

An Experience in Heroic Adventure

DragonQuest[®]

Game

The
Award-Winning
Fantasy Role-Playing
Game System

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

NEW
3rd Edition
the complete game in one
bound volume including
a bonus adventure
to get you started.



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DragonQuest

The Fantasy Role Playing Game
THIRD EDITION

SECOND EDITION CREDITS

Eric Goldberg

Overall DESIGN and DEVELOPMENT
of CHARACTER GENERATION, SKILLS, and ADVENTURE SYSTEMS

David James Ritchie

CO-DESIGN of MAGIC SYSTEM
and DEVELOPMENT of MAGIC and MONSTER SYSTEMS

Gerald C. Klug

DESIGN and DEVELOPMENT of the COMBAT SYSTEM
EDITING and DEVELOPMENT of SECOND EDITION

Edward J. Woods

CO-DESIGN of MAGIC SYSTEM
and DEVELOPMENT of MAGIC and MONSTER SYSTEMS

Redmond A. Simonsen

DESIGN of PHYSICAL SYSTEMS and GRAPHICS

Robert J. Ryer

RULES EDITING and TECHNICAL DEVELOPMENT

Brad E. Hessel

PROJECT OVERSIGHT AND EDITING

Peter Herzig and Nick Karp

DEVELOPMENT ASSISTANCE

Ed Beach and friends, Cindy Bitowf, John H. Butterfield, Rich Collins, Greg Costikyan, Larry D'Ambrosia, Darryl Esakof, Gary Gillette, Greg Gordon and friends, Stephen Gray, Tom Harmon, Tom Holsinger, Wes Ives, Robert Kern, Drake Letchner, Chuck Moore, Eric Risted, Neil Rosen, Tom Stanford, Tony Stanford, Jeanie Weber

GAME TESTING and ADVICE

Manfred F. Milkuhn

ART PRODUCTION MANAGEMENT

Ted Koller, Michael Moore, Ken Stec

ART PRODUCTION and TECHNICAL EDITING

Jim Sherman

SECOND EDITION COVER ILLUSTRATION

John Garcia

INTERIOR ILLUSTRATIONS

THIRD EDITION CREDITS

Gerald C. Klug

DEVELOPMENT of the THIRD EDITION

Jon Pickens

CO-ORDINATION and EDITING

David J. Ritchie, Darryl Esakof, Nick Karp, Ted Woods, Deborah Ritchie
Additional MAGIC SYSTEM DEVELOPMENT

Paul Hanchette

THIRD EDITION GRAPHICS and ART PRODUCTION

Joe Chiodo

COVER ILLUSTRATION

Tim Truman

Additional INTERIOR ILLUSTRATION

Eric Aldrich, Matthew Erskine, Greg Gordon, Theo Patterson, Verne Wetherholt and friends
GAME TESTING and ADVICE

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TSR, Inc.
POB 756
Lake Geneva
WI 53147, USA

TSR Ltd
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom

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I. INTRODUCTION

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

What is Role-Playing?

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

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

Each active character in the game is played by a live player. There are many other characters and monsters, all of whom are operated by the *gamemaster*. The gamemaster is a combination of referee, storyteller, and "Hand of Fate". He keeps the story unfolding by telling the players what is happening and judging the results of any actions the players take. He has a very free

hand to interpret the situation as he sees fit within the guidelines of the rules. The gamemaster usually works from a prepared story synopsis called an *adventure*. This is the setting of the story and something of a general script outline for the course of the action. It also can contain maps and tables of information on the area and its inhabitants. This adventure is a tool for the gamemaster and is not directly used by the players, although the players will actually create the detail and action of the story by the decisions they make as they participate in the adventure.

An Example of Role-Playing

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

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

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

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

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

GM: He begins to move away from you.

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

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

Delion: What is my talent telling me?

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

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

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

Delion: My companions and I will follow him.

This very simple, edited version of an encounter in a tavern with a non-player character can lead to an adventure that can place the character's life in danger. The chance to be bold and brave without any real world consequences is one of the fascinations of role-playing.

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

Role-Playing Subjects:

Most role-playing games are *fantasy*-based such as the *DragonQuest* game. These games deal with the world of magic and legendary creatures. Other role-playing games deal with *science fiction*. These games basically substitute the intricacies of technology and aliens for magic and monsters. A small number of *espionage* role-playing games — such as TSR's *Top Secret/S.I.*™ game are also available. In fact, virtually any action-oriented subject lends itself to role-playing.

Whatever your area of role-playing interest, you can best get started by buying only the basic set of any role-playing system in which you are interested. This book, for instance, contains all the rules needed to play the *DragonQuest* game.

Role-playing gaming is an exciting and involving hobby that is limited only by your imagination. Role-playing offers you the chance to participate in adventure and take an active part in creating your own entertainment. In these times of low-grade,

thin-blooded commercial TV stories, role-players such as yourself can engage in the energetic, mind-stimulating fun of fantasy adventure.

The *DragonQuest*® Game System

Fantasy role playing, as a way to spend one's leisure time, has come of age in the last 10-15 years. Since the days when a small group of devoted die-hards first uncovered an enjoyable fantasy role-playing game, the idea has attracted an ever-growing body of people whose divergent tastes demand innovative and original new works. Thus, enter the *DragonQuest* game.

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

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

own or other cultures' legends and magics.

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

Rules and the GM

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

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

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

A Note on Dice

It is strongly recommended that the gamemaster and players have an adequate supply of 20-sided dice, which are used to resolve numerous game functions. These dice are readily available at hobby shops. If you have no 20-sided dice, a pack of com-

mon playing cards can be used. Extract and shuffle the Ace through 10 of both a red and black suit and draw from these at random as required by the situation you are resolving (see 2.6).

Introductory Adventure

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

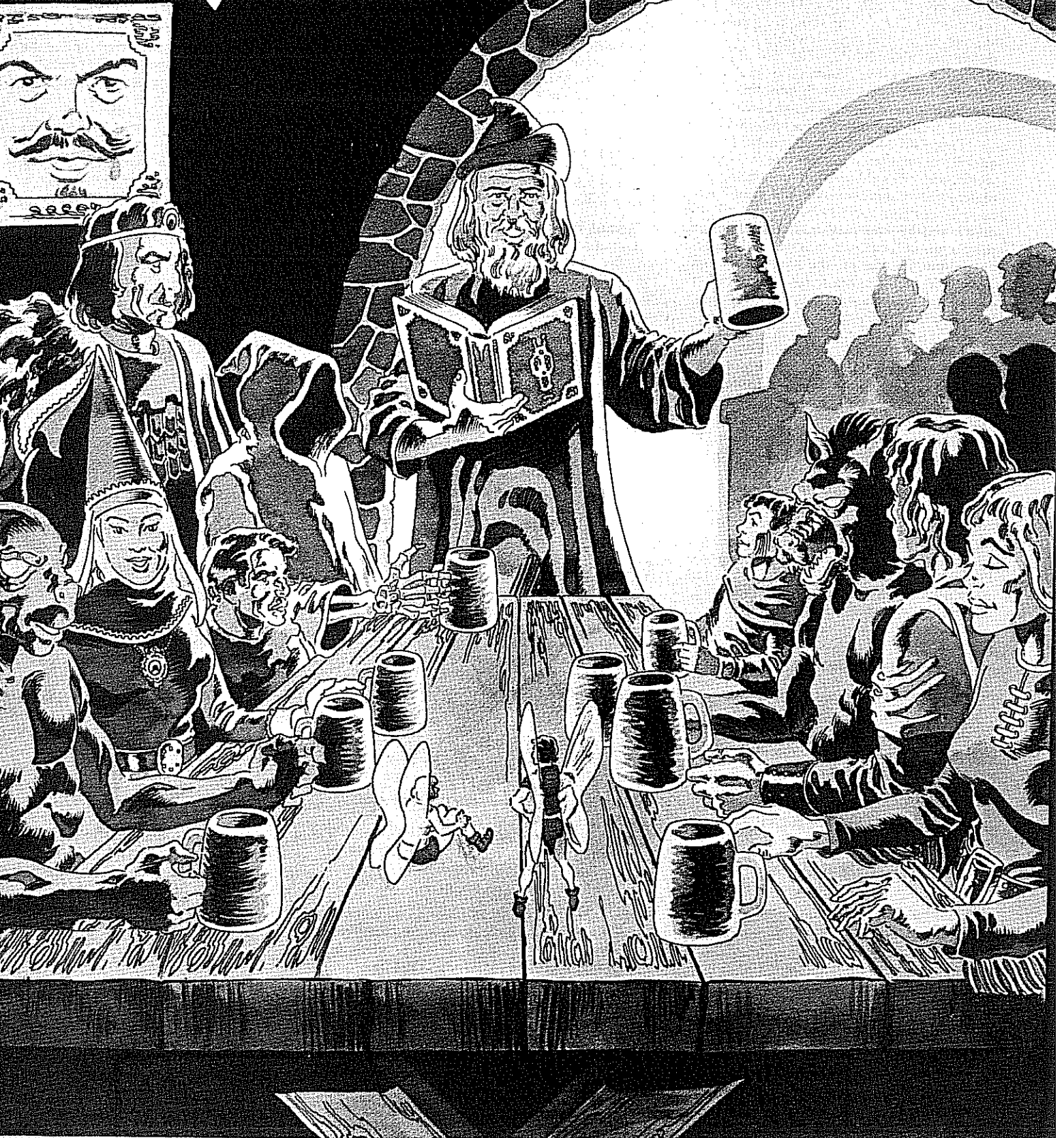
The adventure also contains examples of Encounter Tables designed for a special place and special NPC's. It is not necessary for the GM to invent a different table of his own for every adventure, but he should consider altering the encounter probabilities to fit the scenario. The new GM should also examine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

The GM should guide the players through the adventure, stopping whenever there are rules questions or problems of any sort. Together, the players and the GM should discuss the problem and resolve it to their mutual satisfaction. In this way, all concerned will learn the game and their parts in it, and hopefully whet their appetites to continue playing the *DragonQuest* game. If more rapid pacing is desired, the GM can make a temporary ruling and discuss the matter in detail at the conclusion of the playing session.

Please enjoy playing the *DragonQuest* game. We at TSR, Inc. are confident it will bring you many hours of pleasure.

Gerry Klug

The First Book Character Generation, Combat



II. HOW TO PLAY THE GAME

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

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

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

1. GENERAL COURSE OF EVENTS

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

A. PRE-ADVENTURE ACTIVITY

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

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

ter tell the players?

2. Map Adventure Area. The gamemaster must map (see 81.3) the land (or sea) area in which he expects the player characters to travel. This must include the area between the characters' current location and their destination, and should take in a sizeable portion of the surroundings. The GM must also plan the interior of any structures that will figure prominently in the adventure.

3. Record Adversary Information. The gamemaster must prepare a listing for each of the beings who directly opposes or obstructs the completion of the player characters' mission. Additionally, he must prepare listings for a few miscellaneous encounters (q.v.), which can be picked at random when the characters are due to meet something other than their ultimate foe. Both of these listings are recorded as described in rule 67. The gamemaster will probably wish to append some notes to the descriptions of the characters' adversaries.

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

B. ADVENTURE ACTIVITY

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

5. Generate New Characters. Any player without a character must generate a new one; any player with a character can generate a new one. There is no limit to the number of characters an individual player may have; however, a player cannot control more than one character at a time. Someone who likes variety might choose to rotate five or six characters on consecutive adventures. The gamemaster should strictly limit the interaction between two characters controlled by the same player.

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

7. Determine Any Contractual Arrangement. The players, representing their characters, and the gamemaster, representing any non-player characters, haggle to decide how any booty will be split. The standard Adventurers' Guild contract (see 83.4) is suggested.

8 through 11. Trek/Wait Stage, Encounter Stage, Chase Stage, Tactical Stage. See rule 84.

C. POST-ADVENTURE ACTIVITY

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

12. Experience Point Awards. The gamemaster awards the characters Experience Points (see

90), depending on each player's performance during the adventure.

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

14. Upkeep Level. The players inform the gamemaster of how much their characters will spend on upkeep (see 89.3) per week, until the next adventure begins or the character goes broke.

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

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

17. Experience Point Expenditures. If the player wishes to increase the Rank (q.v.) or value of an ability, skill or characteristic, he must have sufficient Experience Points in his character's Experience Point Bank (q.v.) and have his character perform all pre-requisites successfully (see 91). He so informs the gamemaster, and a change is made on his Character Record.

18. Calendar Update. The gamemaster marks off the passage of game time on his calendar (see 82.1).

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

2. REQUIREMENTS FOR PLAY

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

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

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

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

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

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

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

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

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

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

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

1. Each player must have a copy of the Character Record for each of his characters. It is suggested that all numerical values be recorded in pencil, and the rest of the entries in pen.
2. The GM must have a copy of the Adventure Record. The players should fill this out before the adventure begins.
3. The GM should have a copy of the Strategic Map Hexgrid on which the area over which the characters are going to adventure can be drawn. **NOTE:** The players are given permission to photocopy or reproduce in any way any of the above for their private, non-commercial use.

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

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

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

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

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

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

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

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

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

Thus, the result of 2D10 cannot be less than 2, the result of 3D10 never less than 3, etc.

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

Suggestions are made throughout the rules as to who should roll dice in a particular situation, but the GM has the final authority in this matter. Where the very act of rolling dice can give the players more information than the

GM wishes them to know, he should at times intersperse relevant dice-rolls with meaningless ones to confuse them.

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

III. GAME TERMS

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

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

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

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

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

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

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

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

Game Time: The speed at which time passes in the alternate world, relative to the time in the real world (see 82.1).

Leader: The player nominated to be the speaker for the party. Several privileges are accorded to his character for the extra bookkeeping responsibility he assumes. See rule 83.1.

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

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

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

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

Party: The player characters and the accompa-

nying non-player characters on an adventure are collectively known as the party.

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

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

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

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

IV. CHARACTER GENERATION

A player assumes the role of a character. The player develops the personality of his character during adventures: the character's needs, foibles, and ethos are revealed through

interaction with the other players' characters and the creatures represented by the GM. The manner in which the character's personality develops will undoubtedly be affected by that character's *characteristics*. A characteristic is a measure of a facet of the character's physical or mental make-up that the player does not invent.

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

A player must keep track of the statistical data (e.g., characteristics) concerning his character. A model Character Record, on which all pertinent information can be recorded, is provided within this rulesbook. The gamemaster can choose to use a different recording form, or modify the one provided to suit his tastes. Whichever the case, the gamemaster must be provided with a complete and current character record for each player's char-

acter. The gamemaster can then verify the information on each record, or make corrections where necessary. Each player should also have a copy of his own character's record, though as play goes on, the two records will differ (the gamemaster will, in all probability, note something about a character that he does not want the player to know, such as a curse).

3. DESCRIPTION OF CHARACTERISTICS

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

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

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

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

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

The Physical Strength characteristic rep-



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

4. EFFECTS OF CHARACTERISTICS

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

[4.1] If a character attempts a feasible task not specifically explained in a rule, the gamemaster

derives a percentage chance of the character succeeding.

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

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

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

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

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

The following sample tasks are provided so the gamemasters can establish their own guidelines.

Physical Strength: Opening doors and lifting

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

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

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

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

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

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

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

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

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

There are three types of minor magic. The *glamour*, a spell of minor illusion, can be used to create simple images that glow with faint luminescence. A caster could, for instance, appear to be juggling colored balls of light through use of a glamour. The *cantrip*, a spell of small transformation or apportionment, can be used to re-create some of the spells ascribed to imps. A caster could sour beer, cause candle flames to gutter, or make small objects disappear down his sleeve to any other place on his person. The *trance*, a hypnotic spell, can be used to remove minor inhibitions temporarily or to cause a person to perform a harmless task. The caster of such a spell must engage his subject through traditional means; i.e., he must lull the subject into trance by engaging the subject's concentration upon the rhythmic movement of a small object. If, for instance, an avaricious native saw a rich treasure or legendary weapon at night in the unattended shrine of his primitive god, the caster could not make him steal it, if taboos against

the act are as strong as they are in most primitive cultures.

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

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

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

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

When the GM deems it appropriate to check a player's Perception before he answers a question, he either consults the Perception of the leader (see 83.1) or the character who is particularly suited to deduce information in the current situation. The obscurity of the information sought determines the difficulty factor. Multiply the character's Perception value by the difficulty factor, and roll D100.

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

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

time) during an expedition.

The GM will stint those players who constantly request use of the Perception roll when it comes time for experience awards (see 90). A player who allows dice-rolls to usurp the responsibilities of his mind deserves no better.

