

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Tinder and metal (-1), Character must have at least 20 points in spells from Metal College (-½), Side Effects (3d6 Character Points of STR Drain) (-½), Metal Golem must have Been Prepared Before Hand (-1). **Active Cost** = 77 points.

END Cost: 8; **Magic Roll:** -8; **Casting Time:** ½ Phase

Real Cost: 15

WARP METAL

This spell allows magic to twist and bend metal as though it were rope.

If the mage miscasts the spell, he becomes bent with poor posture and strength loss.

Power: 2d6 Minor Transform

Modifiers: Cumulative (+½), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Tinder and metal (-1), Character must have at least 20 points in spells from Metal College (-½), Side Effects (2d6 Character Points of STR Drain and 1d6 Character Points of COM Drain) (-½), Only Against metal objects (-½), Extra Time: Full Phase (-½), **Active Cost** = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 1 Phase

Real Cost: 6

THE GRIP OF IRON

The caster can cause existing metal on the victim's body to lock up and restrict his movement. The more metal that is in on the target, the more effective this spell will be. (As a decent approximation, the GM can assume that the Entangle will have a maximum of 1 DEF for each point of DEF that the character has in metal armor, up to amount rolled for the Entangle). When the spell is broken, the metal reverts back to its original form.

Should the spell be miscast, the spell causes the wizard to become entangled with his own metal items.

Power: 5d6 Entangle

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Tinder and metal (-1), Character must have at least 20 points in spells from Metal College (-½), Side Effects (3d6 Entangle) (-½), Size of Entangle is based on metal carried by victim (-½). **Active Cost** = 50 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** ½ Phase

Real Cost: 11

MEND METAL

A wizard can mend dented or broken bits of metal back to its original form with the use of this spell. The wizard needs all pieces to the article in question to perform the task.

This spell is mentally taxing, so a missed Magic Roll will cause the caster to become weak.

Power: 2d6 Minor Transformation

Modifiers: Cumulative (+½); Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Tinder and metal (-1), Character must have at least 20 points in spells from Metal College (-½), Side Effects (3d6 END Drain) (-½), Concentrate: 0 DCV (-½), Extra Time: 1 Turn (-1), Only to fix — needs all parts.

Active Cost = 30 points.

END Cost: 3; **Magic Roll:** -3; **Casting Time:** 1 Turn

Real Cost: 4

RUST METAL

A metal mage can cause any metal to rust rapidly, thereby weakening it and making it more brittle.

If miscast, the mage himself will feel the effects of the spell by becoming sickly.

Power: 3d6 Body Drain

Modifiers: Points return 5 per Week (+1 ½); Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Tinder and metal (-1), Character must have at least 20 points in spells from Metal College (-½), Side Effects (3d6 CON Drain, 2d6 REC Drain) (-½), Only against metal objects (-1), Extra Time: Full Phase (-½), Concentrate (½ DCV) (-¼). **Active Cost** = 75 points.

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



Real Cost: 13

LIGHTEN METAL

When this spell is cast upon a metal object (armor, sword, or a pouch of coins), that object's weight is lightened by half. Multiple uses of this spell will continue to lighten the object by half up to the limit of the spell.

The spell will cause magical energies to explode in the caster's face if he fails his Magic Roll.

Power: 20 STR Telekinesis

Modifiers: Continuous (+1), Uncontrolled (+½), 0 END (+½); Only to decrease weight by ½ (-1 ½), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Tinder and metal (-1), Character must have at least 20 points in spells from Metal College (-½), Side Effects (6d6 Energy Blast) (-½), Only against metal objects (-½), Extra Time: Full Phase (-½), Concentrate: ½ DCV (-¼). **Active Cost** = 90 points.

END Cost: 0; **Magic Roll:** -6; **Casting Time:** 1 Phase

Real Cost: 13

ERCON'S MYSTICAL WARDING SPIKES

With this spell, the caster can enchant a set of four metal spikes to sound an alarming trumpet note should anyone come within 100 meters (50" r max) of his camp without announcing the password aloud. The wizard will place the four spikes at the four corners of the camp's perimeter and upon placing the fourth spike utter that day's password. Of course, the spell can only trigger if the mage's normal perceptions would have detected the intruder.

The effect of a failed Magic Roll will be a deafening trumpet sound upon the placement of the fourth spike.

Power: Images vs. normal hearing

Modifiers: Trigger: Anyone who approaches within 50" without saying the password (+½); Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Tinder and metal (-1), Character must have at least 20 points in spells from Metal College (-½), Side Effects (3d6 Flash vs. Hearing) (-½), Extra Time: Full Phase (-½), **Active Cost** = 15 points.

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

Real Cost: 3

HAND SWORD

This spell transforms the wizard's arm into a short sword, which is fully capable of doing damage and parrying attacks.

If the mage fails to make his Magic Roll, he will experience a loss of energy.

Power: 1d6 HKA, Linked to 5 PD/ 4 ED Force Field

Modifiers (both powers): Gestures (-¼), Incantations (-¼), Requires a Magic Skill Roll (-½), OAF — Tinder and metal (-1), Character must have at least 20 points in spells from Metal College (-½), Side Effects (3d6 Character Points of END Drain) (-½)

Modifiers (Force Field): Arm Only (-2), Linked to HKA (-½)

Total Active Cost = 24 points.

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

Real Cost: 5

HEAT METAL

The metal wizard who created this spell originally thought that if a person couldn't hold a weapon, then he can't use it either! So the expression "too hot to handle" might just apply.

This spell will cause any metal object to become red hot and burn anyone who touches it. This spell is particularly useful against opponents in armor, since it takes time to strip it off!

If this spell is miscast, the caster will experience that same heat sensation.

Power: 1 ½d6 RKA

Modifiers: Continuous (+1), Sticky (+½); Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Tinder and metal (-1), Character must have at least 20 points in spells from Metal College (-½), Side Effects (6d6 Energy Blast) (-½), Only Against opponents touching the metal object (-1), Extra time (Full Phase) (-½). **Active Cost** = 62 points.

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

Real Cost: 11

ANIMATE REFLECTION

The mage can take any reflection from a metal surface and give it the appearance substance. The source of the reflection need not stay present, as long as the caster is within sight of the image.

When this spell is miscast, the caster himself will become caught in the reflection, and must pull himself free.

Power: Images (-5 to PER)

Modifiers: All Sight Sense Group and Normal Hearing (+15), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Bulky OAF — Tinder, metal and reflecting metal surface (-1 ½), Character must have at least 20 points in spells from Metal College (-½), Side Effects (3d6 Entangle) (-½), Only images that began as reflections (-½), Extra Time: 1 Minute (-1 ½). **Active Cost** = 40 points.

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

Real Cost: 7

METAL SKIN

The caster of this mighty spell can endow himself with the natural properties of metal (e.g.: STR, PD, etc.).

The major drawback to this spell is that should the metal wizard fail his Magic Roll, the spell will still go off, except that his new metal skin is rigid and he will be as a statue for the spell's duration.

Power: Density Increase (x2), linked to Force Field (5 PD/4 ED)

Modifiers (for both powers): Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Tinder and metal (-1), Character must have at least 20 points in spells from Metal College (-½), Side Effects (3d6 Entangle) (-½), Force Field is Linked (-½), Density Increase is Visible (Subject turns to metal) (-¼). **Active Cost** = 19 points.

END Cost: 2; **Magic Roll:** -3; **Casting Time:** ½ Phase

Real Cost: 4

UNIQUE SPELLS

NACRE'S SAVAGE ATTRACTION

This spell was designed as an ultimate attack upon an unsuspecting person. When cast, the spell will make the target magnetic; all metal objects will fly at him at their maximum velocity.

If the spell is miscast, the caster himself becomes the center of the attraction.

Power: STR 30 Telekinesis. Each attack does 1d6 per BODY + DEF, up to max 6d6.

Modifiers: Area Effect Radius 3" (+1), Indirect (Originated from target) (+¾), Telekinesis can only attract metal objects toward the source (-1 ½), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Tinder and metal (-1), Character must have at least 30 points in spells from Metal College (-¾), Side Effects (Same spell, targeted on the caster) (-½), Continuing Charges (4 Uses of 1 Minute Duration) (-¼), Extra Time: Full Phase (-½), **Active Cost** = 124 points.