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

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

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

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

5. CHARACTERISTIC GENERATION

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

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

[5.1] Each player begins the game with a randomly determined number of Characteristic Points from which to assign values to his character's primary characteristics.

Each player rolls 2D10 and reads across the line on the Point Generation Table below corresponding to the two dice total. The num-

ber of Characteristic Points and Maximum value thereby obtained is noted on a piece of scrap paper.

Point Generation Table

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

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

Furthermore, a character can have only *one* characteristic equal to his maximum value if that value is greater than 20. He can have up to *two* characteristics equal to the maximum value if that value is 19 or 20. In either case, the character can have up to *two* characteristics equal to *one less* than his maximum value and up to *three* characteristics equal to *two less* than his maximum value. If a character does not have a characteristic equal to his maximum value, he can increase the limit of characteristics with a value one or two less than the maximum values by *one*. Similarly, he can "transfer" an extra characteristic equal to two less than the maximum value for either or both of his two characteristics equal to one less than the maximum value; thus, if it were mathematically possible, a character could have *six* characteristics equal to *two less* than the maximum value for his group. Prior to dividing up his characteristic points, the player should give some thought to what kind of character he wishes to be and what weapons, spells, and/or skills he desires for his newly born individual. It is important that he introduces the equal distribution to emphasize that any *DragonQuest*® game character can choose any combination of abilities. Certain weapons require a great deal of Physical Strength or manual Dexterity and the player should be sure to allot enough points in those areas to use the weapons of his choice. All Magical Colleges (see 36 through 48) require minimum Magical Aptitude to join (see 34.7) and the player should be aware of these restrictions. Most Skills (see 52 through 66) do not have any special requirements, but many give bonuses for exceeding a minimum value in certain characteristics. The choice of race will also alter the characteristic values,

and the player must weigh all requirements and restrictions.

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

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

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

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

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

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

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

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

[5.5] An optional characteristic is usually generated randomly.

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

Example: The value of the Physical Beauty characteristic is generated by rolling 4D5 + 3

(bell curve). A roll of 7 indicates an ugly character, while a 23 indicates a beautiful character. Characters are assumed not to be execrably horrible in appearance (5), or of surpassing loveliness (25), since such people would have great problems while adventuring. They were, in all likelihood, directed to other pursuits at an early age.

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

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

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

The Tactical Movement Rate may be modified if the character is non-human. In addition, a character's normal Tactical Movement Rate can be reduced if he suffers an Agility penalty due to wearing armor, or becomes encumbered due to the amount of weight he carries (see 86.9). In normal play, a character's Agility will not exceed 27.

6. BIRTHRIGHTS

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

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

Practically, each race has its strengths and weaknesses. The human race is the most prevalent, probably because of its high birth rate and the flexibility of the individual human. The elves, dwarves, and giants are races in their twilight years; human civilization will not treat them too kindly. The halflings seem to be adaptable to almost any way of life, and thrive because of their compatibility with humans. The orcs and shape-changers are nascent races, who may some day challenge human hegemony.

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

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

A character must be either male or female. Every race described in this section comprises only those two sexes.

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

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

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

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

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

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

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

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

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

A player can attempt up to three rolls (for separate races) to be a non-human. If he fails on all three rolls his character is human. Conversely, if one of his rolls falls within the

indicated span of numbers for a race, his character *must* be of that race. A player can forfeit his right to any further rolls to be a non-human if he has exhausted the races he wants to be.

When a character gains proficiency in an ability, it is represented in game terms by his player expending Experience Points. The cost, in terms of Experience Points, to advance in any one ability is affected by the character's race. Multiply the cost for any advancement in one ability (see the Experience Cost Chart, 91.7) by the Race Multiplier.

Race	Multiplier
Dwarf	1.5
Elf	2.5
Giant	2.5
Halfing	1.5
Human	1.0
Orc	1.2
Shape-Changer	2.0

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

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

Special Abilities: 1. A dwarf can see in the dark as a human does at dusk. His effective range of vision in the dark is 50 feet under the open sky, 100 feet inside manmade structures, and 150 feet inside caves and tunnels. 2. A dwarf can assess the value of and deal in gems and metals as if he is a Merchant (see 61.) of Rank 5. If a dwarf character progresses in the merchant skill, his ability to assess the value of gems and metals is *five* greater than his current Rank, to a maximum of *ten*. 3. If a dwarf character takes the Ranger skill, and specializes as a spelunker (i.e. mountain environment), he expends *one-half* the Experience Points to progress Ranks. 4. A dwarf's capacity for alcohol is twice that of a human's.

Characteristic	Modifier
Physical Strength	Add 4
Agility	Subtract 4
Endurance	Add 2
Magical Aptitude	Subtract 3
Willpower	Add 4
Perception	Add 2
Tactical Movement Rate	Subtract 1
Average Life Span:	250 to 300 Earth years

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

Traits: Elves are great respecters of nature and learning. They are virtually immortal, and are, at the same time, repositories of great wisdom and highly enthusiastic merry-makers. Many elves cannot handle their dual natures, and become either frivolous wastrels or grim questers. The elves are ethical by nature, and, though they do not often interfere

in the affairs of others, are traditionalists. Elven warriors favor bow weapons and disdain metal armor. Members of other races generally find elves attractive.

Special Abilities: 1. An elf can see in the dark as a human does on a cloudy day. His effective range of vision in the dark is 150 feet under the open sky, and 75 feet elsewhere. 2. If an elf character takes the ranger skill and specializes in a woods environment, he expends *one-half* the Experience Points to progress Ranks. 3. An elf receives a Magic Talent that functions in all respects as Witchsight (Talent T-1, Book II, pg. 42). 4. An elf makes little or no noise while walking and adds 10% to his chance to perform any activity requiring stealth. 5. If an elf character takes the healer skill (see 59.), he expends *three-quarters* the Experience Points to progress Ranks, though he cannot resurrect the dead. 6. An elf is impervious to the special abilities of the lesser undead. 7. If an elf character takes the courtier skill (see 58), he expends *one-half* the Experience Points to progress ranks.

Characteristic	Modifier
Physical Strength	Subtract 3
Agility	Add 3
Endurance	Subtract 1
Magical Aptitude	Add 3
Willpower	Add 3
Fatigue	Add 2
Perception	Add 2
Tactical Movement Rate	Add 1
Estimated Life Span:	Circa 30,000 Earth years

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

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

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

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

Special Abilities: 1. A Giant possesses infravision, which allows him to see faint red shapes where living beings are located in the dark. His range of vision is 250 feet. 2. A giant's magic resistance is increased by 10%, except when a spell of the opposite elemental alignment is cast at him, in which case his magic resistance is reduced by 20%. 3. A giant caster whose college is identical to his element gains 5% of his chance to cast a spell of that college. A giant cannot be a caster of the col-

lege opposed to his own element. 4. Whenever a giant attempts minor magic (see 4.2), the GM should increase the difficulty factor by one, making it easier.

Characteristic	Modifier
Physical Strength	See 74.1
Manual Dexterity	Subtract 1
Agility	Subtract 2
Endurance	See 74.1
Magical Aptitude	Subtract 1
Willpower	Subtract 1
Fatigue	Add 1
Tactical Movement Rate	See 74.1
Average Life Span:	500 Earth years.

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

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

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

Characteristic	Modifier
Physical Strength	Subtract 6
Manual Dexterity	Add 5
Agility	Add 2
Endurance	Subtract 4
Magical Aptitude	Subtract 2
Willpower	Add 2
Average Life Span:	80 to 90 Earth Years.

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

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

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

day per week required. 4. The orc and hybrid orc population increase mitigates against the high orc fatality rate.

Characteristic	Modifier
Physical Strength	Add 4
Endurance	Add 2
Magical Aptitude	Subtract 4
Willpower	Subtract 4
Fatigue	Add 4
Tactical Movement Rate	Subtract 1
Average Life Span:	40 to 45 Earth years

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

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

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

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

Special Abilities: 1. A shape-changer can change from human to animal form (or *vice-versa*) in 10 seconds during daytime and 5 seconds during the nighttime. 2. A shape-changer possesses a dual nature. While in animal form, human inhibitions will be muted, and while in human form, animal instincts will be dulled. 3. A shape-changer cannot be harmed while in animal form, unless struck by a silvered weapon, magic, or by a being with a Physical Strength greater than 25. Five Damage Points are automatically absorbed in the latter case. 4. The shape-changer will regenerate 1 Endurance Point every 60 seconds while in animal form. 5. The shape-changer must devise a set of characteristics for his animal form. Take the difference between the average for each characteristic in animal and human form, and modify the human characteristics appropriately. 6. A shape-changer is automatically lunar-aspected (see 7.3). 7. A shape-changer can remain in animal form for one-quarter of the night times the phase of the moon; thus, during the full moon the shape-changer could remain in animal form all night. A shape-changer can remain in animal form for one hour times the quarter of the moon during the day. A shape-changer can make one set of transformations times the quarter of the moon. 8. If a shape-changer is in animal form during the day, there is a 1% cumulative chance for each 5 minutes he remains in animal form that he will never be able to change back into human form. Similarly, if the shape-changer exceeds the time limits given in Ability 7, there is a 1% cumulative chance (per 5 minutes) of his not

being able to regain human form. Roll up a new character, or know an extremely powerful wizard. 9. A shape-changer will be inconvenienced by those wards that can be used against were-creatures. 10. A shape-changer's magic resistance is increased by 5%. 11. If a shape-changer takes the courtier skill (see 54.), he expends *three-quarters* the Experience Points necessary to advance Ranks.

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

Average Life Span: 55 to 65 Earth years.

7. ASPECTS (optional)

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

The gamemaster is obliged to keep track of the passage of time for the purposes of character advancement in abilities (see 91). If he is not willing to maintain a formalized calendar, then he should not use the ensuing rules. The work required is minimal, though, once the calendar is set up.

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

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

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

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

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

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

Consult the following table to determine when to apply seasonal aspect effects, and

what they are.

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

The effect is applied for 30 seconds before and after midnight. NOTE: All effects listed in 7.2, 7.3, and 7.4 are applied to percentile rolls, not success chances.

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

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

Time	Effect
Noon	-5
Midnight	+5
Noon, Summer Solstice	-25
Midnight, Winter Solstice	+25

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

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

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

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

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

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

Life	Death of humanoid	+10
Death	mammal	125'
	Death of humanoid	
Life	mammal related	+25
Death	to character*	250'
* The relative can be no more distant than second cousin. A female life-aspected character will suffer no pain after giving birth, and will be as healthy and active as she was before she became pregnant.		

8. HERITAGE

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

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

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

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

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

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

A character will never be of royal birth.

Social Status Table

Dice	Social Status	Money Multiplier
01...09	Poor Trash	2
10...25	Impoverished	
	Gentlefolk	3
26...44	Burgher or Farmer	4
45...54	Merchant	6
55...58	Merchant Prince	10
59...77	Craftsman or	

Adventurer	5
79...89 Bandit or Pirate	8
90...97 Lesser Nobility	5
98...00 Greater Nobility	10

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

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

Order of Birth Table

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

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

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

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

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

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

The player rolls D10 to determine the order of birth.

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

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

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

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

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

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

Goods that can be purchased are listed on the Basic Goods List and Experience Point costs are listed on the Experience Point Cost Chart. Note: A character can expend only 100 Experience Points (rather than the usual cost, see p. 146) to acquire any one skill at Rank 0. He can exercise this option before his first, or at the conclusion of any adventure.

[8.7] The player has completely generated his character.

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

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

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

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

V. COMBAT

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

Combat occurs whenever characters, non-player characters, or monsters attempt to physically overcome or harm other conscious opposing figures while on the Tactical Display or in the Chase Stage (see 84). Combat should not occur whenever entities simply encounter one another; rather only when some overtly hostile action has taken place or intentions are made clear.

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

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

When all figures occupying the display are either dead, unconscious, incapacitated, or friendly towards each other, combat is over. Combat should never last any longer than necessary to resolve the situation; returning to the Trek/Wait stage (see 84) as soon as possible will speed overall play.

9. COMBAT TERMINOLOGY

The following terms are used throughout the combat rules:

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

Attacker. The figure taking action in an engagement.

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

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

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

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

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

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

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

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

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

Engaged. Hostile figures occupying adjacent hexes are engaged.

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

ILLUSTRATION 1 The figure is facing hex #2

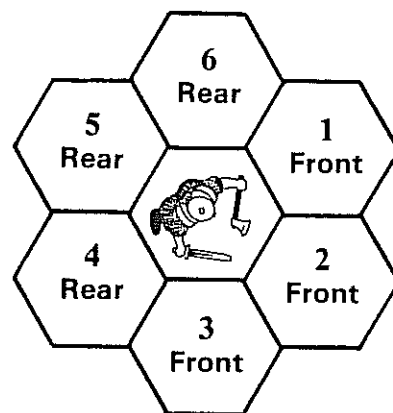


Figure. Any sentient entity occupying the display.

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

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

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

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

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

Modified Agility. The figure's Agility after it has been modified due to weight carried (see 86.9) and armor worn (see 18.1).

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

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

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

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

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

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

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

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

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

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

Weapon. Anything used to strike a hostile figure.

10. COMBAT EQUIPMENT

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

The Tactical Display is used to locate and regulate the movement of the figures involved in combat. It consists of a 25mm hexagonal grid, an example of which is included in this rules book. Each hex represents 5 feet of space

from side to side. A number of photocopies of this display should be made and butted together to form large areas. The GM may wish to cover the display with a clear plastic (contact paper or acetate) to allow drawing on the display with china pencils or other erasable markers.

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

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



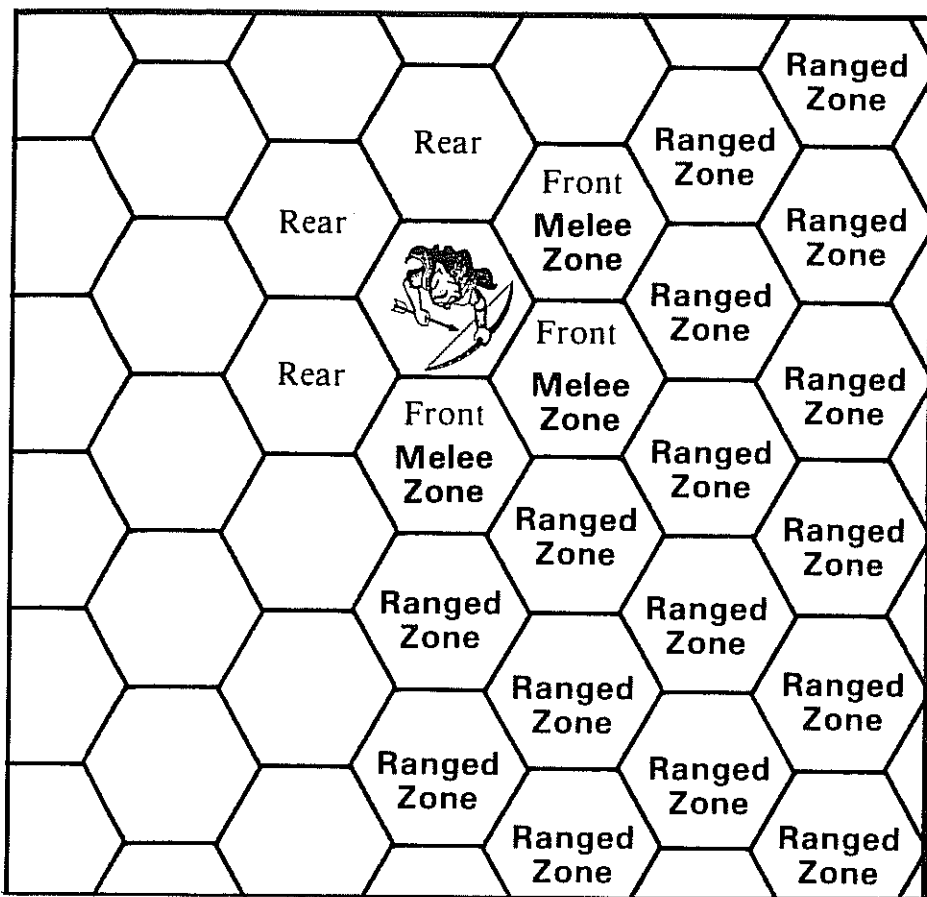


ILLUSTRATION 2

have miniatures or counters ready, have the encounter area mapped to facilitate easy transfer to the display, etc.) so the set-up time for combat goes quickly. Knowing combat is coming, the players will get more excited in anticipation, and now is *not* the time for the GM to fumble with his notebook. Each player should have his playing piece and Character Record prepared and ready. There should be as little fuss as possible when placing pieces on the display, and the GM has the final word as to the placement of all characters, NPC's, and monsters.

If the GM has prepared the display to accept either china pencils or markers, he should draw in the details of the encounter location. This can be a hallway in a dungeon, a room in a castle, or whatever — wherever the party can encounter hostile entities is where combat can take place. If the display would be marred by drawing on it, the GM should use dice or some other form of marker to record the locations of important details. Anything the players would be able to see, touch, hear, or smell should be described to them, because inventive players will scrape for any advantage they can find, and are not above using a broken bottle, for example, as a thrown weapon if they can find one. The players need to feel as if they know all the details of the encounter location they could know if they were actually there. It is the sloppy GM who suddenly realizes he hasn't told them about the small window in the northern wall just as the party is frantically scrambling to find an escape route.

ed and prepared by the GM for a particular encounter, are useful to spice up an adventure.

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

Percentile dice are used in the resolution of combat, and plenty should be available (one pair for each player and the GM is ideal). Also, copies of all the combat charts and tables should be made so the players can readily refer to them. The GM will often use a GM screen to hide his die rolls, papers, etc., and the charts and tables can appear on it.

11. PREPARATION FOR COMBAT

Whenever it has been determined that combat in some form is an inevitable result of an encounter, the GM must set up all the equipment necessary for the resolution of combat (see 10). It is important for the GM to be as organized as possible (have monsters' or NPC's characteristics and weapons pre-generated,



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

See 84.2 for the procedure to determine whether surprise exists. Once the determination has been made (this information should be conveyed to the players only if they are the ones who have *achieved* surprise) the GM then places the hostile figures on display. If no surprise exists, the distance between the two parties should not be *less* than 8 hexes, and each group is aware of the other. If surprise does exist, the distance between the groups should not *exceed* 8 hexes, and can be much less depending on the GM judging the degree of "jump" one group has on the other. In both cases, the GM has the final say as to the distance separating the groups.

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

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

For the characters, the GM should use the system detailed in 86.0. For all hostile figures, he should make a quick estimate relating all presumed activity they may have undertaken up to the instant of combat. The GM can dispense with this procedure if he feels the Fatigue loss would balance out or if he wishes to simply get on with and resolve the encounter. If he assigns penalties from one side, he must make a judgment for the other; he should *never* treat one party different from another in this regard.

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

12. COMBAT SEQUENCE

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

Each Pulse, the following events occur in order:

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

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

After these steps are performed, the Pulse is over and a new one begins. See 82.3 for guidelines regarding speedy resolution of combat actions.

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

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

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

Action	Seconds
Search for trap in specific place (e.g., door)	20
Attempt to remove trap	see 65.3
Quick search of 10' by 10' room for disguised objects	15
Sound wall (floor, ceiling)	5
Search 100 square foot wall segment for concealed objects	90
Pick Lock	see 65.2
Force Lock	15
Spike Door (per spike)	10
Light Torch	25
Light Lantern	35
Exchange wieldy item close to or in hand with another being	
1-handed, 1 item	20
1-handed, 2 items	30
2-handed, 1 item	10
2-handed, 2 items	20
Take off Backpack	25
Remove Item from Backpack	
On ground	30
On back	40
Store Item in Backpack	15
Mount horse	5
Dismount horse	5

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

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

have been taken.

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

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

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

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

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

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

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

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

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

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

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

13. ACTIONS OF ENGAGED FIGURES

Being engaged imposes certain limitations on the actions that a figure can attempt. An "engaged" figure is defined as one who is adjacent to a hostile figure on the display. He may have his movement and choice of action restricted.

The order in which the actions of engaged figures are resolved is determined by each figure's Initiative Value, and any actions taken by engaged figures are *not* simultaneous.

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

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

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

If the figure who wishes to attack is *not* within the defender's Melee Zone, he can move up to $\frac{1}{2}$ of his TMR either before or after executing the attack. Any facing changes can be made only after the attack.

[13.2] An engaged figure can Evade.

If the figure who wishes to Evade is within the *defender's* Melee Zone, he can move

only one hex within that Zone, and change facing one hexside while executing the Evade.

If the figure who wishes to Evade is *not* within the defender's Melee Zone, he can move up to $\frac{1}{2}$ of his TMR and change facing as he sees fit (within the GM's discretion, see 14.1) while executing the Evade.

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

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

[13.3] An engaged figure can Withdraw.

If the figure who wishes to Withdraw is within the opponent's Melee Zone and the opponent also occupies at least one hex of the figure's Melee Zone, the figure can Withdraw by backing directly into any of his rear hexes; *but* cannot change facing. While Withdrawing, the figure can adopt one of two postures, *Offensive Withdrawal* or *Defensive Withdrawal*. If he chooses the offensive posture, he can strike at his opponent (at a -20 modifier

to his Strike Chance) before executing the Withdrawal. To adopt a defensive posture, a figure must have a prepared shield (ranked or unranked). While in this posture, he can interpose the shield between himself and any attack. This adds 20% to his Defense, in addition to any other modifiers already in his favor.

If the figure who wishes to Withdraw is within the opponent's Melee Zone but the opponent does not occupy any hexes of the figure's Melee Zone, the figure can move and change facing normally (see 14.1).

Note: Figure #7 in the illustration on this page is an example of this situation. If the opponent is able to Melee attack the figure, the opponent automatically receives initiative for the attack. A figure *can* Withdraw from one hostile figure's Melee Zone into another hostile figure's Melee Zone. If the figure wishing to Withdraw does not occupy a hex within the defender's Melee Zone, he can move normally.

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

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

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

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

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

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

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

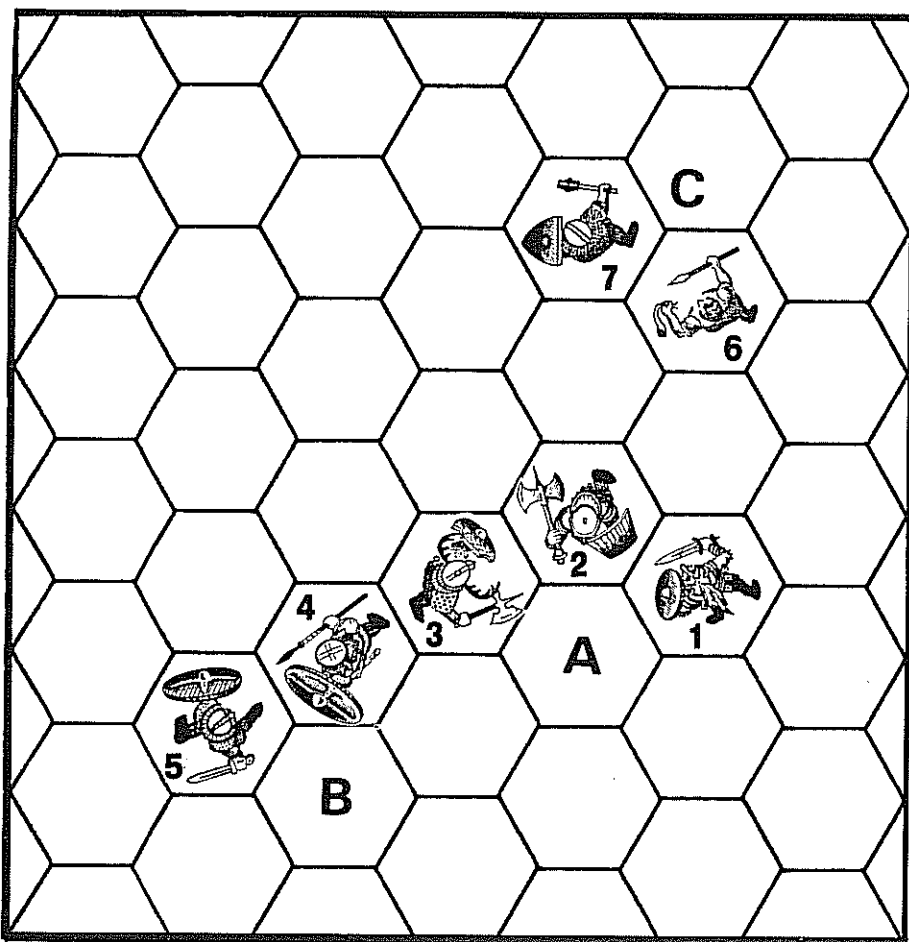
If the Adept wishing to cast a spell is not within a hostile figure's Melee Zone, he can change facing after the Cast Check is performed.

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

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

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

ILLUSTRATION 3



All three figures in Group A are engaged, as are both figures in Group B. Note that figure 4 in Group B is technically engaged with figure 3 in Group A, but the GM concluded that the figure would more likely attack figure 2, whom figure 3 faces.

If, however, figure 4 turned his back on figure 5 to attack figure 3 in Group A, he would then become engaged with that Group. In Group C, figures 6 and 7 are engaged, even though 7 faces away from 6; in this case, 6 automatically has initiative.

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

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

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

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

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

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

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

14. ACTIONS OF NON-ENGAGED FIGURES

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

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

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

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

During movement, a figure can change facing as it desires within the judgment of the GM and the fellow players. Any complicated maneuver the figure attempts can result in a penalty being applied by the GM in the form of

a reduction in the figure's TMR for that Pulse. For instance, turning three hexsides (180 degrees) within one move is a fairly complex maneuver. The GM can decide if the figure wishes to change facing to that degree, it can move two less hexes during the Pulse. At the end of movement, a figure must unambiguously face one hexside (in the case of multi-hex monsters, one hex vertex).

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

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

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

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

A figure can crawl at a rate of $\frac{1}{4}$ of his TMR (round all fractions down).

Note: Giant characters have their TMR calculated according to the monster section pertaining to them (74.1). The average TMR listed is used as the midpoint of a chart the GM creates similar to the one in 5.6, with the appropriate giant's TMR replacing the average human TMR of 5, with modification above and below that occurring in a similar manner according to modified Agility as for humans. Thus, a Cloud Giant with a modified Agility of 19 has a TMR of 14 (average TMR of $13 + 1$ for Agility = 14).

[14.2] A non-engaged figure can move up to $\frac{1}{2}$ (rounded down) of his TMR and attempt to Melee attack with a non-pole weapon. This action is a Charge.

At the end of the figure's movement, if he is adjacent to any hostile figure, he can Melee attack him (with a negative modifier, see 17.6). The destination hex is counted when figuring $\frac{1}{2}$ of the TMR.

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

[14.3] A non-engaged figure can move up to his full TMR and

attempt to Melee attack with a Pole weapon. This action is a Charge.

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

[14.4] A non-engaged figure can move up to $\frac{1}{2}$ of his TMR (rounded down) and attempt to Grapple. This is a Charge and Close.

This action is all ways similar to 13.6, except the charging figure has moved into the adjacent hex from outside that hex. No facing changes are allowed during this action, and the destination hex (the hex the defender occupies) is counted when figuring $\frac{1}{2}$ of the TMR.

[14.5] A non-engaged figure can move up to $\frac{1}{2}$ (rounded down) of his full TMR and Evade as he moves.

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

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

[14.6] A non-engaged figure can move up to 2 hexes directly backward. This is a Retreat.

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

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

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

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

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

Pass actions are listed in 13.4. A figure who is Passing can also change facing while executing a Pass. The actions listed in 12.1 may

require a number of consecutive Pass actions to complete.

15. ACTION CHOICE RESTRICTIONS

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

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

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

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

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

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

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

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

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

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

See 19.0 for details concerning Stun and Stun recovery. A figure who becomes incapac-

itated can do nothing.

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

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

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

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

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

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

See combat charts and tables (page 26).

16. ATTACKING

A hostile figure can be attacked by Ranged, Melee, or Close combat while on the Tactical Display. To attack via Ranged combat, a figure must be armed with a Prepared weapon rated for Ranged combat and the target must occupy at least one hex of the figure's Ranged Zone. To attack via Melee combat, the figure must be armed with a prepared weapon rated for Melee combat and the target must occupy at least one hex of that figure's Melee Zone. To attack via Close combat, the figure must be armed with a prepared weapon rated for Close combat and share the same hex as the target.

Note: Empty bare hands are always considered a prepared weapon.

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

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

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

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

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

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

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

A figure cannot check a Line of Fire without executing the Fire action, whether or not the weapon is actually loosed.

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

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

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

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

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

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

A figure can attempt to strike one or

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

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

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

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

Entangle. The attacker must be armed with a Net, Whip, or Bola. The Base Chance is listed with the individual weapons. If entangled, the target suffers D10-4 damage. If the attack is successful, the target must attempt to roll less than or equal to 3 times his modified Agility, falling prone if he fails. The target must disentangle himself before rising, and to do so requires the target to execute a Pass action for two consecutive Pulses.

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

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

Shield Rush. The attacker must be armed with

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

Disarm. The attacker must be armed with any weapon rated for Melee or Close combat. A penalty of 30 is subtracted from the modified Strike Chance before the attack is resolved. If the attack is successful, the target is forced to drop one weapon or item of the attacker's choice and also 1 point of Endurance damage is done to the target.

17. RESOLVING ATTEMPTED ATTACKS

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

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

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

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

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

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

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

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

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

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

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

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

Only figures who are currently Evading and are being Melee attacked can Parry. The defender rolls D10, adds the Rank of any prepared weapon, and subtracts the Rank of the attacker's weapon. If the result is 3 or less, the attack has been successfully Parried; but in so doing, the defender has been thrown off balance and must execute a Pass action next Pulse. If the modified result is 4 through 7, the attacker has been Disarmed per the attack of the same name (see 16.5). If the modified result is 8 or above, the attack has been Parried to the extent that the attacker has become Disarmed and the target can execute a Melee attack instantaneously against him without need to perform an attack action. This is called a Riposte. A Riposte cannot itself be Parried and can occur as many times during a Pulse as the evading target was Melee attacked. A target can even Parry attacks that do not come through his Melee Zone (e.g., from behind him). An unarmed figure can Parry if he is Ranked in Unarmed Combat (see 21.0).

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

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

modification for Agility remains in effect.

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

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

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

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

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

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

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

18. DAMAGE

Whenever a figure is hit by a weapon or magic, a Damage Check is performed. Each attack type has a damage modifier that is added to a D10 roll, and the result is the number of damage points inflicted on the figure. Armor can absorb some or all of the damage up to the armor's Protection Rating, and any damage

points not absorbed are inflicted on the figure and subtracted from either Fatigue or Endurance. Any damage points actually inflicted on the figure (not absorbed by armor) are termed Effective Damage.

There are three types of damage possible from a successful strike, depending on how low the attacker rolled on the Strike Check: Damage affecting Fatigue; Damage affecting Endurance; and Grievous Injury. When the Strike Check result is above 15% of the Modified Strike Chance, any effective damage is subtracted from Fatigue (Endurance when Fatigue reaches 0). When the Strike Check is 15% or less of the Modified Strike Chance, any damage directly affects Endurance and is *not* absorbed by armor. If it is 5% or less of the Modified Strike Chance, a Grievous Injury can also result, in addition to Endurance damage. These percentages are summarized on the Special Damage Chart (18.2) on p. 26.

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

[18.1] Damage affecting Fatigue is absorbed by armor.

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

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

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

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

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

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

If a possible Grievous Injury has resulted, the damage to Endurance is first calculated and applied. The attacker then rolls

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

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

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

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

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

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

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

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

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

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

19. THE EFFECTS OF DAMAGE

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

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

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

To recover from being Stunned, a figure must roll less than or equal to $(3 \times \text{his Willpower})$ plus his current Fatigue.

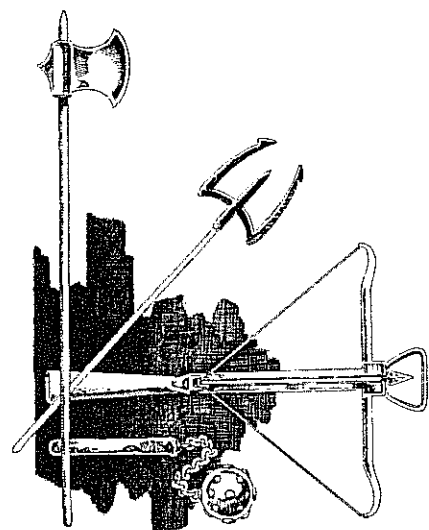
Current Fatigue is the figure's Fatigue total at the instant the roll is made. Every Pulse after being Stunned, the figure can attempt to recover but can do nothing else, including move.