END Cost: 0; **Magic Roll:** -11; **Casting Time:** 1 Phase

Real Cost: 19

THE CRUSHING RINGS OF ZONTAL

The caster of this mighty spell can create a band of metal that shoots off his finger and encircles the victim. The band then reverts to its normal size, squeezing the victim.

Should the mage fail his Magic Roll, then the ring will crush his finger.

Power: 30 STR Telekinesis

Modifiers: Telekinesis only for Grab and Squeeze (-1), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — metal ring, tinder and metal (-1), Character must have at least 30 points in spells from Metal College (-¾), Side Effects (3d6 BODY Drain) (-½). **Active Cost** = 45 points.

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

Real Cost: 9

DESTROY METAL

The mage who casts this spell can completely disintegrate any metal article that the caster touches. The object rusts, crumbles, and finally blows away with the wind.

Should the wizard fail his Magic Roll, the caster will experience sharp, internal pains as his magical energies try to destroy his own internal organs.

Power: 8d6 Transform, All or Nothing (Metal to Dust)

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), OAF — Tinder and metal (-1), Character must have at least 20 points in spells from Metal College (-½), Side Effects (3d6 Character Points of BODY Drain) (-½), Only Against metal objects (-½), Extra time (Full Phase) (-½). **Active Cost** = 120 points.

END Cost: 12; **Magic Roll:** -12; **Casting Time:** 1 Phase

Real Cost: 24

COLLEGE OF SONIMANCERS

This fraternity of spellcasters is one of the smaller colleges, yet its members are unmistakably capable. The College of Sound manipulates sound in all its varieties, from the finely trained quartet to the concussion of a thunderstorm. Often, this college is combined with the College of Air Magic. All spells in this college cause an audible thrum upon casting and a vibration in the air.

Learning spells from this college requires some study to understand the intricacies of sound and its relationship to vibration and solids. The theory of sound magic states that all reality is formed of vibrating solids, and magic can manipulate these vibrations.

Common Limitations: Incantations (-¼), Gestures (-¼), Requires a (Magic) Skill Roll (-½), Caster must have at least 20 points in College (-½), OAF — Tuning Fork, Expensive and hard to find (-1 ¼), Side Effects (-½).



BASIC SPELLS

SONIC BLAST

With a shriek, the caster hurls a blast of sound at the target, inflicting concussion damage. However, if the caster fails his skill roll, the shriek hits him, causing disorientation and pain.

Power: 6d6 Energy Blast vs PD

Modifiers: Incantations (-¼), Gestures (-¼), Requires a (Magic) Skill Roll (-½), Caster must have at least 20 points in College (-½), OAF — Tuning Fork, Expensive and hard to find (-1 ¼), Side Effect (1 ½d6 INT and STUN drain) (-½). **Active Cost** = 30 points.

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

Real Cost: 7

BANSHEE

The caster points his fist at a target and a bolt of sonic energy slams into the target, disrupting muscle and bone.

If the caster fails his roll, he will be temporarily deafened.

Power: 2d6 RKA (Physical)

Modifiers: Reduced by Range (-¼), Incantations (-¼), Gestures (-¼), Requires a (Magic) Skill Roll (-½), Caster must have at least 20 points in College (-½), OAF — Tuning Fork, Expensive and hard to find (-1 ¼), Side Effects (3d6 Flash against Hearing) (-½). **Active Cost** = 30 points.

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

Real Cost: 7

SONIC SHIELD

With a tuning fork, the caster sets up an ultrasonic wall of vibration around himself. This is audible, and protects the caster from most attacks.

If the caster fails his roll, he will be temporarily deafened.

Power: 6 PD/ 6 ED Force Field

Modifiers: Incantations (-¼), Gestures (-¼), Requires a (Magic) Skill Roll (-½), Caster must have at least 20 points in College (-½), OAF — Tuning Fork, Expensive and hard to find (-1 ¼), Side Effects (3d6 Flash against Hearing) (-½). **Active cost** = 12.

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

Real Cost: 3

SONIC WALL

Similar to Sonic Shield, Sonic Wall sets up protective vibrations. However, it is a fixed wall and will collapse if broken through. It can be left behind if the caster desires.

If the caster fails his roll, he will be temporarily deafened.

Power: 6 PD/ 6 ED Force Wall

Modifiers: ½ END cost (+¼); Incantations (-¼), Gestures (-¼), Requires a (Magic) Skill Roll (-½), Caster must have at least 20 points in College (-½), OAF — Tuning Fork, Expensive and hard to find (-1 ¼), Side Effects (3d6 Flash against Hearing) (-½). **Active Cost** = 37 points.

END Cost: 1; **Magic Roll:** -4; **Casting Time:** 0 Phase

Real Cost: 9

SPELLSHATTER

This spell fires a bolt of sound at a spell and disrupts the mystic vibrations holding it together.

If the caster fails his roll, he will be temporarily deafened.

Power: 8d6 Dispel

Modifiers: Affects any single magical spell (+¼); Incantations (-¼), Gestures (-¼), Requires a (Magic) Skill Roll (-½), Caster must have at least 20 points in College (-½), OAF — Tuning Fork, Expensive and hard to find (-1 ¼), Side Effects (3d6 Flash against Hearing) (-½). **Active Cost** = 30 points.

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

Real Cost: 7

COLLEGE SPELLS

ALARM

The caster sets up a field of vibrations that senses intruders and screams out warning. It can be cast on a door, a tunnel, etc. It is a favorite way for individual wizards to "set watch" on long journeys.

If the caster fails his roll, he will be temporarily deafened.

Power: Images vs. Hearing

Modifiers: Variable Trigger (+½); Incantations (-¼), Gestures (-¼), Requires a (Magic) Skill Roll (-½), Caster must have at least 20 points in College (-½), OAF — Tuning Fork, Expensive and hard to find (-1 ¼), Side Effects (3d6 Flash against Hearing) (-½), Only to sound an alarm (-1) **Active Cost** = 15 points.

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

Real Cost: 3

ELF EARS

With oil rubbed on the ears, the caster enchants himself with excellent hearing. The caster can even attack, based on hearing.

If the caster fails his roll, he will be temporarily deafened.

Power: +3 Hearing perception, Targeting on Hearing

Modifiers (Both): Incantations (-¼), Gestures (-¼), Requires a (Magic) Skill Roll (-½), Caster must have at least 20 points in College (-½), OAF — Tuning Fork and oil, Expensive and hard to find (-1 ¼), Side Effects (3d6 Flash against Hearing) (-½), Costs END (-½). **Active Cost** = 24 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 0 Phase

Real Cost: 5

LONG EARS

The caster can hear at a point desired at up to 1300 feet away. He can even hear through walls or other impediments.

If the caster fails his roll, he will be temporarily deafened.

Power: Clairaudience, 2x Range (200")

Modifiers: Incantations (-¼), Gestures (-¼), Requires a (Magic) Skill Roll (-½), Caster must have at least 20 points in College (-½), OAF — Tuning Fork, Expensive and hard to find (-1 ¼), Side Effects (3d6 Flash against Hearing) (-½). **Active Cost** = 25 points.

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

Real Cost: 6

SPIRIT VOICE

This is the workhorse spell of this college, able to generate sounds of any kind, in varied complexity.

If the caster fails his roll, there will be a sudden loud burst of sound.

Power: Images versus Hearing at -5 to PER Rolls

Modifiers: Incantations (-¼), Gestures (-¼), Requires a (Magic) Skill Roll (-½), Caster must have at least 20 points in College (-½), OAF — Tuning Fork, Expensive and hard to find (-1 ¼), Side Effects (2d6 Flash against Hearing, Explosion) (-½). **Active Cost** = 25

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

Real Cost: 6

UNWALL

With a tuning fork, the caster instigates a powerful ultrasonic burst. This will only harm solid, rigid surfaces, such as walls, Wall spells, metal, stone, etc.

If the caster fails his roll, he will be temporarily deafened.

Power: 3d6 RKA

Modifiers: Armor Piercing (+½), Incantations (-¼), Gestures (-¼), Requires a (Magic) Skill Roll (-½), Caster must have at least 20 points in College (-½), OAF — Tuning Fork, Expensive and hard to find (-1 ¼), Side Effects (3 ½d6 Flash against Hearing) (-½), Only vs rigid or solid surfaces (-1). **Active Cost** = 67 points.

END Cost: 7; **Magic Roll:** -7; **Casting Time:** ½ Phase

Real Cost: 13

CONVERSPHERE

The wizard generates an area in which all languages are mystically translated. The persons in the area must number eight or less, not counting the wizard and must be willing to have their words translated.

If the caster fails his roll, he will be temporarily deafened.

Power: Mind Link (any minds), up to eight others

Modifiers: Incantations (-¼), Gestures (-¼), Requires a (Magic) Skill Roll (-½), Caster must have at least 20 points in College (-½), OAF — Tuning Fork, Expensive and hard to find (-1 ¼), Side Effects (3d6 Flash against Hearing) (-½), Limited to 2" radius (-1), Costs END (-½). **Active Cost** = 25 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 0 Phase

Real Cost: 4

SILENCE

With this spell, the wizard can endow four other willing individuals (in addition to himself) with the power of silence.

If the caster fails his roll, he will be temporarily deafened.

Power: Invisibility to Hearing

Modifiers: Usable by four others (+1), At Range (+½), Incantations (-¼), Gestures (-¼), Requires a (Magic) Skill Roll (-½), Caster must have at least 20 points in College (-½), OAF — Tuning Fork, Expensive and hard to find (-1 ¼), Side Effects (3d6 Flash against Hearing) (-½). **Active Cost** = 55 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** 0 Phase

Real Cost: 12

THUNDERCLAP

This spell creates a deafening thunderclap, which the caster is immune to. Although the effects are not permanent, they can be quite annoying.

If the caster fails his roll, he will be temporarily deafened.

Power: 2d6 Flash versus Hearing

Modifiers: Area Effect, 2x Radius (2") (+1 ¼), Personal Immunity (+¼), Incantations (-¼), Gestures (-¼), Requires a (Magic) Skill Roll (-½), Caster must have at least 20 points in College (-½), OAF — Tuning Fork, Expensive and hard to find (-1 ¼), Side Effects (3d6 Flash against Hearing) (-½). **Active Cost** = 50 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** ½ Phase

Real Cost: 12

PERCUSSION

When this spell is cast, it generates a sound like a drum that does no direct damage, but sends most beings in its cone effect flying backwards.

If the caster fails his roll, he will be temporarily deafened.

Power: 20 STR Telekinesis

Modifiers: Cone effect (3" Cone) (+1), Incantations (-¼), Gestures (-¼), Requires a (Magic) Skill Roll (-½), Caster must have at least 20 points in College (-½), OAF — Tuning Fork, Expensive and hard to find (-1 ¼), Side Effects (3d6 Flash against Hearing) (-½), TK only used for throwing backwards (-1 ½), No Range (-½). **Active Cost** = 60 points.

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

Real Cost: 10

UNIQUE SPELLS

MATLOQUE'S CURSE OF SILENCE

This is a spell that is only taught to sonimancers of the highest achievement. It causes a magically induced deafness to fall upon the target, which can only be cured through magical music. Since the ability to hear is considered paramount by most Sonimancers, this spell is shunned by most.

If the caster fails his roll, he will be temporarily deafened.

Power: 9d6 Major Transform (Deafness); restored by magical music.

Modifiers: Personal Immunity (+¼), OAF — Tuning Fork, Expensive and hard to find (-1 ¼), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), At Least 40 Points in College (-1), Side Effect (4d6 Flash vs Hearing) (-½), Extra Time: Full Phase (-½), No Range (-½). **Active Cost** = 169 points.

END Cost: 17; **Magic Roll:** -17; **Casting Time:** 1 Phase

Real Cost: 29

HANNIBAL'S SONIC PARALYSIS

This spell creates a piercing paralyzing noise that is heard as a high pitched whine to all but the victim. The target is wracked with shrieks that disorient and deafen him.

If the caster fails his roll, he will be temporarily deafened.

Power: 2d6 Entangle, impervious to hearing sense group

Modifiers: Entangle takes no damage from attacks (+½), Based on EGO Combat Value (+1), Personal Immunity (+¼), Incantations (-¼), Gestures (-¼), Requires a (Magic) Skill Roll (-½), Caster must have at least 20 points in College (-½), OAF — Tuning Fork, Expensive and hard to find (-1 ¼), Side Effects (4d6 Flash against Hearing) (-½), Must be able to hear to be affected (-¼). **Active Cost** = 82 points

END Cost: 8; **Magic Roll:** -8; **Casting Time:** ½ Phase

Real Cost: 18

MATLOQUE'S IMPEDIMENT OF THE TONGUE

This spell causes the target to be unintelligible when speaking. The person speaks in a nonsensical, alien-like tongue, which is extremely difficult to understand.

If the caster fails his roll, he will be temporarily deafened.

Power: Images versus Hearing, -4 to PER Rolls

Modifiers: Power Based on EGO Combat Value (+1), ½ END Cost (+¼), Incantations (-¼), Gestures (-¼), Requires a (Magic) Skill Roll (-½), Caster must have at least 20 points in College (-½), OAF — Tuning Fork, Expensive and hard to find (-1 ¼), Side Effects (3d6 Flash against Hearing) (-½), Only distorts speech of target (-1 ½). **Active Cost** = 49 points.

END Cost: 2; **Magic Roll:** -5; **Casting Time:** 1 Phase

Real Cost: 9

BURKHARDT'S ENCHANTING MELODIES

Developed by the Bard, Burkhardt, this spell allows the caster to communicate his ideas through music and lyrics. By simply playing or singing, the caster can make his ideas clearly understood or influence an audience.

Should the wizard miscast this spell, he will accidentally deafen himself with a sudden burst of loud noise.

Power: 5d6 Telepathy and 10d6 Mind Control

Modifiers: Explosion (+½), 0 END Cost (+½), Incantations (-¼), Gestures (-¼), Requires a (Magic) Skill Roll (-½), Caster must have at least 20 points in College (-½), OAF — Tuning Fork, Expensive and hard to find (-1¼), Side Effects (3d6 Flash against Hearing) (-½), Only Communicates Ideas and Emotions (-¼), Extra Time: 1 Minute (-¾), Telepathy is Linked to Mind Control (-½). **Active Cost** = 150 points.

END Cost: 0; **Magic Roll:** -15; **Casting Time:** 1 Minute

Real Cost: 28

COLLEGE OF TIME MAGES

*"This thing all things devours:
Birds, beasts, trees, flowers;
Gnaws iron, bites steel;
Grinds hard stones to meal;
Slays king, ruins town,
And beats high mountain down."*

— Gollum, *The Hobbit*

The most irresistible force in all of nature is time. The mages of this college seek to control and understand the inevitable and inexorable forces of time itself. The possible rewards of controlling this immense power are great. However, time is not easy to master, and the practitioners of this college must spend many years of study and labor in order to work their art. Also, if he does not cast his spells properly, the time mage may find himself at the mercy of the ravages of time. Thus only a few take up this college, and time magic is one of the rarest magics in the land.

Usually when time magic is cast, nearby creatures will "feel" a disturbance in the time stream and can see a "ripple" in space where the time magic is used.

GM's Note: *Many of the spells in this college involve time travel through the Powers Clairvoyance and Extra-Dimensional Travel. These Powers can cause balance (as well as time-paradox) problems, and the GM is well within his rights to forbid player characters from taking such spells.*

Common Limitations: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), IIF (fragile) — hourglass (-½), Character must have at least 40 points in spells from Time College (-1), Side Effects (-½).

BASIC SPELLS

WITHERING BLAST

The caster invokes a blast of concentrated time at a target, causing a withering effect on whatever it hits.

If the caster fails his roll, he loses control of the time stream and causes himself to wither.

Power: 6d6 Energy Blast (time).

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), IIF (fragile) — hourglass (-½), Character must have at least 40 points in spells from Time College (-1), Side Effects (6d6 Energy Blast) (-½). **Active Cost** = 30 points.

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

Real Cost: 7

TIME SHIELD

A shimmering and shifting time field surrounds the caster, protecting him from incoming attacks.

If the caster fails his roll the field collapses inward, temporarily aging the caster.

Power: 6 PD / 6 ED Force Field

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), IIF (fragile) — hourglass (-½), Character must have at least 40 points in spells from Time College (-1), Side Effects (1d6 STR Drain, 1d6 BODY Drain, and 1d6 END Drain, return rate once per minute) (-½). **Active Cost** = 12 points.

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

Real Cost: 3

TIME WALL

A shimmering and shifting time wall appears, blocking attacks that strike it.

If the caster fails his roll, the wall collapses, temporarily aging the caster.