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

20. WEAPONS

Any instrument used to inflict damage on a figure is called a weapon. Weapons can include the figure's hands, claws, talons, feet, teeth, breath weapon, etc. All normal weapons are listed on the Weapons Chart along with their characteristics. The only limits to the number of weapons a character can have in his possession are the weight and bulk of those weapons. The GM should carefully examine each character, checking for the location of the character's weapons. Any odd or unlikely method of carrying weaponry around should be disallowed. Any humanoid figure cannot have more than have more than two one-handed weapons or one two-handed weapon prepared at any one time. Carrying a prepared shield replaces one one-handed weapon and disallows a two-handed weapon for this purpose. Figures with more than two appendages can use as many weapons as they are able. It is always assumed when a figure is armed with a one-handed weapon it is carried in his primary hand unless stated otherwise.

A figure can attempt to envenom any A or B Class weapon and thus poison the figure it strikes. An assassin is trained in the use of



envenomed weapons (see 20.3).

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

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

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

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

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

Physical Strength. The minimum Physical Strength a figure needs to wield the weapon properly; a figure without the PS to meet this minimum does one less point of damage for each point of strength he is below the minimum. A figure cannot achieve Rank in a weapon he does not have the PS to wield.

Manual Dexterity. The minimum modified Manual Dexterity a figure needs to maneuver the weapon properly; a figure without the MD to meet this minimum has the Base Chance of the weapon lowered by 5 for every point he is below the minimum. A figure cannot achieve Rank in a weapon he does not have the MD to maneuver.

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

Damage Modifier. The number added to the D10 die roll when performing a Damage Check; the modified total will always be at least 1.

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

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

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

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

Maximum Rank. The highest Rank attainable with that weapon.

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

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

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

A paralyzant functions as a knockout drug against human-sized or smaller figures. If the victim fails his Willpower Check (see 54.8), he falls prone unconscious and will remain that way for $[20 + D10 - (\text{His Willpower})]$ minutes.

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

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

weapon, the Agility loss is 5 and the damage to remove it is D-2.

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

21. UNARMED COMBAT

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

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

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

22. MULTI-HEX MONSTERS

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

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

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

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

23. MOUNTED COMBAT

In mounted combat, the TMR of the figure (comprising the mount and the rider) is that of the mount; the rider cannot move at all. A rider in metal armor can only mount or dismount when the mount is not moving. Any action a figure is capable of while standing on the ground he is capable of while mounted with the following exceptions: (1) using a two-handed weapon; (2) firing any missile or

ILLUSTRATION 8

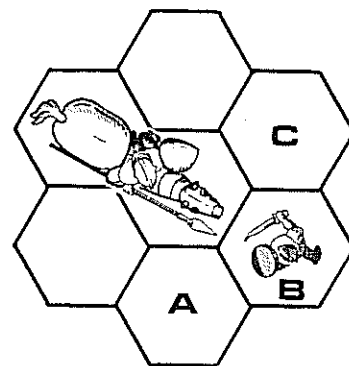


ILLUSTRATION 5

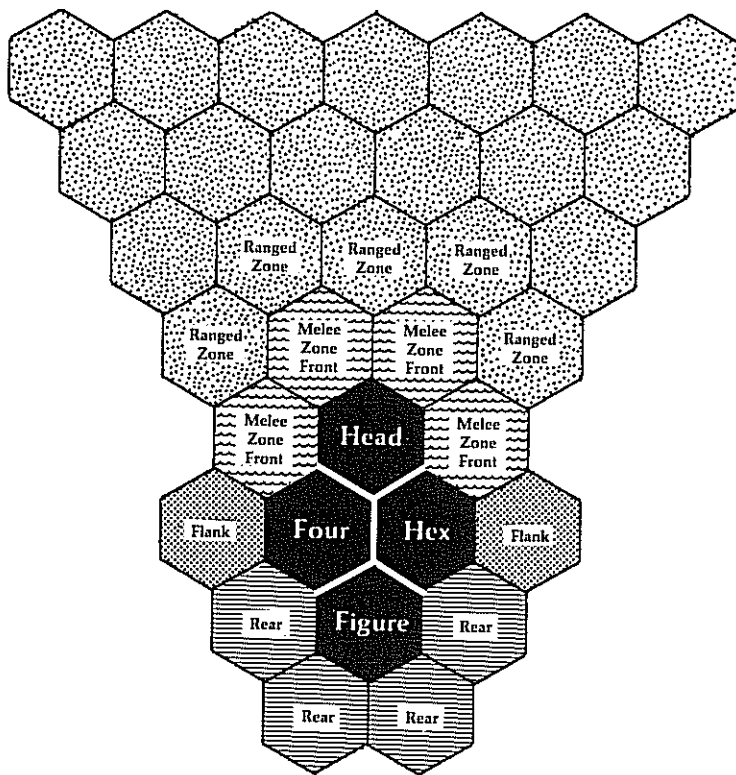
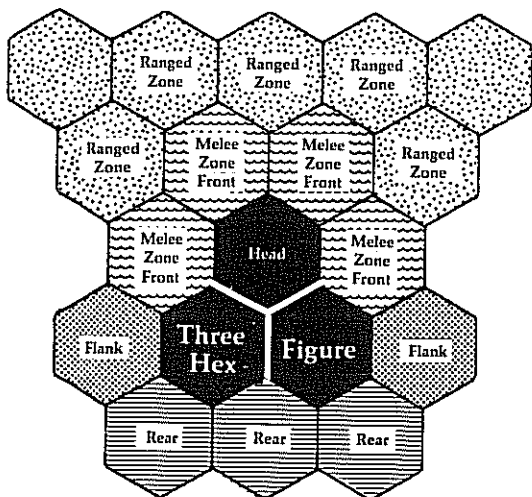


ILLUSTRATION 4



thrown weapon while moving; (3) using more than one weapon at a time. These restrictions are lifted depending on the Horsemanship Rank of the rider (see 87.2). A figure can always use a shield and a one-handed weapon while mounted. A trained warhorse can kick either to its front or its rear.

A rider and mount will normally occupy only one hex, unless the mount is a multi-hex monster. If they occupy more than one hex, the movement will be governed by the rules of multi-hex monsters (see 22). On a normal mount, the rider will not be able to attack out of his Front hex, only the hexes to either side of that hex. His Front hex *can* be attacked into using a spear (or similar long hafted weapon) or any Fired weapon (see illustration).

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

becomes skilled.

A Charge on a mount is executed in the same manner as a Charge on foot except the amount of movement prior to the attack will be greater and the Charge *must* be in a straight line (no facing changes allowed). Any act of turning the mount or stopping it during or after the Charge will require a Horsemanship Check (see 87.2). The Pulse following any mounted Charge, the momentum will take the mount past the target to its full TMR. Any attempt to turn or stop the mount will occur after that movement is terminated. A failed check will result in the mount continuing on its way.

24. INFECTION

At the end of every combat in which a figure is wounded, or when a figure is wounded in a non-combat situation, there is the possibility that figure has become infected as a result of his wound. An Infection Check is performed to determine whether he is infected or

not.

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

An infected figure is considered diseased, and every morning after becoming infected, the figure must try to heal himself or suffer Endurance damage. To heal himself, a figure must roll under his original Endurance on D100; a roll equal to or less than the Endurance results in a cure. If the infection is not cured, each day the figure takes D10-5 (minimum result of 1) Endurance damage from the infection. Obviously, an infected figure who is not cured will eventually die from his wounds. The effects of slow acting (blood agent) poisons

ILLUSTRATION 7

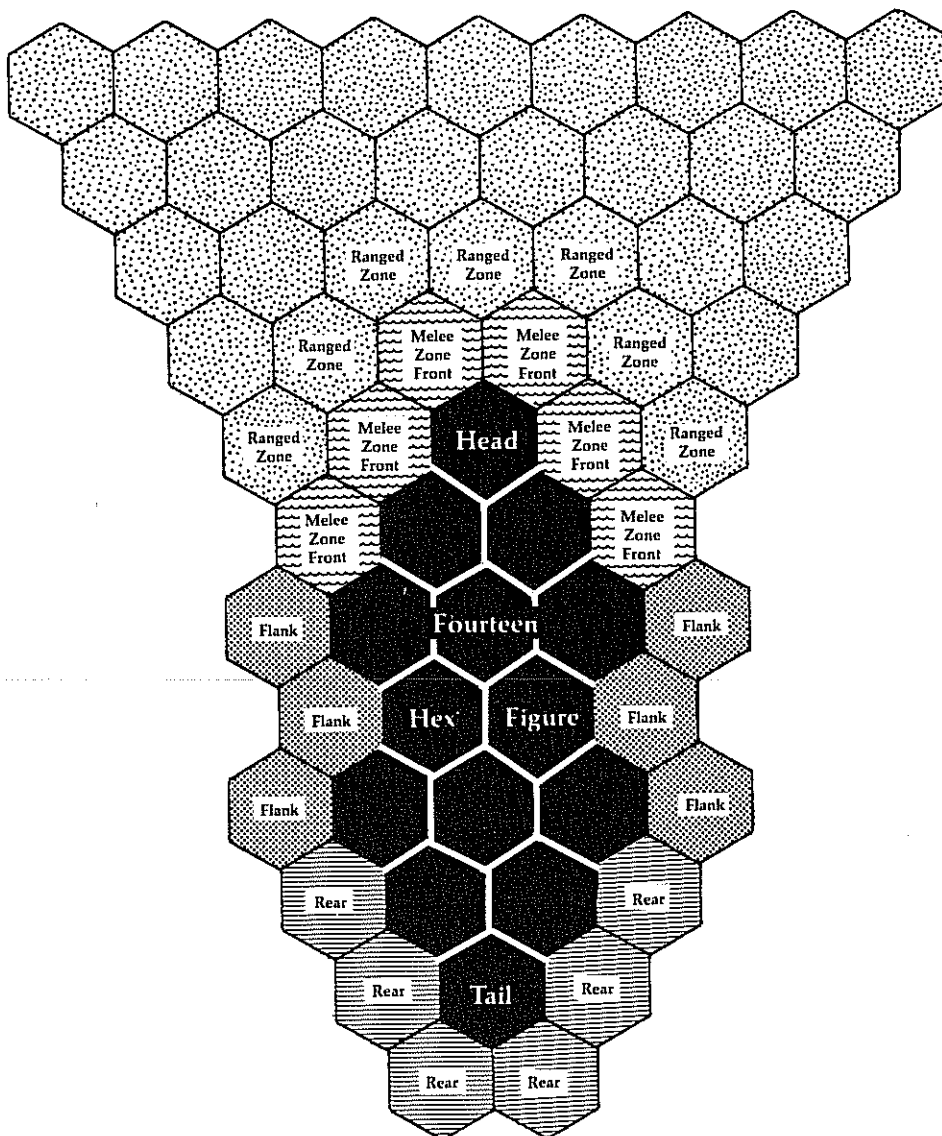
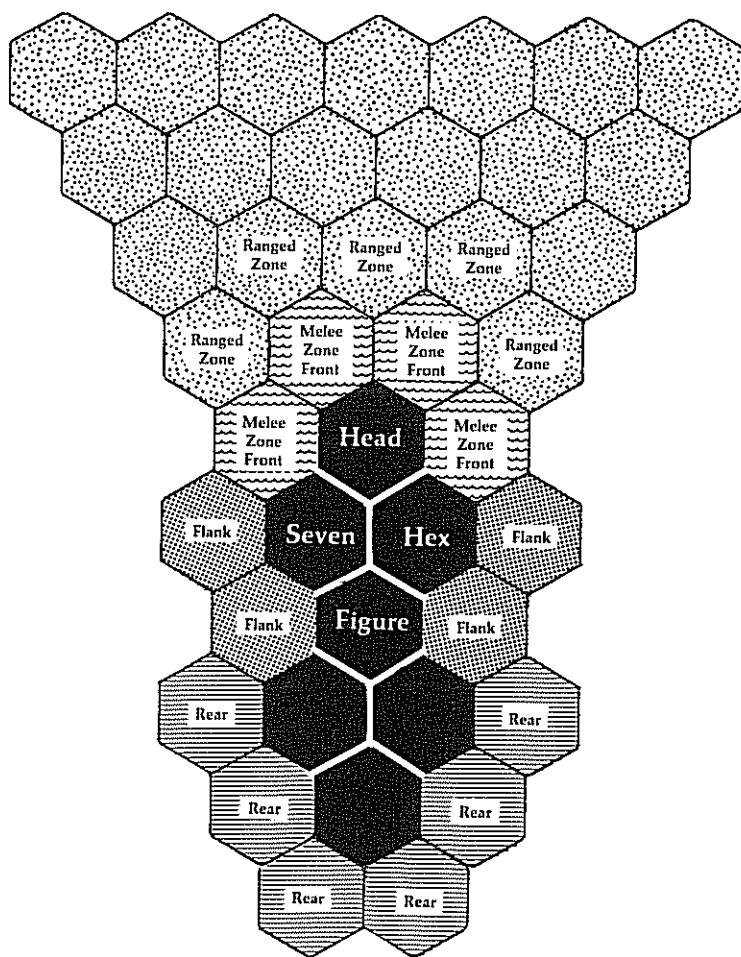


ILLUSTRATION 6



function in the same manner as infections except there is no roll for cure.

COMBAT EXAMPLE

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

A party of player characters is travelling by foot along a path deep within a forest. They are alert but not combat-ready; they are tired from having traveled long and hard all day. The party consists of Ariella, a Celestial Mage; Eaglewing, an Elven Ranger; and, Delion, an Elven Illusionist. The GM has generated an ambush for the party as they round the next bend in the path, and assigns a readiness factor (see 84.2) of 3 to their chance to detect the ambush. Eaglewing is leading the party, so his Perception of 10 is used for the check, but he also receives a bonus of 15% due to his Ranger Rank. Eaglewing does detect the ambush, and the Hobgoblin, Orc, and Goblin lying in wait will get no surprise this day. The GM determines they will attempt the attack anyway, and combat begins.

The GM draws out the surroundings, places the characters' miniatures on the Display, and then places the monsters' figures. He determines the characters' Fatigue loss (due to their long march), and adjudicates the mon-

ster's Fatigue status. He allows the characters to prepare a weapon, if they wish, because of the alertness of Eaglewing.

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

fails.

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

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

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

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

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

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

The Goblin runs away.

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

[20.2] WEAPONS CHART

Weapons are normally wielded one-handed, and the exceptions are noted with a (2) after the name of the weapon. Some can be used either one or two-handed, and these are noted with a (1-2). When weapons of this type are wielded two-handed, increase their Damage Modifier by 1. "—" indicates that a weapon has no Class for purposes of Grievous Injuries; when a possible Grievous Injury is rolled, only damage affecting Endurance results. "V" indicates that the characteristic is variable. *The damage done by a blowgun dart depends upon the substance that coats the tip (poison, for instance; see 54.8 and 20.3).

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

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

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

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

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

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

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

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

Swords

Dagger ^A	10oz	7	10	40	D	8	A	RMC	10	9
Main-Gauche	1	8	15	45	+1	P	A	MC	20	10
Short Sword	2	10	12	45	+3	P	A	M	40	6
Falchion	4	12	11	50	+2	P	B	M	35	8
Scimitar	4	11	15	50	+3	P	B	M	60	8
Tulwar	4	13	15	50	+4	P	B	M	65	8
Rapier	2	11	18	45	+3	P	A	M	35	10
Sabre	3	14	15	60	+3	P	B	M	40	7
Broadsword	3	15	15	55	+4	P	B	M	50	6
Estoc	2	15	17	45	+5	P	A	M	65	9
Hand & a Half (1-2)	6	17	16	60	+5	P	B	M	85	7
Claymore (1-2)	5	16	13	50	+4	P	B	M	80	7
Two-Handed Sword (2)	9	22	14	55	+7	P	B	M	100	5

Hafted Weapons

Hand Axe	2	8	11	40	+1	8	B	RMC	15	4
Battle Axe (1-2)	5	14	14	60	+4	6	B	RM	20	7
Great Axe (2)	6	19	17	65	+6	P	B	M	30	7
Giant Axe	25	29	12	65	+10	6	B	RM	50	7
Crude Club	4	16	10	45	+2	6	C	RM	3	2
War Club	3	14	10	50	+2	7	C	RM	5	5
Giant Club	10	25	9	50	+8	9	C	RM	10	5
Torch ^B	3	8	12	40	+1	P	C	M	1	—
Mace	5	16	9	50	+4	5	C	RM	15	5
Giant Mace	25	27	10	50	+7	8	C	RM	40	5
War Hammer	4	15	13	45	+3	6	C	RM	14	5
War Pick (1-2)	5	17	13	45	+4	P	C	M	20	5
Flail	4	14	15	50	+2	P	C	M	15	5
Morningstar (1-2)	5	18	15	60	+4	P	C	M	20	5
Mattock(2)	6	19	14	55	+6	P	C	M	18	5
Quarterstaff(2)	3	12	16	55	+2	P	C	M	3	9
Sap ^C	1	9	11	40	+1	P	C	MC	2	3

Thrown Weapons

Throwing Dart ^H	3oz	9	15	40	D	12	A	R	1	10
Boomerang ^I	1	11	15	40	D	20	C	R	2	7
Grenado ^K	2	9	15	40	V	15	—	R	V	4

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

[17.5] SHIELD CHART

Shield Type

Buckler	3	2%	—	5
Small Round Shield	5	3%	-2	8
Large Round Shield	10	4%	-3	10
Kite Shield	15	5%	-4	15
Tower Shield	25	6%	-6	20
Main-Gauche*	1	2%	—	20

Weight: The weight of the shield in pounds.