Power: 6 PD / 6 ED Force Wall

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), IIF (fragile) — hourglass (-½), Character must have at least 40 points in spells from Time College (-1), Side Effects (1d6 STR Drain, 1d6 BODY Drain, and 1d6 END Drain all linked together, return rate once per minute) (-½). **Active Cost** = 30 points.

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

Real Cost: 7

DISPEL

When this spell is cast, a bolt of magic energy flies out creating a rippling time distortion on whatever it strikes. This distortion dispels magic.

If the caster fails his Magic Roll, the bolt drains the caster of energy.

Power: 8d6 Dispel

Modifiers: Affects any single magical spell (+¼); Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), IIF (fragile) — hourglass (-½), Character must have at least 40 points in spells from Time College (-1), Side Effects (4d6 END Drain) (-½). **Active Cost** = 30 points.

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

Real Cost: 7

DETECT

This spell creates an image of an hourglass with the sand continuously falling until the caster approaches any magic, then the sands stop falling.

If the caster fails his Magic Roll, his mind becomes too sensitive and the sensory overload causes pain.

Power: Detect Magic, +2 to PER roll

Modifiers: Gestures (-¼), Incantations (-¼), Costs END (-½), Requires a (Magic) Skill Roll (-½), IIF (fragile) — hourglass (-½), Character must have at least 40 points in spells from Time College (-1). Side Effects (6d6 energy blast, STUN only) (-½). **Active Cost** = 7 points.

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

Real Cost: 2

COLLEGE SPELLS

TIME TUNNEL

When this spell is cast, a small time tunnel appears between the caster and any small ranged attack moving at him. As the attack strikes the tunnel it is displaced in time, protecting the caster from any harm.

If the caster fails his roll the time tunnel strikes the caster, temporarily aging him.

Power: Missile Deflection, all ranged attacks, +2 to roll

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), IIF (fragile) — hourglass (-½), Character must have at least 40 points in spells from Time College (-1), Side Effects (1d6 STR Drain, 1d6 BODY Drain, and 1d6 END Drain all linked together, return rate once per minute) (-½). **Active Cost** = 30 points.

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

Real Cost: 7

SLOW TIME

This spell creates a time field which slows down the target. The target perceives things normally but is unable to react as quickly.

If the caster fails his roll, the spell backfires and slows him down instead.

Power: 3d6 Drain vs. SPD

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), IIF (fragile) — hourglass (-½), Character must have at least 40 points in spells from Time College (-1), Side Effects (3d6 SPD Drain) (-½). **Active Cost** = 30 points.

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

Real Cost: 7

QUICKEN TIME

When this spell is cast, a time field is created that speeds up everyone in the area of effect.

If the caster fails his roll the spell collapses on him and temporarily ages him.

Power: 3d6 Aid to SPD

Modifiers: Usable at range (+½), Area effect radius (2") (+1), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), IIF (fragile) — hourglass (-½), Character must have at least 40 points in spells from Time College (-1), Side Effects (1d6 STR Drain, 1d6 BODY Drain, and 1d6 END Drain all linked together, return rate once per minute) (-½). **Active Cost** = 37 points.

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

Real Cost: 9

ENFEEBLE

When this spell is cast at a target it temporarily ages him. The effect is physical, and the target's body weakens and loses vigor.

If the caster fails his roll the spell takes effect on himself.

Power: 1d6 BODY Drain linked to 1d6 STR Drain and 1d6 END Drain

Modifiers: Return rate once per minute (+¼); Linked (only for STR and END Drain) (-½), Gestures (-¼), Incantations (-¼), Requires Skill Roll (-½), IIF (fragile) — hourglass (-½), Character must have at least 40 points in spells from Time College (-1), Side Effects (1d6 STR Drain, 1d6 BODY Drain, and 1d6 END Drain all linked together, return rate once per minute) (-½). **Active Cost** = 37 points.

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

Real Cost: 11

DETERIORATE

This spell can be cast only on inanimate objects; it causes rapid deterioration.

If the caster fails his roll, the spell turns on him and causes rapid aging.

Power: 2d6 BODY Drain

Modifiers: Return rate once per 5 hours (+1); Inanimate objects only (-1), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), IIF (fragile) — hourglass (-½), Character must have at least 40 points in spells from Time College (-1), Side Effects (1d6 STR Drain, ½d6 BODY Drain, and 2d6 END Drain all linked together, return rate once per minute) (-½). **Active Cost** = 40 points.

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

Real Cost: 8

SENSE FUTURE

While this spell is operating, the caster probes into the future looking for any danger that may befall him. This spell is very inexact and the caster only gains a vague sense that something bad is about to happen. Note that this is a Talent used as a Spell.

If the caster fails his roll, he peers down too many time paths and his mind is overwhelmed.

Power: Danger Sense 12-, works out of combat, mystical, and immediate vicinity.

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), IIF (fragile) — hourglass (-½), Character must have at least 40 points in spells from Time College (-1), Side Effects (6d6 EB, STUN only) (-½). **Active Cost** = 27 points.

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

Real Cost: 7

SEE FUTURE

This spell is a more powerful version of Sense Future. When the spell is cast, the caster gains the ability to see what may happen in the future. The vision may come to the caster in a number of ways. Usually the caster goes into a deep trance, and the vision passes through his mind. Alternately, an omen can occur, giving the caster some clue as to future events.

If the caster fails the roll, his mind is left blank and unable to function properly for a time.

Power: Clairsentience (sight) into the future only

Modifiers: Extra time: 5 minutes (-2), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), IIF (fragile) — hourglass (-½), Character must have at least 40 points in spells from Time College (-1), Side Effects (3d6 INT Drain, recover once per 5 minutes) (-½), Concentrate: 0 DCV while casting (-½). **Active Cost** = 40 points.

END Cost: 4; **Magic Roll:** -4; **Casting Time:** 5 minutes

Real Cost: 6

TIME PHASE

With the casting of this spell, the caster launches himself out the normal time flow. The effect of this is that he can no longer interact normally with the physical world. He is still vulnerable to magical attacks however. The spell is very draining, and most casters can maintain it only for short periods of time.

If the caster fails his roll, his attempts to shift out of phase fails and he suffers a terrible backlash.

Power: Desolidification (vulnerable to magic attacks)

Modifiers: x 4 END Cost (-1 ½), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), IIF (fragile) — hourglass (-½), Character must have at least 40 points in spells from Time College (-1), Side Effects (6d6 Energy Blast) (-½). **Active Cost** = 40 points.

END Cost: 16; **Magic Roll:** -4; **Casting Time:** 0 Phase

Real Cost: 7

UNIQUE SPELLS

TIME STOP

When the time mage casts this spell, all time in an area stops for up to twelve seconds. Anything entering the area of time stop also stops in time, up to a maximum of 400 kg. Nothing in the area of stopped time can be affected by the outside world in any way, nor can anything in the area of stopped time affect anything else.

If the caster fails his roll, he himself is slowed.

Power: Extra-dimensional movement, transport through time, 12 seconds into the future only, 400 kg weight. (A special effect of this spell is that those affected are "frozen" in space for the 12 seconds the spell lasts. Because they have actually been transported forward in time they cannot be affected in any way by the outside world)

Modifiers: Usable on others (+½), Usable at range (+½), One Hex area effect (+½), Continuous (+1), Uncontrolled (+½), ½ END cost (+¼), Attacks occurring after the initial casting (due to the continuous effect) send the target 12 seconds into the future from the time of the initial casting (-¼), Caster must put only enough END into the spell for it to last up to 12 seconds, additional END is not allowed (-¼), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), IIF (fragile) — hourglass (-½), Character must have at least 40 points in spells from Time College (-1), Side Effects (6d6 SPD Drain) (-½). **Active Cost** = 127 points.

END Cost: 13; **Magic Roll:** -13; **Casting Time:** 0 Phase

Real Cost: 30

TIME BROTHER

When this spell is cast, the mage summons a version of himself from an alternate time stream. This "time brother" will immediately understand what is going on (his own time stream has almost identical events occurring) and will work to aid the caster.

The presence of two versions of the same person in the same time stream is very straining to the space/time fabric, and so the duplicate can only remain for 24 seconds. Moreover, the spell cannot be cast more often than once per hour. As the caster grows in power, he must continue to restudy this spell in order to be able to summon more powerful versions of himself.

This spell can be dangerous to cast because if the caster fails his roll the time brother will still appear, but will be opposed to the caster and will attack him immediately.

Power: Duplication (identical version of caster)

Modifiers: Duplicate can only remain for 2 Turns (-½), Can only cast the spell once per hour (-¼), Extra Time: Full Phase (-½), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), IIF (fragile) — hourglass (-½), Character must have at least 40 points in spells from Time College (-1), Side Effects (Summon: a hostile version of the caster) (-1). **Active Cost** = (Caster's points) / 2.5 points.

END Cost: (Caster's points)/25; **Magic Roll:** - (Caster's points)/25; **Casting Time:** 1 Phase

Real Cost: [(Caster's points)/2.5] / 5.75

TIME VORTEX

By casting this spell, a hole is created in the space/time fabric which creates a area of swirling and destructive time fields. Once created, the vortex is no longer controlled by the caster and will begin moving about randomly, wreaking havoc wherever it goes. Due to the powerful nature of this spell it can only be used three times daily.

If the caster fails his roll, the spell still goes off but is centered on him.

Power: Extra-dimensional movement forward in time only. The time jumped forward is random, equal to 6d6 seconds. Linked to the time travel is 2d6 body Drain.

Modifiers: Area effect radius (6" Radius) (+1), Usable at range (+½), Continuous (+1), Usable against others (Extra-Dimensional movement part only) (+½), 3 charges with a duration of 1 Turn (the spell can be ended by using other time magic to "heal" the hole or by placing a large object, over 800 kg, in the area of effect thus blocking the hole) (-¾), Activation 8- (Extra-dimensional movement part only) (-2), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), IIF (fragile) — hourglass (-½), Character must have at least 40 points in spells from Time College (-1), Side Effects (Same effects but centered on caster) (-1), **Active Cost** = 150 points.

END Cost: 0; **Magic Roll:** -15; **Casting Time:** 0 Phase

Real Cost: 22



COLLEGE OF TRADE AND NEGOTIATION

The College of Trade and Negotiation concentrates on the skills of diplomacy and conversation. No great royal or trading house is without its complement of wizard-diplomats or mage-merchants. Their skills can mean the difference between success or catastrophe.

The magics of this college are not very effective in combat situations. The one spells of some use in combat, Intimidate, is primarily intended to give the caster an opportunity to avoid violent confrontation.

Most of the spells require animated conversation for a full minute. It should also be noted that there is only one large spell in this college's repertoire (Although there are a few Unique Spells.) The practitioners of this college believe that having many different spells at their disposal is more valuable than having one or two powerful ones.

Common Limitations: Target must converse with Caster (-½), Requires a (Magic) Skill Roll (-½), Character must have at least 10 points in spells from the College of Trade and Negotiation (-¼). Most of these spells also take Extra Time: 1 minute (-1½).

Spells without a human target require Gestures (-¼) and Incantations (-¼) instead of the first Limitation; this simulates the caster having a "conversation" with something that can't talk back!

BASIC SPELLS

DISPEL

By reasoning and negotiating on a purely mystic level, the caster can cause the target effect to vanish. This requires at least one minute to perform.

Power: 6d6 Dispel

Modifiers: Affects any single magical spell (+¼); Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 10 points in spells from College of Trade and Negotiation (-¼), Extra Time: 1 minute (-1 ½). **Active Cost** = 24 points.

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

Real Cost: 6

DETECT

The caster gains insight into the nature of the target for purposes of detecting mystical forces.

Power: Detect Magic

Modifiers: Gestures (-¼), Incantations (-¼), Costs END (-½), Requires a (Magic) Skill Roll (-½), Character must have at least 10 points in spells from College of Trade and Negotiation (-¼), Extra Time: 1 minute (-1 ½). **Active Cost** = 3 points.

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

Real Cost: 1

COLLEGE SPELLS

INTIMIDATE

The caster appears to his foes to be truly invincible, causing them to reconsider or even completely abandon their attack.

Power: 4d6 Character Points PRE Aid

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 10 points in spells from the College of Trade and Negotiation (-¼), Only for use in Presence Attacks (-1). **Active Cost** = 20 points.

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

Real Cost: 6

VERIFY

This spell allows the caster to detect lies. The caster (as with many spells of this college) must engage the target in conversation, for a full minute. The caster can then tell whether the target has been lying during the course of the conversation.

Power: 6d6 Telepathy

Modifiers: Invisible Power Effects (+½) Only for Detecting Lies (-1), Target must engage in conversation (-½), Requires a (Magic) Skill Roll (-½), Character must have at least 10 points in spells from the College of Trade and Negotiation (-¼), Extra Time: 1 minute (-1 ½). **Active Cost** = 45 points.

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

Real Cost: 9

HIDE THOUGHTS

This spell is primarily intended to counteract the effects of the two spells above. No serious Wizard Negotiator is without some method of masking his thoughts.

Power: 10 points Mental Defense (plus Character's EGO/5)

Modifiers: Costs END (-½), Requires a (Magic) Skill Roll (-½), Character must have at least 10 points in spells from the College of Trade and Negotiation (-¼), Extra Time: 1 minute (-1 ½), Vs. Mind Control & Telepathy only (-1). **Active Cost** = 10 points.

END Cost: 1; **Magic Roll:** 1; **Casting Time:** 1 Minute

Real Cost: 2

PERSUADE

This spell enables the caster to persuade the target of just about anything. He can persuade a guard to open a door, a merchant that his goods are only worth half of what they are actually worth, or a diplomat that it isn't such a good idea to declare war on his nation. The caster must roll the target's EGO +20 in order for the target to think that the ideas suggested were his own.

Power: 10d6 Mind Control

Modifiers: Invisible Power Effects (+½), Target must engage in conversation (-½), Requires a (Magic) Skill Roll (-½), Character must have at least 10 points in spells from the College of Trade and Negotiation (-¼), Extra Time: 1 minute (-1 ½). **Active Cost** = 75 points.

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

Real Cost: 20

GLEAN

With this spell, the negotiator can get a vague notion of the target's thoughts and emotions. He can't delve very deep, but when in the middle of a major deal, this usually isn't necessary.

Power: 6d6 Telepathy

Modifiers: Invisible Power Effects (+½), Target must engage in conversation (-½), Requires a (Magic) Skill Roll (-½), Character must have at least 10 points in spells from the College of Trade and Negotiation (-¼), Extra Time: 1 minute (-1 ½), Cannot achieve higher than base EGO effect (-½). **Active Cost** = 45 points.

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

Real Cost: 11

LANGUAGE

This handy little spell enables the caster to understand and communicate in almost any tongue (or sign language, for that matter). This spell is one of the first taught to initiates of the College of Trade and Negotiation Magic.

Power: Universal Translator

Modifiers: Target must engage in conversation (-½), Requires a (Magic) Skill Roll (-½), Character must have at least 10 points in spells from the College of Trade and Negotiation (-¼), Extra Time: 1 minute (-1 ½), Costs Endurance (-½). **Active Cost** = 20 points.

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

Real Cost: 5

HUMBLE

The caster becomes more and more impressive in the eyes of the target, while the target feels himself terribly humiliated and susceptible to intimidation. This spell can force political or economic opponents to back down and feel very foolish, but is pretty much useless in combat situations.

Power: 2d6 Character Points PRE Transfer

Modifiers: Fully Invisible Power Effects (+1), Target must engage in conversation (-½), Requires a (Magic) Skill Roll (-½), Character must have at least 10 points in spells from the College of Trade and Negotiation (-¼), Extra Time: 1 minute (-1 ½), Cannot be used for combat PRE attacks (-½). **Active Cost** = 60 points.

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

Real Cost: 14



VALUE

This spell enables the caster to determine the value of goods. This spell only establishes the quality of the intrinsic workmanship; the wizard must still assess a price, based on the prices of similar objects.

Power: Enhanced Senses — Detect Quality (Discriminatory)

Modifiers: Gestures (-¼), Incantations (-¼), Costs END (-½), Requires a (Magic) Skill Roll (-½), Character must have at least 10 points in spells from the College of Trade and Negotiation (-¼), Extra Time: 1 minute (-1 ½), Costs END (-½). **Active Cost** = 8 points.

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

Real Cost: 2

ENCODE

This spell enables the caster to transform any writing into any other writing that the caster knows. The writing is transformed back when a trigger word is spoken. This is an extremely secure way to send and receive secret messages, a valuable skill for negotiators and traders alike.