Defense/Rank: The percentage by which the figure's defense is increased per Rank while that shield is prepared. Experience Point cost detailed on page 145.

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

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

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

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

Pole Weapons

	WEIGHT	PHYSICAL STRENGTH	MANUAL DEXTERITY	BASE CHANCE	DAMAGE MODIFIER	RANGE	CLASS	USE	COST	MAX RANK
Javelin ^d	3	12	15	45	+2	12	A	RM	4	10
Spear (1-2)	5	15	14	50	+3	6	A	RM	10	5
Giant Spear (1-2)	15	22	16	55	+7	12	A	RM	20	5
Pike ^f (2)	8	18	16	45	+5	P	A	M	15	5
Lance ^f	7	16	12	45	+6	P	A	M	4	5
Halberd (2)	6	16	16	55	+3	P	B	M	15	5
Poleaxe (2)	6	18	15	55	+5	P	B	M	20	5
Trident (1-2)	5	14	16	45	+2	5	A	M	8	5
Glaive (2)	7	16	18	55	+5	P	B	M	15	9
Giant Glaive (2)	14	26	18	65	+9	P	B	M	30	9

Missile Weapons^a

Sling (2)	1	7	15	40	+1	60	C	R	1	8
Short Bow (2)	4	14	15	45	+2	60	A	R	20	8
Long Bow (2)	6	16	15	55	+4	180	A	R	25	10
Composite Bow (2)	8	17	15	55	+4	225	A	R	30	8
Giant Bow (2)	14	25	17	55	+7	45	A	R	80	8
Crossbow (2)	7	18	12	60	+3	80	A	R	15	5
Heavy Crossbow (2)	10	20	12	60	+4	90	A	R	20	5
Spear Thrower (2)	4	11	14	50	+2	15	A	R	5	10
Blowgun (2)	1	7	16	30	*	7	—	R	3	10

Entangling Weapons

Net ^t	2	11	16	30	-5	5	—	RMC	4	4
Bola ^m	2	11	15	35	-3	10	—	RC	5	6
Whip ⁿ	3	10	16	40	-3	P	—	MC	6	10

Special Weapons

Rock	V	5	10	30	-1	8	C	RMC	—	6
Cestus ^o	3	12	14	35	-1	P	C	MC	15	9
Garotte ^p (2)	1	12	15	30	+3	P	—	C	3	3
Shield	V	10	12	40	-2	P	C	M	V	4

Weapon Accessories^a

Shot	20	4	1	Use in Sling
Dart	20	2	5	Use in Blowgun
Arrows	20	2	10	Use in any draw bows
Quarrels	20	7	15	Use in crossbows
Cranequin	1	3	10	Use to cock crossbows; requires a PS of 11 and two free hands

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

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

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

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

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

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

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

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

[18.1] ARMOR CHART

ARMOR TYPE	WEIGHT	PROTECTION	AGILITY LOSS	COST	STEALTH ADJUSTMENT
Cloth Alone or Heavy Furs, etc.	1	1	0	10	+5
Leather	3	4	-1	20	0
Scale	4	5	-3	100	-5
Chainmail	7	6	-2	200	-10
Partial Plate	6	6	-2	250	-15
Full Plate*	8	7	-3	300	-20
Improved Plate*	7	8	-3	400	-20

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

Protection: The number of Damage Points the armor absorbs.

Agility Loss: The number of points the figure's Agility is reduced for all purposes when that armor is worn. Does not include possible additional Agility loss for the weight of the armor; see 86.9.

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

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

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

* This armor will generally be available only in the largest cities. Improved armor must be specially fitted and requires at least (D-5)+5 weeks to construct.

[15.7] ACTION SUMMARY

Actions allowed of Engaged figures:

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

IF IN CLOSE COMBAT

- Grapple
- Withdraw
- Pass

Actions allowed of Non-Engaged Figures:

- Move up to full TMR
- Move up to $\frac{1}{2}$ TMR and Melee attack
- Move up to $\frac{1}{2}$ TMR and Charge and Close
- Move up to $\frac{1}{2}$ TMR and Evade
- Move up to full TMR and Charge with a Pole Weapon
- Retreat
- Fire
- Pass
- Prepare or Loose a Spell

[18.2] SPECIAL DAMAGE CHART

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

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

[17.6] STRIKE CHANCE MODIFIERS SUMMARY

Close Combat Modifiers

ADVANTAGE FOR...

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

PENALTY FOR...

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

Melee Combat Modifiers

ADVANTAGE FOR...

+10	...target has 0 Fatigue Points remaining
+15	...target being attacked through a Flank hex
+15	...target is Stunned
+20	...target is kneeling or prone
+20	...attacker is Charging with Pole Weapon or Shield
+30	...target being attacked through a Rear hex

PENALTY FOR...

-4	...each Rank the target has with his prepared weapon if Evading
-10	...target is currently Evading (in addition to above)
-10	...attacker has 0 Fatigue Points remaining
-15	...attacker is Charging with non-Pole Weapon
-20	...attacker is Melee attacking while Withdrawing

Ranged Combat Modifiers

ADVANTAGE FOR...

+10	...target being attacked through a Flank Hex
+10	...target is Stunned
+10	...attacker is kneeling
+20	...target being attacked through a Rear hex

PENALTY FOR...

-3	...every hex through which a Thrown Weapon travels
-3	...each five hexes (or fraction) after the first five through which a Missile Weapon travels
-5	...target is currently moving
-10	...target is kneeling or prone
-20	...target is currently Evading
-20	...target occupies Sheltered hex

Lighting Condition Modifiers

PENALTY FOR...

-10	...starry night or shadowy interior
-20	...cloudy night
-30	...cave or unlit interior
-40	...pitch blackness

Miscellaneous Modifiers

PENALTY FOR...

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

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

[18.3] GRIEVOUS INJURY TABLE

Class A weapons do Grievous Injuries on rolls of 01 through 20. Class B weapons do Grievous Injuries on rolls of 21 through 80. Class C weapons do Grievous Injuries on rolls of 70 through 100.

D100 Result

01-05 Congratulations! It's a bleeder in your primary arm! Take 1 Damage Point from Endurance immediately and 1 per Pulse thereafter until the flow is staunched by a Healer or Rank 0 or above or you die.

06-07 Oh no! Your opponent's weapon has entered your secondary arm's elbow joint and the tip has broken off. Take 2 Damage Points immediately from Endurance and that arm is useless until the sliver has been removed by a Healer of Rank 3 or above. Also, increase the chance of infection by 30.

08 A vicious puncture wound below the belt! Take 3 Damage Points immediately from Endurance and reduce your TMR by 2 until fully recovered, which will take two months. In addition, add 30 to your chance of being infected (assuming you live long enough for such things to matter).

09-10 You have been stabbed in your secondary arm. Drop whatever you were holding in it and take 2 Damage Points immediately from Endurance. It will take a full week for the arm to be of any use to you whatsoever.

11 Your aorta is severed and you are quite dead. Rest assured your companions will do their best to console your widow(er).

12 A stomach puncture. Nasty. You suffer 3 Damage Points immediately from Endurance and lose 2 from your TMR until fully recovered, which will take two months. Also, you are automatically Stunned for the next Pulse (if you aren't already), after which you will recover. Add 20 to the chance to be infected.

13 Your opponent's weapon has entered your eye; roll D10. On a roll of 1, the weapon has entered your brain and you are dead. On a roll of 2-5, your left eye is blinded; on a roll of 6-10, your right eye is blinded. If you are lucky enough to be blinded instead of killed, you have suffered 2 Damage Points to Endurance. In addition, a figure who is blind in one eye suffers the following subtractions: -2 from Physical Beauty; -4 from Perception; -1 from Manual Dexterity. A figure blinded in one eye reduces his Base Chance with any Missile or Thrown Weapon by 30.

14-18 Tsk. Tsk. A wound of the solid viscera. Usually fatal. Take 3 Damage Points to Endurance immediately and 1 per Pulse thereafter until the bleeding is stopped by a Healer of Rank 2 or above or you die. Add 30 to the chance of infection.

19-20 Take a stab in the leg (your choice as to which one) resulting in a deep puncture of the thigh muscle. Suffer 1 Damage Point to Endurance immediately and reduce your TMR by 1 until you heal, which will take 4 weeks.

21-25 A chest wound. Take 2 Damage Points to Endurance immediately and reduce your TMR

by 1 until recovered (about 2 months). Look on the bright side, though. Your attacker's weapon is caught in your rib cage and has been wrenched from his grasp.

26-27 Bad luck! Your secondary hand has been severed at the wrist. Take 2 Damage Points to Endurance immediately and subtract 1 point per Pulse from Fatigue thereafter (Endurance when Fatigue is exhausted) until you are dead or the bleeding is staunched by a Healer of Rank 0 or above. If you live, reduce your Manual Dexterity by 2.

28-30 Worse luck! Your primary hand has been severed. See result 26-27 for effects.

31-34 A minor wound. Your face is slashed open, ruining your boyish good looks and causing blood to spurt into your eyes. Reduce your Physical Beauty by 4 permanently.

35 Your secondary arm is sliced off at the shoulder. Take 5 Damage Points immediately from Endurance and 1 per Pulse thereafter from Fatigue (Endurance when Fatigue is exhausted) until you are dead or the bleeding is staunched by a Healer or Rank 1 or above. Reduce your Manual Dexterity by 2 and your Agility by 1.

36 The same as 35, except it's your good primary arm that has been lopped off.

37-40 Deep slash to the abdomen. Bad. Take 4 Damage Points immediately from Endurance and 1 point per Pulse from Fatigue thereafter (Endurance when Fatigue is exhausted) until you are unconscious. Increase your chance of infection by 40.

41-42 A glancing blow lays open your scalp and severs one ear (your choice as to which one). Take 2 Damage Points immediately from Endurance. Reduce your Perception by 2.

43 A savage slash rips open your cheek and jaw. Take an automatic Pass action next Pulse due to the shock of the blow. Your Physical Beauty is increased by 1, since your disfigurement will bring out the maternal/paternal instincts in the opposite gender.

44-50 A slash along one arm, and it's a bleeder! Take 2 Damage Points immediately from Endurance and lose 1 point from Fatigue (Endurance when Fatigue is exhausted) each Pulse until the bleeding is stopped by a Healer of Rank 1 or above or you die.

51-52 Hamstrung! Roll D10. On a roll of 1-4, it is your left leg. On a roll of 5-10, it is your right. Take 4 Damage Points immediately from Endurance and fall prone. You cannot stand unassisted until the wound is healed (which should take three months). Reduce your Agility by 3 permanently.

53-60 Your primary arm is crippled by a wicked slash! Take 2 Damage Points immediately to Endurance and drop anything you have in your primary hand. The arm is unusable until healed, which should take 2 months.

61-67 Your secondary arm is crippled; see 53-60 for details.

68-69 A nasty slash in the region of the shoulder and neck. Roll D10. On a roll of 1-3, your head is severed and your corpse tumbles to the ground. On a roll of 4-6, your secondary collar bone is crushed; on a roll of 7-10, your primary collar bone is crushed. If your collar bone is crushed,

the results are identical to 53-60, except you suffer 4 Damage Points to Endurance.

70-74 A crushing blow smashes your helmet and causes a concussion. Take 3 Damage Points from Endurance and suffer a reduction of 4 in both Manual Dexterity and Agility lasting for 3 days.

75-80 A massive chest wound accompanied by broken ribs and crushed tissues. Very ugly, this. Take 5 Damage Points immediately from Endurance. Reduce your Manual Dexterity and Agility by 3 each until this wound heals (should take about 4 months). Increase your chance of infection by 10.

81-84 A crushing blow smashes tissue and produces internal injuries. You suffer 2 Damage Points immediately to Endurance and 1 per Pulse thereafter to Fatigue (Endurance when Fatigue is exhausted) until unconscious or you receive the attention of a Healer of Rank 2 or above.

85-87 A jarring blow to your primary shoulder inflicts 2 Damage Points immediately to Endurance. Roll D10; the result is the number of Pulses the arm is useless. You immediately drop anything held in that hand.

88-89 Similar to 85-87 except it is your secondary shoulder.

90-92 Your right hip is smashed horribly. Take 5 Damage Points immediately to Endurance and fall prone. You will be unable to walk until the damage has healed (takes about 6 months). Good fun. When healed, you will still have a limp, which will reduce your TMR by 1 and your Agility by 2.

93-94 The same as 90-92 except it is your left hip that is smashed.

95-97 Your opponent's weapon has come crashing down on your head and fractured your skull. Your fall prone and are unconscious, and take 8 Damage Points to Endurance. If you survive, you lose 2 from Agility, 2 from Manual Dexterity, and 2 from Perception. It will take a year in bed to recover.

98-100 Crushing blow to your pelvis breaks bone and tears tissue. Take 7 Damage Points immediately to Endurance and fall prone. Try to roll your Willpower on D100 to avoid falling unconscious. If you survive, you will be unable to move for D10 months.

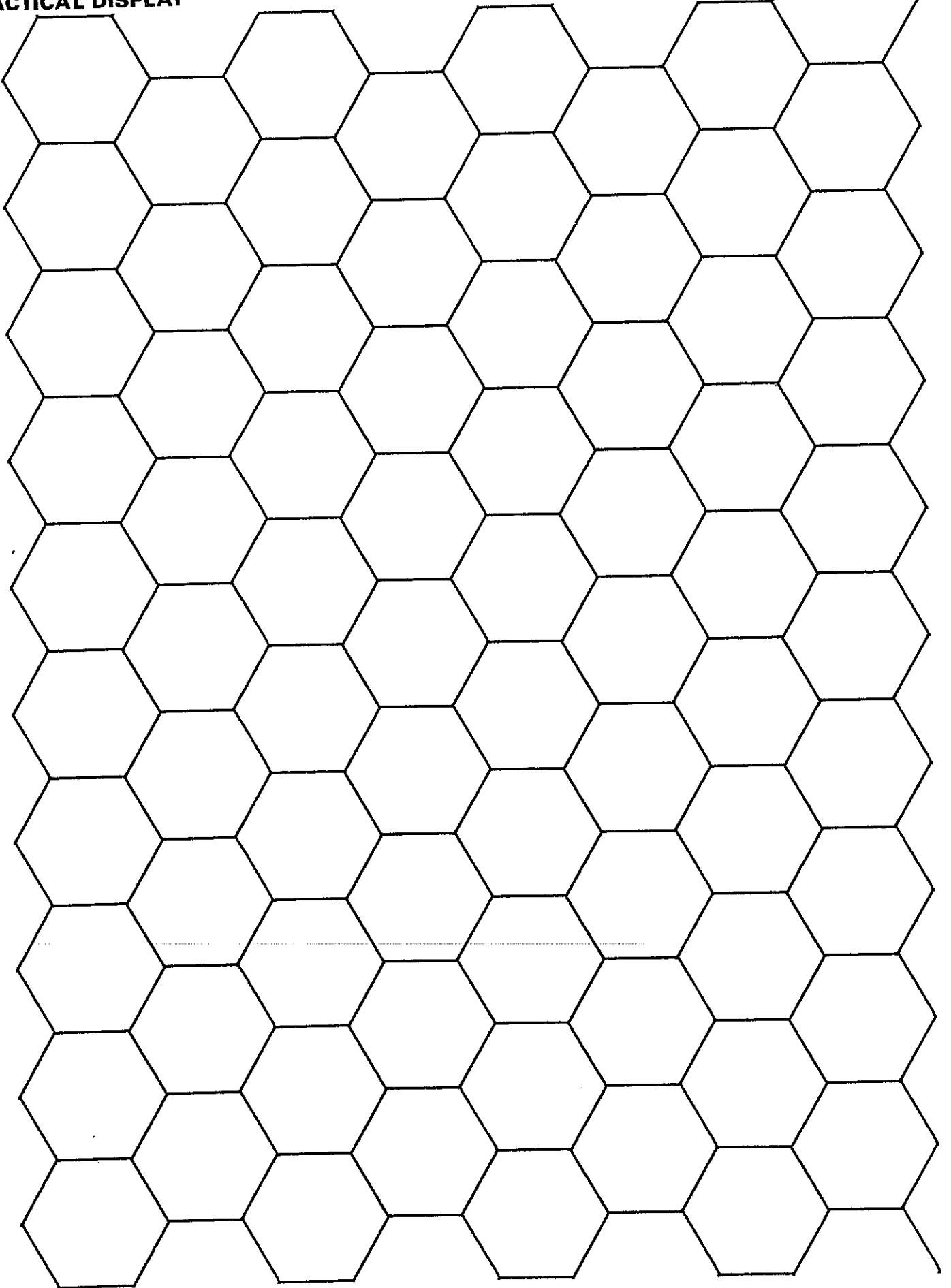
NOTES:

The suggested recovery times are a guideline for the GM's to use in determining how long characters should be kept out of action. The actions of a competent Healer can alter these times in some instances.

These Grievous Injuries are designed for combat between human-sized opponents; any injuries sustained involving larger monsters should be applied judiciously by the GM, taking into account size and mass difference, etc. Simply stated, a halfling would be hard put to drive his dagger into the eye of an elephant, and in situations such as these, the GM may have to disallow the Grievous Injury or change its effects.

Any damage that results from a Grievous Injury is in addition to the Endurance damage already determined.

TACTICAL DISPLAY



The Second Book

Magic



VI. MAGIC

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

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

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

1. He prepares the Spell or Ritual by drawing on energies from other dimensions.
2. He then "Looses" the Spell or completes the Ritual. A Cast Check must be made for all Spells and most Rituals to determine if the operation has had the desired effect. The Cast Check can result in the Spell or Ritual (a) failing, (b) dissipating, (c) impacting for the desired effect, (d) impacting for double or triple effect, or (e) backfiring in one of a variety of possible ways.
3. If the Spell or Ritual was designed to take effect over a particular entity with a Magical Resistance, the entity's player (or the GM if the entity is a monster or NPC) then makes a "Resistance Check" to determine if the entity is affected by the Spell or Ritual.
4. Unless the magic fails, dissipates, backfires, or is resisted, it takes effect over the specific entity, object, or area that it was designed to affect.

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

There are 13 separate Colleges of Magic. Each represents a specific type of magic, and each has a list of Spells, Rituals, and Talents common to all Adepts of that College and useable only by those Adepts.

25. DEFINITION OF MAGICAL TERMS

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

Mana: The stuff of magic, mana is a type of

energy common to other dimensions.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Elementals: The second of the three branches of Magic.

Entities: The third of the three branches of magic.

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

26. HOW MAGIC WORKS

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

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

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

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

1. The magic consists of individual spells, each

having a defined effect, duration, range, and Base Chance of being effective.

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

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

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

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

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

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

27. HOW TO CAST SPELLS

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

The casting character's player announces that a spell is being cast, its nature and target (if any). He then modifies the Base Chance of the spell as appropriate. The addition or subtraction of all values affecting the cast from the Base Chance for that spell produces a Cast Chance. The player then rolls D100. If the resulting dice roll number is less than or equal to the Cast Chance governing the cast, the spell impacts. If the dice roll is 5% or less of the Cast Chance, the effect of the spell is tripled. If the dice roll is between 6 and 15% of the Cast Chance, the effect of the spell is doubled. The Special Damage Table lists the dice rolls producing double or triple damage (see 18.2). If the dice roll is more than 30 higher than the Cast Chance during combat, or 40 higher when not involved in combat, the spell has not only failed, but has backfired and the Backfire Table is consulted. When a spell impacts, any possible target can, if it has a Willpower value, make a Resistance Check. The target character's player rolls D100. If the resulting number is equal to or less than the character's modified Magic Resistance the spell dissipates and has

no effect on the character.

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

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

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

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

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

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

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

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

Fatigue is expended at the moment the

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

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

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

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

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

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

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

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

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

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

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

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

in 31.4. A spell resisted in this manner does not produce a backfire result. It is simply treated as a failed spell.

28. THE EFFECTS OF SPELLS

Spells that are successfully cast and that are not resisted immediately take effect on the character(s) or object(s) over which they were cast. In some cases, the duration or severity of damage due to a spell, or some other aspect of the spell, will have to be determined by the GM or via a die roll. All such determinations are mentioned in the description of the spell (see 36 through 48 for spells by College). If double or triple effect is achieved using a spell, the casting character's player must choose the attribute of the spell that will be doubled or tripled (see 28.2).

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

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

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

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

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

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

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

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

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

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

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

Experience Multiple: The multiple used in conjunction with the rank to be achieved to determine the cost of increasing a character's Rank with a particular spell (see 91.4). Spells, talents, and rituals can be improved up to Rank 20.

Base Chance: The basic percentage chance of causing the spell to take effect on a particular object or person within a circumscribed area. Some spells have negative Base Chances. Such can be cast only if the Base Chance is increased to a positive number through the application of 27.7, 32.1, 32.2, or any modifications particular to the specific College.

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

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

29. RESTRICTIONS ON MAGIC

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

[29.1] A character cannot prepare a spell or engage in ritual magic while in physical contact with cold iron.

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

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

An Adept cannot prepare a spell, use the special talents of his College, nor perform Ritual Magic while wearing armor made of cold iron or holding weapons or tools made of cold iron under the provisions of this rule. This does not mean, however, that Adepts cannot wear armor or use weapons or tools. There are three possible means of circumventing the

effects of cold iron.

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

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

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

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

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

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

[29.3] A character cannot employ a type of magic or a spell or ritual with which he is not familiar.

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

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

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

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

[29.6] A character can perform a talent that requires a percentile roll only once per situation.

For example, if an Adept who attempts to Detect the Aura of an entity fails, he cannot attempt to continue to detect the entity's aura again during that encounter. If a talent such as those of Sorceries of the Mind (which require no dice roll to activate) are used, the GM should assume that they are "on" all the time and the player need not "activate" them in order to use them.

30. BACKFIRE FROM SPELLS AND RITUALS

There is a chance that a spell will backfire. If the Adept's player rolls a number more than 30 higher than the Cast Chance while attempting to cast a spell during the Adventure Procedure, the spell backfires. It does not hit

the intended target. Instead, the GM then rolls D100 and refers to the Backfire Table to determine the exact effect of the backfire. Possible effects include Fatigue penalties, affecting characters other than (or including) the original target of the spell, affecting the caster himself, or inflicting a variety of curses and disabilities on the caster. Backfire *never* occurs as a result of the functioning of talents and seldom as the result of the functioning of rituals. (Where a backfire can occur as a result of the functioning of a ritual, the possible results are often described in the section dealing with that ritual; if not, the GM should invent one.)

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

[30.1] Backfire Table
(see page 38)

[30.2] All backfire effects are cumulative.

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

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

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

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

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

long as possible. If the result has a variable duration, the GM keeps the duration secret until the effect is over.

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

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

31. COUNTERSPELLS AND RESISTING SPELLS

A character who is a target of a spell can resist the effects of that spell if he is conscious and unstunned. Resistance can be either Active or Passive. A character engages in Active Resistance by stating this intention. He can perform no other action and his resistance affects the chances of the spell backfiring or taking effect at all. A character can Passively resist by making a Resistance Check once a spell has successfully impacted on him. A character is not prevented from making a Resistance Check by the fact that he is engaged in other activities at the time the check is made. Both Active and Passive Resistance are implemented using the character's Magic Resistance rating. **Note:** The character's Magic Resistance is determined by adding to the character's Willpower any modifications due to the character's Magic College (or lack of a College), as well as special modifiers for Counterspells and the general situation at the moment the check is made. A character's chances of resisting magic can be increased by casting a Counterspell over the character (31.3).

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

The character's player rolls D100. If the resulting number is equal to or less than the character's Magic Resistance (as modified according to 31.4), the character resists the spell and it has no effect upon him. Otherwise, the character is affected normally by the spell. A character is never prevented from making a Resistance Check because he is engaged in oth-

er activity at the same time. A Resistance Check is an automatic function. It is implemented any time the character's player states that he wishes to attempt to resist a resistable spell that is about to take effect on him. Each character can only make one Resistance Check per spell cast over him. Characters who are struck by a spell as part of a backfire result can resist.

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

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

A character cannot move, attack, cast his own spell, or do anything else while engaged in Active Resistance. When a spell that is being Actively resisted is loosed, the Cast Chance for that spell is reduced by the Magic Resistance of the character with the highest Magic Resistance who is Actively resisting the spell. A character involved in combat on the Tactical Display must spend one full Pulse to Actively resist the spell after the spell has been prepared, but before it is loosed. A character who is Actively resisting a spell does so in the manner described in 33.1. He must announce whose spell that is being cast he is Actively resisting at the moment he chooses to Actively resist. His Active resistance has no effect on any other spell and does not prevent him from making a Resistance Check whenever any spell (including the one he is Actively resisting) impacts on him. **Example:** A group of characters is about to have a spell cast over them with a total modified Cast Chance of 67%. One character with a Magic Resistance of 27% Actively Resists. The Cast Check result is 47, and the spell had no effect (67 - 27 = 40; 47 is greater than 40) on either the resisting character or anyone else within the group. A backfire cannot be Actively resisted. A character whose concentration is broken while he is Actively resisting a spell still expends the necessary time to Actively resist the spell, but is treated as if he were simply engaged in Passive resistance. A character's concentration is broken for this purpose whenever he is subjected to a Melee or Close combat attack or otherwise has his "elbow joggled". Anything that prevents a character from preparing or casting a spell due to breaking the caster's concentration also prevents Active Resistance (see 29.5).

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

[31.3] A protecting counterspell will affect a character's Magic Resistance.

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

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

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

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

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

A counterspell can be cast over an area instead of an individual. When cast over an area, any individual occupying that area cannot use a spell of the type affected by the counterspell until he vacates the affected area. All

individuals in the area would add 30 + 3/Rank to their magic resistance when resisting the type of magic affected by the counterspell so long as they occupied the area affected by the counterspell, but would not be so protected if they moved out of the 15 foot diameter area of the counterspell. Counterspells cast over an area in combat must be cast over a single specific hex and the six adjacent hexes (but the area affected could be doubled or tripled as a result of an effective casting).

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

A character can always use magic even when under the protection of a counterspell (including a counterspell affecting his College). Only area counterspells inhibit the casting of the spell itself. A spell or ritual cannot be performed on ground that has a counterspell over it affecting the College of which the magic is a part.

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

Counterspell (General or Special)

RANGE: 25 feet + 25 additional/Rank
DURATION: (D + 5) + 1 additional/Rank
EXP MULTIPLE:
 100 (for General Knowledge)
 200 (for Special Knowledge)
BASE CHANCE: 40%
RESIST: Can only be passively resisted.

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

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

*Plus 3 per Rank

32. SPECIAL MAGICAL PREPARATIONS

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

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

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

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

[32.2] A character can increase his Magic Resistance by 5 and his

Magical Aptitude by 1 for each hour spent in Ritual Purification.

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

[32.3] A character can store the power of a spell in a specially prepared object by employing an Investment Ritual.

This preparation is generally the same as Ritual Q-4 of the College of Shaping Magics (46.), except for the following restrictions:

1. The object to be invested must first have been created and bound by a Shaper to allow the investment of the desired spell from the Adept's own College. This process establishes the Rank of the item, its College, and the maximum number of "charges" it can store at one time. Once established, these attributes of the object will not change.

2. The character must be of the same School of Magic as the spell originally invested, and must be able to cast that spell at the Rank of the object in order to invest the object with spell power. If his Rank with the spell is greater than the Rank of the object, a Shaper is required to properly channel the power to be invested.

3. The Base Chance for the Investment Ritual is the character's Magical Aptitude, plus 3 for each hour spent in the ritual (up to a maximum of 10 hours, or 30 percentage points), plus any other modifiers normally associated with spells and rituals (+3 per Rank with the Investment Ritual).

4. Each successful Investment Ritual restores one charge per 3 Ranks (or fraction). If the Cast Check dice roll is equal to or less than the Cast Chance, the object of the ritual is invested with the power of the spell that is to be stored in it. It is possible to generate any of the effects normally associated with spells when a spell is invested (double or triple effect, backfire, etc.) using this ritual.

5. When an object is more than fully charged, there is a 3% chance per excess charge that the object will shatter, inflicting D+2 (+1 per charge) damage on the Adept and those nearby. Otherwise, the excess energy is successfully diverted by the recharging Adept.

6. The Investment Ritual is a Special Knowledge Ritual, and its Experience Multiple is 200.

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

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

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

Once the Ward is cast, the entry or exit of any object or being in the area occupied by the Ward (determined by the range of the spell incorporated into the Ward) can trigger the



Ward. Once a Ward has been triggered, it ceases to exist. It takes full effect on the character(s) or object(s) that triggered it, but is dissipated thereafter. All Wards emanate from the exact spot occupied by the individual who cast the Ward (important for determining range).

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

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

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

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

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

33. INCORPORATING MAGIC INTO COMBAT

Ritual Magic cannot be employed by characters occupying the Tactical Display. Talent Magic can be used, operating automatically and requiring no special expenditures of actions or time (however, see 49.1). Spell Magic is also available to characters for use in combat, but requires the expenditure of time in Pulses. Generally, any attempts at casting

spells in combat are resolved similarly to attempts at casting spells during the Adventure Sequence. However, the acts of preparing, loosing, or actively resisting a spell are only possible to characters who are implementing the proper actions discussed in 13 and 14 as modified herein.

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

[33.1] A character can Actively resist a spell during combat by implementing an Evade action.

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

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

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

It is never affected by those modifiers listed in 17.6.

34. THE COLLEGES OF MAGIC

Magic is divided into 13 Colleges representing specific types of magic. The 13 Colleges are divided into three Branches of Magic. These Branches, and the Colleges encompassed by each, are listed below:

The Thaumaturgies:

The College of Ensorcelments
and Enchantments

The College of Sorceries of the Mind

The College of Illusions
The College of Naming Incantations

The Elementals:

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

The Entities:

The College of Necromantic Conjurings
The College of Summonings
The College of Shaping Magics
The College of Rune Magics

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

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

Alignment

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

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

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

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

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

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

A character is assumed to have mastered all of the General Knowledge of his College upon choosing that College. The General Knowledge attained is always at Rank 0. Char-

acters can only increase their proficiency at employing General Knowledge by expending Experience Points to attain higher Rank with that knowledge. Specialized Knowledge includes all of the special spells and procedures of the College not normally taught to novices. Such knowledge can be accumulated only by expending both time and money to learn it. Special Knowledge is initially learned at Rank 0. The Rank the character has with that knowledge can be increased through expending Experience Points to progress once the knowledge has been mastered at Rank 0. The maximum Rank attainable with Spell Magic or Ritual Magic is 20.

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

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

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

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

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

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

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

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

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

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

35. MAGIC CONVENTIONS

The following 13 sections dealing with the Colleges of Magic employ a number of conventions common to most fantasy role-playing games. It is important that the reader grasp these conventions. The following list touches on the most important of them.

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

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

3. Spells fall into two separate groupings: those directed at specific targets and those that cover an entire area, affecting all targets within that area. Some spells can be used in both ways. For example, a spell that could be

employed against a single target +1 additional target per Rank might, at Rank 6, be employed against a single target or against 7 targets (which would give it much the same practical effect as an area spell). If a multi-target or area spell is Actively resisted, the Magic Resistance of the target with the highest Magic Resistance is applied to the Base Chance and will affect whether or not the spell backfires or is cast at all on any of the targets. This "umbrella of protection" effect is very important in protecting weak characters, but players must understand that a character can only Actively resist a spell if he is a target of the spell or is in the area affected by it. Sometimes, a spell will take effect even if resisted. In such cases, the spell may have a reduced (usually halved) effect.