Power: 2d6 Cosmetic Transform — writing to other writing (change back with trigger word)

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 10 points in spells from the College of Trade and Negotiation (-¼), Extra Time: 5 minutes (-2). **Active Cost** = 10 points.

END Cost: 1; **Magic Roll:** -0; **Casting Time:** 5 minutes

Real Cost: 2

MEMORY

This spell enables the caster to read and memorize almost any amount of text. Both merchants and diplomats are often required to carry sensitive information into hostile environments. This spell insures that this information will not be compromised (barring torture, of course).

Power: Speed Reading linked to Eidetic Memory

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 10 points in spells from the College of Trade and Negotiation (-¼), Extra Time: 1 minute (-1 ½), Speed Reading Linked (-½), Costs Endurance (-½). **Active Cost** = 13 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** 1 minute

Real Cost: 3

UNIQUE SPELLS

ATANDT'S SPELL OF FARSPEAKING

By placing himself before a mirror and invoking this spell, the caster can successfully communicate with someone who is sitting before another mirror up to 75 miles away. The wizard must first establish a link through the use of Mind Scan. This done, he then must establish a telepathic avenue of communication. Once this is accomplished, he will be able to see and hear the target of this spell through the mirror, as well as communicate telepathically. Note that only one Magic Roll is necessary to cast this spell, but two subsequent rolls are necessary to establish the mental links.

This spell was developed by the legendary Trader-Wizard Atandt so that he could determine the commodity prices through his agents in distant kingdoms before his competition. Needless to say, Atandt died a very rich man.

Power: Clairsentience (sight & sound), doubled range x9 (64,000" or approx. 75 miles) linked to 5d6 Telepathy linked to 5d6 Mind Scan

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 30 points in spells from the College of Trade and Negotiation (-½), Extra Time: 1 minute (-1 ½), Telepathy and Mind Scan Linked (-½), OAF — mirror (-1). **Active Cost** = 70 points.

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

Real Cost: 19

TULSIT'S MISLEADING TEXT

This spell is one of the most favored by shady traders. When cast upon a piece of parchment, the spell makes the text appear to say something it does not. This has the effect of hiding any real information which the parchment might contain. Only the caster, or someone with incredible powers of perception, may decipher writings protected by this spell. The spell is also broken if the paper is torn in half.

This spell was originally developed by the less-than-honest Trader-Wizard Tulsit so that he could hide his black market dealings from the town guard.

Power: Images vs Vision, -10 Perception

Modifiers: 1 Charge Lasting 1 Year (+1), Personal Immunity (+¼), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 30 points in spells from the College of Trade and Negotiation (-½), Extra Time: 1 minute (-1 ½), OAF — Parchment (-1) **Active Cost** = 90 points.

END Cost: 0; **Magic Roll:** -9; **Casting Time:** 1 minute

Real Cost: 18

TULSIT'S DISAPPEARING TEXT

Another favorite of dirty traders and diplomats, this spell is useful in areas where traders use; it is also good for treaties. This spell allows the caster to write a document which seems perfectly normal. However, when a certain amount of time has elapsed, the text will disappear completely. This spell has no effect on anything other than documents written in ink.

Power: 1d6 RKA

Modifiers: Fully Invisible (+1), Time Delay (+¼), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 30 points in spells from the College of Trade and Negotiation (-½), Extra Time: 1 minute (-1 ½), Only Affects Ink (-2). **Active Cost** = 34 points.

END Cost: 1; **Magic Roll:** -1; **Casting Time:** 1 minute

Real Cost: 5

COLLEGE OF TRANSPORT

The power of motion is fundamental to our universe, for without motion there is only stasis and immobility. Throughout history man has always desired to move faster and farther, to see more and to do more. In this quest for greater mobility some have turned to magic to increase their abilities, and the study of travel magic is fairly common.

Most travel magic is related to just that — travelling. This travelling can be as simple as walking, or as exotic as flying through the astral plane. This college is not combat oriented, and its spells require concentration to cast. Advanced practitioners of this art have extended the power of travel magic to create spells which are useful for situations other than travelling.

Travel spells are usually accompanied by a magical glow of light that may vary in color depending upon the spell being cast. The glow originates from a small wheel-shaped object used as a focus by travel wizards.

Common Limitations: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 20 points in spells from Travel college (-½), 0 DCV while casting (-½), OAF — Amulet (-1).



BASIC SPELLS

SPEED BOLT

The caster creates a small bolt of pure motion which is shot at a target and strikes with incredible velocity.

Power: 2d6 Ranged Killing Attack (physical)

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 20 points in spells from Travel college (-½), Concentrate: 0 DCV while casting (-½), OAF — Amulet (-1). **Active Cost** = 30

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

Real Cost: 7

DEFLECTING SHIELD

When this spell is cast, a shimmering field surrounds the caster which causes attacks to deflect or slow before striking.

Power: 4 PD / 4 ED force field

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 20 points in spells from Travel college (-½), Concentrate: 0 DCV while casting (-½), OAF — Amulet (-1). **Active Cost** = 8 points.

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

Real Cost: 2

DISPEL

The caster shoots a small glowing wheel from his focus. The wheel grows in size as it goes further from the caster. The wheel tries to dispel the magic of whatever it strikes.

Power: 6d6 Dispel

Modifiers: Affects any single magical spell (+¼); Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 20 points in spells from Travel college (-½), Concentrate: 0 DCV while casting (-½), OAF — Amulet (-1). **Active Cost** = 30 points.

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

Real Cost: 7

DETECT

When casting this spell, the caster holds his wheel focus in his hand. In the presence of magic, the wheel begins to rapidly spin, alerting the caster.

Power: Detect Magic

Modifiers: Gestures (-¼), Incantations (-¼), Costs END (-½), Requires a (Magic) Skill Roll (-½), Character must have at least 20 points in spells from Travel college (-½), Concentrate: 0 DCV while casting (-½), OAF — Amulet (-1). **Active Cost** = 3 points.

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

Real Cost: 1

COLLEGE SPELLS

QUICK RUN

When this spell is cast, the caster's legs gain tremendous speed.

Power: +10" Running

Modifiers: Costs END (-½), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 20 points in spells from Travel college (-½), Concentrate: 0 DCV while casting (-½), OAF — Amulet (-1). **Active Cost** = 20 points.

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

Real Cost: 4

FROG JUMP

When this spell is cast, the target's legs gain strength, enabling him to leap great distances like a frog.

Power: +20" Superleap

Modifiers: Costs END (-½), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 20 points in spells from Travel college (-½), Concentrate: 0 DCV while casting (-½), OAF — Amulet (-1). **Active Cost** = 20 points.

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

Real Cost: 5

LEVITATE

When this spell is cast, the target is surrounded by a glowing field and is able to gently climb and descend, but not move horizontally. The user must concentrate intensely to maintain this power

Power: 5" flight

Modifiers: Usable by others (if given to another the caster cannot use it) (+¼), maintainable at range (+½), Usable only for moving up or down (-¾), Concentrate: 0 DCV constant concentration (-1), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 20 points in spells from Travel college (-½), OAF — Amulet (-1). **Active Cost** = 17 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 0 Phase

Real Cost: 3

FLIGHT

This is one of the favorite spells, since it enables the caster to emulate the birds and soar through the clouds.

Power: 10" flight

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 20 points in spells from Travel college (-½), Concentrate: 0 DCV while casting (-½), OAF — Amulet (-1). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 0 Phase

Real Cost: 5

FALLING LEAF

When this spell is cast, the caster becomes like a leaf in the wind. In addition to falling gently, he can direct his movements, although he must always continue moving downward.

Power: 10" gliding

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 20 points in spells from Travel college (-½), Concentrate: 0 DCV while casting (-½), OAF — Amulet (-1). **Active Cost** = 10 points.

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

Real Cost: 2

SHARE FLIGHT

With this spell, the caster can hold the hand of another person and they can then fly together. Working with another person makes this spell very tiring; it requires significant concentration.

Power: 5" flight

Modifiers: Usable by others (caster can continue to use the spell) (+½), burnout 14- (-¼), x4 END (-1 ½), Concentrate: 0 DCV constantly (-1), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 20 points in spells from Travel college (-½), OAF — Amulet (-1), Extra Time: Full Phase (-½). **Active Cost** = 15 points.

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

Real Cost: 2

POWER OF POSEIDON

With this spell, the caster gives the target the power to move swiftly though the water with the grace of a dolphin.