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

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

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

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

36. THE COLLEGE OF ENSORCELMENTS AND ENCHANTMENTS

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

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

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

[36.3] Talents

1. Witchesight (T-1)

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

[36.4] General Knowledge Spells

1. Spell of Charming (G-1)

RANGE: 15 feet + 15 additional per Rank

DURATION: 1 hour + 1 additional per Rank

EXPERIENCE: MULTIPLE: 500

BASE CHANCE: 15%

RESIST: Can be actively & passively resisted.

EFFECTS: The effects of this spell are identical to those for the spell of that name (S-1, p.44) of the College of Naming Incantations except that the target's Generic True Name need not be known to cast the spell. If the Generic True Name is known, the Base Chance is increased by 15. If the Individual True Name is known and used, the Base Chance is increased by 25.

2. Spell of Telekinesis (G-2)

RANGE: 15 Feet + 15 additional per Rank

DURATION: 10 seconds + 10 additional per Rank

EXPERIENCE: MULTIPLE: 300

RESIST: Cannot be resisted.

EFFECTS: The effects of this spell are identical to those for the spell of that name (S-9, p. 41) of the College of Sorceries of the Mind.

3. Spell of Enchanted Sleep (G-3)

RANGE: 15 feet + 15 additional per Rank

DURATION: 1 hour + 1 additional per Rank

EXPERIENCE: MULTIPLE: 250

BASE CHANCE: 15%

RESIST: Can be actively & passively resisted.

EFFECTS: The Adept can send 1 entity that normally spends any time sleeping into a deep enchanted sleep that will last for the duration of the spell or until the entity is awakened by another entity (by being shaken, etc.). The target cannot be awakened if the spell is Rank 10 or higher, but must continue to sleep until the spell wears off.

4. Spell of Walking Unseen (G-4)

RANGE: 1 foot + 1 additional per Rank

DURATION: 1 hour + 1 additional per Rank

EXPERIENCE: MULTIPLE: 100

BASE CHANCE: 40%

RESIST: Cannot be resisted.

EFFECTS: Identical to the spell of that name (G-5, p. 53) of the College of Earth Magics.

[30.1] BACKFIRE TABLE

Dice Backfire Result

01-10 How unfortunate! Not only do you fail to cast the spell, but your Fatigue is reduced by a number equal to the Fatigue already expended in the attempt.

11-17 Worse yet! You fail to cast the spell, and your Fatigue is reduced by a number of points equal to twice the Fatigue already expended in the attempt.

18-22 For shame! You should be grateful that your teachers cannot see you in your hour of degradation. Not only do you fail to cast the spell, but your Fatigue is reduced by a number of points equal to three times the Fatigue already expended in the attempt.

23-24 This is simply not your day. You fail to cast the spell and you must reduce your Fatigue by a number equal to four times the number of points already expended in the attempt.

25 Magic may not be your calling. You might consider a future in animal husbandry instead. You have failed to cast your spell and your Fatigue is reduced by a number of points equal to five times the Fatigue already expended in the attempt.

26-35 Your spell has reversed itself and is presently taking full affect on your own person instead of on the intended target.

36-45 Once again your spell has reversed itself as in result 26-35. However, this time, in addition to the effects of the reversal, your Fatigue is reduced by a number of points equal to the Fatigue expended in attempting to cast the spell.

46-50 Your companions may well curse your name for this! The GM assigns a number to each character within Range and rolls D10. The character whose number is first rolled is the target of the spell. If no character's number is rolled, the GM rolls again until one character's number is rolled.

51-55 A result similar to 46-50 except that the spell's effect is doubled (GM choosing what attribute of the spell will be doubled).

56-60 Your spell takes effect, but only at half

Dice Backfire Result

strength. The GM determines what characteristic is to be halved and does so (rounding down).

61 You are cursed with total blindness lasting D10 weeks.

62 You are cursed with total blindness lasting a number of weeks equal to two times D10.

63 You are cursed with total blindness lasting a number of weeks equal to three times D10.

64 You are cursed with total deafness lasting a number of weeks equal to the result of a D10 die roll.

65 You are cursed with total deafness lasting a number of weeks equal to two times D10.

66 You are cursed with total deafness lasting a number of weeks equal to three times D10.

67 You are cursed with being totally mute for a number of weeks equal to the result of D10 die roll.

68 You are cursed with being totally mute for a number of weeks equal to two times D10.

69 You are cursed with being totally mute for a number of weeks equal to three times D10.

70 You are cursed with insomnia and nightmares and may only regain half Fatigue (rounded up) during sleep periods for D10 weeks.

71 You are cursed with insomnia and nightmares and may only regain half Fatigue (rounded up) during sleep periods for a number of weeks equal to two times D10.

72 You are cursed with insomnia and nightmares and may only regain half Fatigue (rounded up) during sleep periods for a number of weeks equal to three times D10.

73-75 You are cursed with a virulent skin disease which will cause you intense pain and make you hideous to look upon. The disease will reduce your Physical Beauty by 10 and your Willpower by 3 until cured by magic or the arts of a healer. Once cured, the disease

Dice Backfire Result

will still reduce your Physical Beauty by 1 for each full week during which it affected you. This reduction is a permanent result of scarring.

76-80 You are cursed with periodic muscle spasms of random occurrence and unpredictable duration which tend to leave you limp and exhausted. The spasms will persist until you are cured by magic or the arts of a Rank 2 healer. Reduce Dexterity by 5 and Endurance by half (round down) until you have been cured.

81-85 You begin to suffer from intense and regularly recurring migraines which reduce your Willpower by 1 and your Magical Aptitude by 3 until you are cured of your affliction either by magic or the arts of a Rank 2 healer.

86-90 You become arthritic and enfeebled and will remain so until cured by magic or the arts of a Rank 3 healer. Reduce your Fatigue by half (round down) and subtract 4 from Dexterity and 3 from Agility until cured.

91-95 You have become subject to creeping senility which will last until cured by magic (only) and which will become worse as time goes on. Your Magical Aptitude is immediately reduced by 2 and is reduced by an additional 2 at the beginning of each week until cured. Once cured of your affliction, you will have to relearn any spells forgotten during the period of your illness. All spell attempts made during the illness will have their Base Chance of taking effect reduced by 10.

96-100 You are cursed with total amnesia and lose all skills, ranks and magical abilities for a period equal to one day times D10. During this time, you may not cast spells, use special skills or talents or use a weapon except in its unranked state. Your friends will have to take for you since your surroundings are totally unfamiliar and your survival defenses will have been quite effectively short-circuited. You will willingly take their orders and advice, but you would just as willingly follow an ogre into his cave if he asked you.

5. Spell of Speaking to Enchanted Creatures (G-5)**RANGE:** 15 feet + 15 additional per Rank**DURATION:** 10 minutes + 10 additional per rank**EXPERIENCE:** MULTIPLE: 100**BASE CHANCE:** 40%**RESIST:** Cannot be resisted.**EFFECTS:** The spell gives the Adept the ability to speak and understand the language of all magical creatures.**6. Spell of Location (G-6)****RANGE:** 10 miles + 5 additional per Rank**DURATION:** 1 hour + 1 additional per Rank**EXPERIENCE:** MULTIPLE: 200**BASE CHANCE:** 15%**RESIST:** Cannot be resisted.**EFFECTS:** The Adept can determine the direction in which he will find any person or object of his desire that he has previously encountered or studied and that is within range. The direction will be indicated by a large glowing arrow.**7. Spell of Mass Charming (G-7)****RANGE:** 15 feet + 15 additional per Rank**DURATION:** Concentration/no maximum**EXPERIENCE:** MULTIPLE: 850**BASE CHANCE:** 5%**RESIST:** Can be actively & passively resisted.**EFFECTS:** Charms 1 entity per Rank as long as the Adept maintains his concentration. The spell takes 3 minutes to take effect and the effects linger 3 to 5 minutes after concentration is broken. The effects are identical to S-1, p. 44 of the College of Naming Incantations.**8. Spell of Invisibility (G-8)****RANGE:** 15 feet + 15 additional per Rank**DURATION:** 5 minutes + 5 additional per Rank**EXPERIENCE:** MULTIPLE: 450**BASE CHANCE:** 45%**RESIST:** Cannot be resisted.**EFFECTS:** At Ranks 1 through 15, the target becomes invisible, but cannot initiate an attack (by making a Strike Check) without first becoming visible again. At Ranks 16 and up, the target can attack while invisible. The target can always choose to become visible again at any time while the spell is in effect. Once he chooses to become visible, he cannot again become invisible as a result of the effects of that spell. A new Spell of Invisibility can be cast over him.**9. Blight Spell (G-9)****RANGE:** 15 feet + 15 additional per Rank**DURATION:** 1 day + 1 additional per Rank**EXPERIENCE:** MULTIPLE: 300**BASE CHANCE:** 20%**RESIST:** Can only be passively resisted.**EFFECTS:** Any target who fails to resist has his Strike Chance and his Magic Resistance reduced by 1 per Rank (minimum of 1). This is also called the "evil eye" spell.

the ritual. The Adept cannot enchant himself. The ritual takes 1 hour and requires that the Adept first draw a protective circle within which both he and the object of the ritual must remain during the entire ritual. The Adept can perform no other actions while implementing this ritual. The Base Chance of the ritual being successful is 80% plus 1 per Rank. The effects last a fortnight at Ranks 1 through 10, 3 months at Ranks 11 through 19, and until dispelled at Rank 20. The Experience Multiple for this spell is 125. It requires that the Adept burn 1 ounce of black myrrh at a cost of 100 Silver Pennies or the ritual will be ineffective.

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

2. Ritual of Creating Crystal of Vision (Q-2)

The Adept can create a crystal that acts in the same manner as a Waters of Vision Spell (S-8, p. 49) of the College of Water Magics. To do so, the Adept must remain in the same place and take no other action. He performs the ritual over an available piece of crystal (the bigger the crystal, the better the image will ultimately be) in his possession. The Base Chance of creating the Crystal of Vision is 30% + 3 per Rank. The Experience Multiple is 500. The Adept must burn 1 ounce of ambergris during the ritual at a cost of 1,000 Silver Pennies. The resulting crystal can be used once per day for 10 minutes + 2 minutes per Rank (GM's should carefully time consultations) in the same manner as the Waters of Vision. The Ritual takes 10 hours.

3. Ritual of Creating Sleep Dust (Q-3)

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

4. Ritual of Manufacturing Poison Dust (Q-4)

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

[36.6] Special Knowledge Spells**1. Ventriloquism Spell (S-1)****RANGE:** 90 feet**DURATION:** 5 minutes + 3 additional per Rank**EXPERIENCE:** MULTIPLE: 100**BASE CHANCE:** 60%**RESIST:** Cannot be resisted.**EFFECTS:** The spell allows the Adept to project his voice and alter it so that it sounds like any other voice the Adept has heard. The voice can be projected so that it appears to be emanating from anywhere within the radius of the spell.**2. Bolt of Energy Spell (S-2)****RANGE:** 15 feet + 15 additional per Rank**DURATION:** Immediate (during Pulse)**EXPERIENCE:** MULTIPLE: 200**BASE CHANCE:** 50%**RESIST:** Can only be passively resisted.**EFFECTS:** The Adept can cast a bolt of energy at a target and will, as a result, inflict (D-5) + 1 per Rank damage on the first person or object through which the bolt passes.**3. Spell of Opening (S-3)****RANGE:** 15 feet + 15 feet for every 2 or fraction of 2 Ranks**DURATION:** Immediate (during Pulse)**EXPERIENCE:** MULTIPLE: 150**BASE CHANCE:** 30%**RESIST:** Cannot be resisted.**EFFECTS:** Instantly opens locks, bolts, and doors, including those locked by the Mage Lock Spell (S-6).**4. Spell of Enchanting Weapons (S-4)****RANGE:** 5 feet + 5 additional per Rank**DURATION:** 20 seconds $\times$ (D-5) $\times$ Rank (1, if unranked)**EXPERIENCE:** MULTIPLE: 250**RESIST:** Cannot be resisted.**EFFECTS:** Increases the Base Chance to hit with the weapon over which it is cast by 1 + an additional 1 per Rank and increases the damage done by the weapon by 1 for every 3 or fraction of 3 Ranks.**5. Web of Entanglement Spell (S-5)****RANGE:** 15 feet + 15 additional per Rank**DURATION:** Concentration/maximum: 15**EXPERIENCE:** MULTIPLE: 150**BASE CHANCE:** 35%**RESIST:** Can only be passively resisted.**EFFECTS:** This spell works similarly to the Web of Fire Spell (S-4, p. 50) of the College of Fire Magics except that it allows the Adept to project a sticky web instead of a web of fire from his fingertips. Any objects or individuals immediately between the caster and the target of the spell (along the flight path of the web) will be stuck by the web and ensnared. The web can ensnare a number of human-sized targets equal to the Rank of the spell. Ensnared characters cannot move, and can only take actions in every other pulse. In order to free himself from the web, each ensnared character's player must roll his character's Physical Strength or less on D100 or successfully cut the web. The web is cut whenever any Strike against it with a weapon that is rated for type B**[36.5] General Knowledge Rituals****1. Ritual of Enchantment (Q-1)**

The Adept can enchant any entity of his choice who is in his physical presence during

damage results in 10 or more Damage Points to the web. Once any character cuts the web, all characters cease to be ensnared by it.

6. Mage Lock Spell (S-6)

RANGE: 15 feet + 15 additional per Rank

DURATION: 1 hour + 1 additional per Rank (until dispelled at Rank 20)

EXPERIENCE: MULTIPLE: 150

BASE CHANCE: 30%

RESIST: Cannot be resisted.

EFFECTS: The spell can be cast over any portal (door, window, etc.) that can normally be opened or closed. It effectively locks the portal with an unpickable lock. The portal can still be forced open by brute strength. The Physical Strength(s) of all characters attempting to force a portal locked in this manner are added together and multiplied by the Difficulty Factor of the task. The Difficulty Factor is always a function of the Rank of the spell:

Rank	Difficulty
1-5	2
6-10	1
11-20	.5

7. Spell of Enhancing Enchantment (S-7)

RANGE: 15 feet + 15 additional per Rank

DURATION: 10 seconds + 5 additional per Rank

EXPERIENCE: MULTIPLE: 300

BASE CHANCE: 25%

RESIST: Can only be passively resisted.

EFFECTS: The Rank of this spell is added to one characteristic of any spell being cast within range unless the caster of the subject spell successfully resists. Only range, duration, base chance, or (where appropriate) damage can be affected by this spell.

8. Spell of Levitation (S-8)

RANGE: 15 feet + 15 additional per Rank

DURATION: 10 minutes $\times (D - 5) \times \text{Rank}$ ($\times 1$, if unranked)

EXPERIENCE: MULTIPLE: 125

BASE CHANCE: 25%

RESIST: Can be actively & passively resisted.

EFFECTS: Causes the target of the spell to rise into the air 15 feet + 1 additional foot per Rank at the rate of 2 feet every 10 seconds. The spell is limited to vertical movement and will in no way propel the target horizontally.

9. Spell of Enchanting Armor (S-9)

RANGE: 15 feet + 15 additional per Rank

DURATION: 30 minutes + 30 additional per Rank

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 20%

RESIST: Cannot be resisted.

EFFECTS: Subtracts 2 per Rank from the Strike Chance of any character attempting to hit the target with a physical weapon. At Rank 11 and above it also permits the character's armor to absorb 1 additional point of damage. This spell can be cast on one target only and the target must be armored.

10. Wizard's Eye Spell (S-10)

RANGE: 15 feet + 15 additional per Rank

DURATION: 1 minute + 1 additional per Rank

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 20%

RESIST: Cannot be resisted.

EFFECTS: The Adept creates an invisible, intangible eye that he can move about within a radius equal to the spell's range. The eye originates in the same spot as the Adept and operates as would any normal eye except that it is not attached to the Adept physically.

11. Spell of Slowness (S-11)

RANGE: 15 feet + 15 additional per Rank

DURATION: 10 seconds $\times (D - 5) \times \text{Rank}$ ($\times 1$, if unranked)

EXPERIENCE: MULTIPLE: 300

BASE CHANCE: 20%

RESIST: Can be actively & passively resisted.

EFFECTS: The spell affects 1 target plus 1 additional target per 2 or fraction of 2 Ranks. All entities subject to this spell have their running, crawling, flying, or swimming speed halved and have the time it takes them to do anything on the Tactical Display doubled (e.g., they could only attack once every two Pulses).