Power: +10" swimming

Modifiers: Costs END (-½), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 20 points in spells from Travel college (-½), Concentrate: 0 DCV while casting (-½), OAF — Amulet (-1). **Active Cost** = 10 points.

END Cost: 21; **Magic Roll:** -1; **Casting Time:** ½ Phase

Real Cost: 2

FEATHER FOOT

When this spell is cast, the caster is can walk just above any horizontal surface without touching the surface or leaving any tracks. With this spell the caster could walk on water or even lava or acid without taking damage (although he had better be careful of the superheated air or poisonous fumes he might be breathing).

Power: 8" Flight

Modifiers: Can only be used to move just above a substantially horizontal surface (ie. not up a steep mountain face or a wall) (-½), Caster cannot move faster than he can run (-¼), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 20 points in spells from Travel college (-½), Concentrate: 0 DCV while casting (-½), OAF — Amulet (-1). **Active Cost** = 16 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 0 Phase

Real Cost: 3

WALL CLIMB

When this spell is used, the caster gains the ability to move up vertical surfaces and even along ceilings without difficulty.

Power: Clinging (equal to STR)

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 20 points in spells from Travel college (-½), Concentrate: 0 DCV while casting (-½), OAF — Amulet (-1). **Active Cost** = 10 points.

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

Real Cost: 2

SLIP SPACE

This spell enables the caster to "slip" out of space and "slip" back at another point. The caster steps forward and disappears, only to reappear elsewhere. The spell is accompanied by a "whooshing" sound.

Power: 10" Teleportation

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 20 points in spells from Travel college (-½), Concentrate: 0 DCV while casting (-½), OAF — Amulet (-1). **Active Cost** = 20 points.

END Cost: 2; **Magic Roll:** -2; **Casting Time:** 0 Phase

Real Cost: 5

UNIQUE SPELLS

MAOKAR'S GREAT LEAP FORWARD

The caster of this spell gains the ability to leap enormous distances. The spell is based upon an ancient myth about a legendary hero who leaped into the future, dragging his nation behind him.

To perform this spell the caster squats like a frog and then lets out a loud grunt, followed by the great leap.

Power: +10" Superleap and x64 non-combat leap

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 30 points in spells from Travel college (-½), Concentrate: 0 DCV while casting (-½), OAF — Amulet (-1), x5 END cost (-2), Extra Time: Full Phase (-½). **Active Cost** = 35 points.

END Cost: 15; **Magic Roll:** -3; **Casting Time:** 1 Phase

Real Cost: 5

RIP SPACE

The caster creates a "rip" in space which can appear anywhere (within range) and will cause the target to be teleported a short distance. This spell is very difficult to use properly and takes extra concentration and time.

Power: 10" Teleportation

Modifiers: Usable against others (+1), Usable at range (+½), Activation roll 14- (-½), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 30 points in spells from Travel college (-½), Concentrate: 0 DCV while casting (-½), Extra Time: Full Phase (-½), OAF — Amulet (-1). **Active Cost** = 50 points.

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

Real Cost: 9

HEAVENLY BRIDGE

This spell enables the caster to create a glimmering magical bridge that will support those who walk upon it. The bridge can be dispelled or destroyed by damage; it will also disappear if the caster goes unconscious.

Just before the bridge disappears (the spell runs out), it will begin to fade and tremble slightly.

Power: 10 PD/ 10 ED Force Wall (1" x 10")

Modifiers: 0 END (+½); Horizontal Only (-½), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 30 points in spells from Travel college (-½), Concentrate: 0 DCV while casting (-½), OAF — Amulet (-1), Extra Time: 1 Turn (-1). **Active Cost** = 75 points.

END Cost: 0; **Magic Roll:** -7; **Casting Time:** 1 Turn

Real Cost: 13

ASTRAL FLIGHT

This spell enables the caster and those he is touching to travel through the astral plane to other dimensions. The spell is extremely dangerous to cast because if cast incorrectly, the caster can be flung randomly through the astral space and end up almost anywhere.

Power: Extra-Dimensional Movement to any dimension, 400 kg maximum.

Modifiers: Side Effects (caster and those with him end up in some other dimension as chosen by the GM, plus the Astral Flight spell is automatically jammed) (-1), Jammed 12- (-1 ¼), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 40 points in spells from Travel college (-1), Concentrate: 0 DCV while casting (-½), OAF — Amulet (-1), Extra Time: Full Phase (-½). **Active Cost** = 50 points.

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

Real Cost: 7

ASHEEM'S MYSTICAL FLYING CARPET

When this spell is cast, a carpet-like field is created which will support anyone who stands on it. The carpet is under the control of the caster, and anyone standing on the carpet moves with the caster.

Power: 10" Flight

Modifiers: Usable on others (+1), Area Effect (one hex) (+½), ½ END cost (+¼), Anyone standing on the carpet may step off it at any time, even if they are in the air (-¼), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 40 points in spells from Travel college (-1), Concentrate: 0 DCV while casting (-½), OAF — Amulet (-1), Extra Time: 1 Turn (-1). **Active Cost** = 55 points.

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

Real Cost: 10

KORNAR'S GREASE SPOT

With this spell the caster shoots forth a liquid spray that covers a surface with a super-slick grease. Anyone stepping on that area will have their feet covered by the grease, slowing movement until the grease wears off or until the character removes his shoes.

Power: 2d6 Running Drain

Modifiers: Area Effect (variable, 5 hexes) (+1), Continuous (+½), Uncontrolled (can be removed like any grease using a cleaning solution, soap and water for example) (+½), 0 END (+½), Only affects those touching the surface of the effected hex (-¼), Characters can regain their normal movement (get back the lost running) by removing the article which is covered by the grease (-¼), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 20 points in spells from Travel college (-½), ½ DCV while casting (-¼), OAF — Amulet (-1). **Active Cost** = 70 points.

END Cost: 7; **Magic Roll:** -7; **Casting Time:** ½ Phase

Real Cost: 16

SUMMON RESIDENT

With this powerful spell, the caster teleports to his location a resident from any geographical area that the caster is familiar with (i.e. has visited in the past). The area could vary in size from a country to a building. The caster does not control exactly who will be summoned, although it will always be some sentient humanoid (human, elf, orc, etc.). Thus the reliability of the spell is somewhat limited. Also, the summoned person is usually rather upset about being summoned and will generally leave (teleport back) unless bribed or convinced to stay.

Power: Summon (One 100 point character)

Modifiers: Any humanoid resident (+¼); Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Character must have at least 30 points in spells from Travel college (-½), Concentrate: 0 DCV while casting (-½), OAF — Amulet (-1), Burnout 14- (-¼). **Active Cost** = 62 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** ½ Phase

Real Cost: 14

CHURCH OF PURITY

The followers of the Church of Purity strive to cleanse themselves of all that is unclean. They attempt to eliminate unclean thoughts, food, drink, and most importantly, unclean actions. The exact definition of what is unclean depends upon the god being worshipped, but usually it is that which is harmful to life. This does not always make the Church of Purity good or kind, but it does lead them to oppose most evil. The Church is usually the enemy of Demonic Magic and Necromancy.

The righteous followers of the church are required to maintain their purity of thought and body or else lose favor with their god. Impure drink includes alcohol or other intoxicants. Impure food could be a variety of things, and so the followers of purity could be forced to follow unusual eating habits, such as no fish, or a diet of only pork. The maintaining of pure thoughts usually involves keeping concentrated on the spiritual rather than the physical.

The symbol of the Church of Purity is a circle with another circle within it. When the caster fails to perform his rituals properly he is usually racked with purifying pain from his god as a reminder to maintain his humility.

Common Limitations: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Religious Restrictions (-½), OAF — Holy Symbol (-1), Side Effects (-½).

BASIC SPELLS

PURIFYING BLAST

The caster holds forth his symbol and shoots a white stream of purifying energy.

If the caster fails his roll, he is wracked by purifying pain.

Power: 6d6 Energy Blast (Purifying Energy)

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Religious Restrictions (-½), OAF — Holy Symbol (-1), Side Effects (6d6 Energy Blast, STUN only) (-½).

Active Cost = 30 points.

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

Real Cost: 7

REPEL HARM

The spell surrounds the caster with a glowing white light that repels attacks. As attacks near the caster, the field grows bright white and turns into a 2-dimensional wall to deflect the damage.

If the caster fails his roll, he is racked by purifying pain.

Power: 8 PD / 8 ED Force Field

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Religious Restrictions (-½), OAF — Holy Symbol (-1), Side Effects (6d6 Energy Blast, STUN only) (-½).

Active Cost = 16 points.

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

Real Cost: 4



SCREEN OF DEFENSE

When this spell is cast, a wall of white force springs up around the caster, protecting him from harm. Whenever the wall is struck, cracks spread across it, but they rapidly disappear. If the wall is shattered, it breaks into a million shards of brilliant white light.

If the caster fails his roll, the wall will appear to go up as normal, but the first time it is hit, it will collapse, and the caster will take feedback pain.

Power: 6 PD / 6 ED Force Wall

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Religious Restrictions (-½), OAF — Holy Symbol (-1), Side Effects (6d6 Energy Blast, STUN only, only occurs if the wall is struck) (-½). **Active Cost** = 30 points.

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

Real Cost: 7

DISPEL

When casting this spell, a white glow emanates from the focus, and attempts to dispel the magic of the target.

If the caster fails his roll, he is wracked by purifying pain.

Power: 8d6 Dispel

Modifiers: Affects any single magical spell (+¼); Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Religious Restrictions (-½), OAF — Holy Symbol (-1), Side Effects (6d6 Energy Blast, STUN only) (-½). **Active Cost** = 30 points.

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

Real Cost: 7

DETECT

The caster holds up his focus. If magic is nearby, the focus glows bright white.

If the caster fails his roll, he is racked by purifying pain.

Power: Detect Magic, +4 to PER roll

Modifiers: Gestures (-¼), Incantations (-¼), Costs END (-½), Requires a (Magic) Skill Roll (-½), Religious Restrictions (-½), OAF — Holy Symbol (-1), Side Effects (6d6 Energy Blast, STUN only) (-½). **Active Cost** = 11 points.

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

Real Cost: 2

COLLEGE SPELLS

BINDING CHAINS OF PURITY

The caster shoots forth golden bands of light which wrap around the target, immobilizing it.

If the caster fails his roll, he is wracked by purifying pain.

Power: 2d6, 2 DEF Entangle

Modifiers: Entangle Takes No Damage From Attack (+½), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Religious Restrictions (-½), OAF — Holy Symbol (-1), Side Effects (6d6 Energy Blast, STUN only) (-½). **Active Cost** = 30 points.

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

Real Cost: 7

PURIFY NOURISHMENT AND DRINK

When this spell is cast, a golden light surrounds the targeted nourishment or drink, cleansing it of impurities. Note that this effect is primarily cosmetic; it won't neutralize poisons, for example (although it might make them taste better...).

If the caster fails his roll, he is wracked by purifying pain.

Power: 8d6 Cosmetic Transform, Transform contaminated food or drink to an uncontaminated form.

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Religious Restrictions (-½), OAF — Holy Symbol (-1), Side Effects (6d6 Energy Blast, STUN only) (-½), Extra Time: Full Phase (-½). **Active Cost** = 40 points.

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

Real Cost: 9

BLESSING

The caster bestows the blessing of his god. If the caster fails his roll, he is wracked by purifying pain.

Power: 4d6 Luck

Modifiers: Usable by Others (+¼), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Religious Restrictions (-½), OAF — Holy Symbol (-1), Side Effects (6d6 Energy Blast, STUN only) (-½), Costs Endurance (-½). **Active Cost** = 25 points.

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

Real Cost: 6

PROTECTION VERSUS MAGIC

The spell creates a field around the caster which dampens the effect of most magic spells.

If the caster fails his roll, he is wracked by purifying pain.

Power: 5 PD / 5 ED Force Field, Linked to it: 5 Power Defense; 5 Mental Defense; 5 Flash Defense.

Modifiers: Force Field only works against magical attacks (-1), Gestures (-¼), Linked (For Power, Mental, and Flash Defense) (-½), Costs END (For Power, Mental, and Flash Defense) (-½), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Religious Restrictions (-½), OAF — Holy Symbol (-1), Side Effects (6d6 Energy Blast, STUN only) (-½). **Active Cost** = 25 points.

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

Real Cost: 5

PROTECTION VERSUS CORRUPTION

This spell creates a magic field that provides protection against any attacks made by creatures of an unclean nature, such as the undead, demons, and the like.

If the caster fails his roll, he is racked by purifying pain.

Power: 9 PD / 9 ED Force Field

Modifiers: Only versus the Unclean (-1), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Religious Restrictions (-½), OAF — Holy Symbol (-1), Side Effects (6d6 Energy Blast, STUN only) (-½). **Active Cost** = 18 points.

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

Real Cost: 4

SENSE UNCLEAN

The caster holds forth his focus and it will glow black if unclean are nearby. The "unclean" include undead, demons, and other similar creatures.

If the caster fails his roll, he is wracked by purifying pain.

Power: Detect Unclean, Range, 360 degrees, +2 to roll.

Modifiers: Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Religious Restrictions (-½), OAF — Holy Symbol (-1), Side Effects (6d6 Energy Blast, STUN only) (-½), Costs END (-½). **Active Cost** = 22 points.

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

Real Cost: 5

REPEL UNCLEAN

The caster creates a glimmering golden wall that prevents the passage of the unclean. Whatever part of the wall touched by the unclean has black swirls spread out from that point.

If the caster fails his roll, he is wracked by purifying pain.

Power: 10 PD Force Wall

Modifiers: Transparent to Energy Attacks (+½), Only versus the Unclean (-1), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Religious Restrictions (-½), OAF — Holy Symbol (-1), Side Effects (6d6 Energy Blast, STUN only) (-½). **Active Cost** = 37 points.

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

Real Cost: 7

PURIFY BODY

The spell eliminates any curse of evil magic placed upon the target.

If the caster fails his roll, he is racked by purifying pain.

Power: 11d6 Dispel

Modifiers: Affects any single magical spell (+¼); Only on the following powers when they are used on people: Drain, Transform, Mind Control, Mental Illusion, Dispel and Suppress (-1), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Religious Restrictions (-½), OAF — Holy Symbol (-1), Side Effects (6d6 Energy Blast, STUN only) (-½). **Active Cost** = 41 points.

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

Real Cost: 8

PURIFY AIR

This spell cleanses the air of any impurities, making it safe to breathe.

If the caster fails his roll, he is wracked by purifying pain.

Power: Life Support, need not breathe

Modifiers: Usable by Others (+½), Area Effect Radius (2") (+1), Continuous (+1), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Religious Restrictions (-½), OAF — Holy Symbol (-1), Side Effects (6d6 Energy Blast, STUN only) (-½), Costs END (-½) **Active Cost** = 35 points.

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

Real Cost: 8

CLEANSE MIND

This spell enables the caster to purify the mind of any outside influences.

If the caster fails his roll, he is wracked by purifying pain.

Power: 15d6 Dispel

Modifiers: Affects any single magical spell (+¼); Only vs Mental Powers with a continuous effect on a target (-1), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Religious Restrictions (-½), OAF — Holy Symbol (-1), Side Effects (6d6 Energy Blast, STUN only) (-½). **Active Cost** = 56 points.

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

Real Cost: 11

UNIQUE SPELLS

PRAYER OF CLEANSING

When uttering this prayer, beams of golden light emanate from the caster and all unclean creatures around the caster will be injured by their incredible power.

If the caster fails his roll he is wracked by purifying pain.

Power: 5d6 Energy Blast (Mystical)

Modifiers: NND (Not vs those who are pure) (+1), Area Effect Radius (5") (+1), No Range (-½), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Religious Restrictions (-½), OAF — Holy Symbol (-1), Side Effects (6 ½d6 Energy Blast, STUN only) (-½). **Active Cost** = 75 points.

END Cost: 7; **Magic Roll:** -7; **Casting Time:** ½ Phase

Real Cost: 17

DUMAR'S INNER LIGHT OF PURITY

When casting this spell, the caster uses his inner purity to grow bright with a golden light, blinding those who look upon him.

If the caster fails his roll, he is blinded by his own light.

Power: 2d6 Flash

Modifiers: Personal Immunity (+¼), Area Effect Radius (+1), x2 Area (4") (+¼), No Range (-½), Gestures (-¼), Incantations (-¼), Requires a (Magic) Skill Roll (-½), Religious Restrictions (-½), OAF — Holy Symbol (-1), Side Effects (Same effect, by no personal immunity) (-½). **Active Cost** = 50 points.

END Cost: 5; **Magic Roll:** -5; **Casting Time:** ½ Phase

Real Cost: 11