12. Spell of Quickness (S-12)

RANGE: 15 feet + 15 additional per Rank

DURATION: 10 seconds $\times (D - 5) \times \text{Rank}$ ($\times 1$, if unranked)

EXPERIENCE: MULTIPLE: 300

BASE CHANCE: 20%

RESIST: Can be actively & passively resisted.

EFFECTS: The spell affects 1 target plus 1 additional target per 3 or fraction of 3 Ranks. The target's TMR is doubled, his Initiative Value is increased by 10, and he can perform Actions twice as fast.

[36.7] Special Knowledge Rituals

There are no Special Knowledge Rituals of the College of Ensorcelments and Enchantments.

37. THE COLLEGE OF SORCERIES OF THE MIND

The College of Sorceries of the Mind is concerned with the manipulation of the mental powers of sentient beings.

[37.1] Adepts of the College of Sorceries of the Mind can practice their arts without restriction.

[37.2] The following numbers are added to the Base Chance of performing any talent, spell, or ritual of the College of Sorceries of the Mind.

Each point Adept's Willpower is greater than target's Willpower 1
Each point Adept's Willpower is less than target's Willpower -2

All modifiers are cumulative.

[37.3] Talents

1. Resist Temperature (T-1)

Adepts of this College suffer 1 (+1 for each 5 or fraction of 5 Ranks) less Damage Points from either heat or cold (or fire or ice)

used as weapons. They are immune to extremes of temperature. The Experience Multiple for the Talent is 250.

2. Resist Pain (T-2)

Adepts of this College are more or less immune to pain. They cannot be stunned and are immune to the Assassin interrogation ability. In addition, if there is a chance that their concentration may have been broken, 5 (+1 per Rank) is always added to the Base Chance of their maintaining the concentration despite intrusions. Their concentration is never automatically broken (i.e., is never broken without a check to see if they maintain concentration). The Experience Multiple for this Talent is 300.

3. Sensitivity to Danger (T-3)

Adepts of this College always add 5 (+1 per Rank) to their chances of detecting an ambush (see 84.2). The Experience Multiple for this Talent is 300.

[37.4] General Knowledge Spells

1. Spell of Extrasensory Perception (G-1)

RANGE: 30 feet + 15 additional per Rank

DURATION: 30 seconds + 10 additional per Rank

EXPERIENCE: MULTIPLE: 100

BASE CHANCE: 40%

RESIST: Cannot be resisted.

EFFECTS: The Adept can sense the presence and general mood (but not the exact nature) of any entity within range of the spell.

2. Spell of Limited Precognition (G-2)

RANGE: Works at any range.

DURATION: Immediate

EXPERIENCE: MULTIPLE: 150

BASE CHANCE: 20%

RESIST: Cannot be resisted.

EFFECTS: The Adept can see (unclearly) into the future a number of hours equal to 1 (+1 per Rank) and can ascertain events that may or may not be important to him.

3. Mind Cloak Spell (G-3)

RANGE: Can only be cast over self.

DURATION: 1 hour + 2 additional per Rank

EXPERIENCE: MULTIPLE: 250

BASE CHANCE: 30%

RESIST: Cannot be resisted.

EFFECTS: The Adept cloaks his own mind so that his thoughts cannot be detected or "read." The Adept's Resistance versus Mental Attack (S-1) is increased by 10 + 2 additional per Rank while the spell is in effect.

4. Spell of Empathy (G-4)

RANGE: Touch subject until Rank 10.

DURATION: Immediate

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 20%

RESIST: Cannot be resisted.

EFFECTS: The spell allows the Adept to feel the emotions and physical sensations the target of the spell is currently experiencing. It also allows the Adept to absorb wounds from Endurance and Fatigue at a rate of 2 points cured for every 1 that the Adept agrees to subtract from his own Fatigue (never Endurance).

Thus, an Adept could remove 6 Damage Points from a character by inflicting 3 of the 6 on himself (the other 3 being eliminated). At Rank 10 or higher, the Adept can cast this spell on characters who are 15 feet (+ 15 additional feet per Rank above 10) or less from him.

5. Spell of Hypnotism (G-5)

RANGE: 15 feet + 15 additional per Rank

DURATION: Concentration/no maximum

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 40%

RESIST: Can be actively & passively resisted.

EFFECTS: The Adept can lull an entity of his choice that is within range into a trance-like state in which he will be subject to suggestion. The spell can only be cast over a target with whom the caster is normally able to communicate verbally. It cannot be cast over a totally hostile character. Once the subject has been hypnotized, the Adept can make suggestions that the subject will readily accept unless they conflict directly with his best interests. The subject will remain suggestible so long as concentration is maintained and will continue to implement suggestions for 3 (+3 additional per Rank) hours after the suggestion has been made, even when no longer hypnotized. The subject will never have any idea where the suggestions it is implementing came from.

6. Spell of Controlling Animals (G-6)

RANGE: 30 feet + 15 additional per Rank

DURATION: Concentration/no maximum

EXPERIENCE: MULTIPLE: 100

BASE CHANCE: 40%

RESIST: Can be actively & passively resisted.

EFFECTS: The Adept gains control over the every action of one animal within range. If he releases the animal or his concentration is broken it may attack him.

7. Spell of Controlling Person (G-7)

RANGE: 30 feet + 15 additional per Rank

DURATION: Concentration/no maximum

EXPERIENCE: MULTIPLE: 650

BASE CHANCE: 30%

RESIST: Can be actively & passively resisted.

EFFECTS: The Adept gains control of the every action of one person within range. He can control the physical activities of that person (but cannot cause him to cast spells). The subject always acts as if he was also affected by a Spell of Slowness (Ensoelments and Enchantments, S-11). The spell continues in effect until the Adept's concentration is broken or he releases the victim.

[37.5] General Knowledge Rituals

1. Ritual of Binding Will (Q-1)

The Adept can employ this ritual in order to bind the will of 1 entity that is physically present and either unconscious or otherwise restrained. The ritual takes 1 hour to perform and lasts for 1 day + 1 additional day per Rank. It has a Base Chance of 10 (plus 5 per Rank) and an Experience Multiple of 500. The Adept can perform no other action while engaged in the performance of this ritual. Once bound, the subject will remain bound until the effects of the ritual wear off or he breaks the

psychic bounds restraining him. The subject gets a chance to passively resist once during the performance of the ritual and once at the end of each day. If he successfully resists, the bonds are broken and he is free. Until that time, he will be the loyal retainer of the Adept and serve him in all things. The Adept cannot release the subject from servitude voluntarily, and the magic continues to work even after the Adept is dead (the subject will dispose of the body and take the deceased's personal effects to his widow/widower). If the ritual backfires, the Adept loses D10 from his Willpower; hypnotism (G-5) cast by another Adept immediately cures this loss.

[37.6] Special Knowledge Spells

1. Spell of Mental Attack (S-1)

RANGE: 15 feet + 15 additional per Rank

DURATION: 10 seconds + 10 additional per Rank

EXPERIENCE: MULTIPLE: 350

BASE CHANCE: 25%

RESIST: Can be actively & passively resisted.

EFFECTS: The Adept can cast this spell at any character within range who can be seen or whose position has been pinpointed via Telepathy (S-2). If the target fails to resist a successful spellcast, he falls unconscious. In addition, at Ranks of 15 and above he loses (D - 5) (minimum of 1) from Willpower. This loss from Willpower can be cured via hypnotism (G-5) only (once hypnotized, the subject is totally cured).

2. Spell of Telepathy (S-2)

RANGE: 30 feet + 30 additional per Rank

DURATION: 10 minutes + 10 additional per Rank

EXPERIENCE: MULTIPLE: 550

BASE CHANCE: 10%

RESIST: Can only be passively resisted.

EFFECTS: The spell gives the Adept the ability to completely read the every thought of all entities within Range. The entity is pinpointed whenever his thoughts are read.

3. Phantasm Spell (S-3)

RANGE: Works at any range

DURATION: Concentration/no maximum

EXPERIENCE: MULTIPLE: 400

BASE CHANCE: 1%

RESIST: Cannot be resisted.

EFFECTS: The spell conjures a beast with an Endurance and Fatigue with a combined value of 20 (+ 5 additional points for each 3 Ranks). The creature is a physical entity that must be targeted at a particular victim. It will then track the victim down and attack him until either the victim is killed or the phantasm is dispelled (using a counterspell). The phantasm always hits for (D - 4) + 1 additional point per Rank damage. It need not make a Strike Check when it hits. The phantasm is invisible to all but the victim.

4. Spell of Molecular Disruption (S-4)

RANGE: 15 feet + 15 additional per Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 400

BASE CHANCE: 1%

RESIST: Can be passively resisted (then suffers

half damage).

EFFECTS: Spell causes cellular damage to any living being or being in corporeal (substantial rather than insubstantial) form, doing (D + 1) + 1 additional points per Rank damage to any single target that fails to resist and half damage (round up) to any target that successfully resists.

5. Spell of Molecular Rearrangement (S-5)

RANGE: 15 feet + 15 additional per Rank

DURATION: 10 minutes + 10 additional per Rank

EXPERIENCE: MULTIPLE: 1000

BASE CHANCE: 1%

RESIST: Can be actively & passively resisted.

EFFECTS: The Adept can rearrange the cells of any object that fails to resist, turning it into anything of the same mass that he desires.

6. Force Shield Spell (S-6)

RANGE: Works at any range

DURATION: 10 minutes + 10 additional per Rank

EXPERIENCE: MULTIPLE: 250

BASE CHANCE: 40%

RESIST: Cannot be resisted.

EFFECTS: Reduces the Base Chance of the Adept being hit by 5% (+ 1% additional per Rank).

7. Spell of Healing (S-7)

RANGE: Adept must touch target.

DURATION: Immediate

EXPERIENCE: MULTIPLE: 375

BASE CHANCE: 40%

RESIST: Cannot be resisted.

EFFECTS: The Adept can heal the subject of 2 (+ 1 per Rank) Damage Points that have been removed from the subject's Fatigue or Endurance.

8. Spell of Invisibility (S-8)

RANGE: 15 feet + 15 additional per Rank

DURATION: 10 minutes + 10 additional per Rank

EXPERIENCE: MULTIPLE: 450

BASE CHANCE: 15%

RESIST: Cannot be resisted.

EFFECTS: The Adept can cause the target of this spell to become impossible to sense in any fashion unless the observer's Player rolls his Perception or less on D100.

9. Spell of Telekinesis (S-9)

RANGE: 15 feet + 15 additional per Rank

DURATION: 10 seconds + 10 additional per Rank

EXPERIENCE: MULTIPLE: 250

BASE CHANCE: 25%

RESIST: Cannot be resisted.

EFFECTS: Allows the Adept to lift 2 pounds and move it at the rate of one mile an hour. The Adept can move an additional 5 pounds or move the chosen mass at an additional 2 miles an hour per Rank.

10. Spell of Telekinetic Rage (S-10)

RANGE: 30 feet + 5 additional per Rank

DURATION: Concentration/maximum of 60 seconds + 10 additional per Rank

EXPERIENCE: MULTIPLE: 750

BASE CHANCE: 1%

RESIST: Can be actively & passively resisted.

EFFECTS: The Adept creates a storm of force emanating from him that hurls any object or character away from him at bone-breaking speed out of the range of the spell. Any character who fails to resist suffers (D - 5) + 1 per foot travelled damage.

[37.7] Special Knowledge Rituals

1. Ritual of Binding Elements (R-1)

The Adept can bind any element (Earth, Air, Fire or Water) as if he were performing the binding ritual for the College dealing with that element. The ritual is conducted in exactly the same manner as the specific ritual for binding the element the Adept is attempting to bind, but the Base Chance is only 1%. In addition, the Experience Multiple is 600. In all other ways the binding is executed according to the rules governing the appropriate ritual of binding from the College concerned with the element being bound.

38. THE COLLEGE OF ILLUSIONS

The College of Illusions is concerned with the creation of stimuli designed to fool the senses of an observer so that he will accept the existence of what is in fact nonexistent. All illusions will automatically be believed in (and cannot be resisted) unless and until the observer makes a successful attempt to consciously "disbelieve" in the illusion. The normal Resistance Check procedure is replaced by the action of disbelieving. In addition, the victim of an illusion may continue to attempt to disbelieve during succeeding Pulses. In order to disbelieve after an illusion has taken effect, an observer must remain stationary and do nothing else while trying to disbelieve. If involved in combat, the observer must employ an Evade action in order to attempt to disbelieve.

The difficulty of disbelieving an illusion is dependent upon the Rank of the illusion. All attempts at disbelieving are rated for difficulty, the Difficulty Factor being the number by which the observer's Perception is multiplied to determine the Base Chance of his disbelieving. The Difficulty Factors per Rank of the illusion are:

Illusion Rank	Difficulty Factor
0-1	4
2-5	3.5
6-10	2.5
11-15	2
16-20	1.5

The Base Chance of disbelieving an illusion is modified by the addition of the following numbers:

The illusion affects only a Secondary Sense	10
The illusion affects only a Primary Sense	5
The illusion affects a Primary and a Secondary Sense	-5
The observer has been warned that he is sensing an illusion	5
The Adept casting the illusion is known to be present and to be casting a spell	5

Unless disbelieved, the illusion will affect the observer as if it were real. However, only tactile illusions can touch or be touched (and so do damage, in general).

General Knowledge illusions can only be composed of one-sense illusions. The Special Knowledge of this College consists of the ability to create multi-sense illusions rather than different spells. Any object or entity can be created by an illusion, but the Adept is limited to creating illusions equal to a man in size. He can multiply either the size of the illusion or the number of illusions created by Rank (1, if unranked).

Note: The distinction between primary and secondary senses is left to the GM's discretion. The primary sense of an entity is that which he relies on most strongly. This will usually be sight, but can be sound or smell (or even touch). In some cases, furthermore, an entity's primary sense may have been destroyed (in combat, say) and he may have elevated a secondary sense to primary status. A human would, for example, normally rely most heavily on sight, but a blind human might find sound a more useful stimulus because of his impaired state. In order for an illusion to directly harm an entity, it must be composed of a Tactile Illusion (G-5) plus an illusion directed at the entity's primary sense. Other illusions can impair his functioning temporarily or influence his actions, but only illusions that meet these conditions can result in actual injury or death in and of themselves.

[38.1] Adepts of the College of Illusions can practice their arts without restriction.

[38.2] The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Illusions:

For each sense above 1 affected by an illusion	-5
For each point the Adept's Willpower is above 15	2
For each point the Adept's Willpower is below 15	-2

[38.3] Talents

1. Witchesight (T-1)

The Adept has a Base Chance equal to his Perception (+5 per Rank achieved with this talent) of seeing objects that are normally invisible or that have been rendered invisible by magical means (i.e., such spells as Walking Unseen, Blending, and Invisibility). The Adept also possesses the night-vision of an Elf. The Experience Multiple for this Talent is 200.

2. Projected Image (T-2)

The Adept can, by remaining stationary and concentrating for the duration of the talent's workings, project an image of himself standing within 15 feet (+15 additional feet per Rank) of his actual position. While he continues to concentrate, the illusion of himself will remain and his actual person will be invisible. Once he breaks his concentration, he will become visible and the illusion will fade. It takes about 10 seconds minus 1 second per Rank for the image to form and the Adept to

become invisible. The Experience Multiple for this Talent is 150.

[38.4] General Knowledge Spells

1. Flash of Light Spell (G-1)

RANGE: 15 feet + 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 75

BASE CHANCE: 20%

RESIST: Can only be passively resisted.

EFFECTS: Unlike other spells of this College, this spell is no illusion at all. Instead, the Adept expends 2 Fatigue Points, (in addition to the other Fatigue Point costs for the spell) to create a blinding flash of light. All entities who are facing the Adept when the spell is loosed must either resist or be blinded for 20 seconds. Blinded characters have their Base Chance of Striking reduced by 50 and they can move at half their normal Tactical Movement Rate. The Adept is unaffected by the spell since it emanates from his own body.

2. Visual Illusion Spell (G-2)

RANGE: 15 feet + 15 additional/Rank

DURATION: Concentration/maximum of 10 minutes + 10 additional/Rank

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 30%

RESIST: Must be disbelieved instead of resisted.

EFFECTS: This spell creates a visual illusion that will be fully as mobile as the object or entity it represents and will seem to have all of the characteristics of the object or entity. However, if it touches or is touched by another entity or object, it will immediately fade.

3. Audio Illusion Spell (G-3)

RANGE: 15 feet + 15 additional/Rank

DURATION: Concentration/maximum of 10 minutes + 10 additional/Rank

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 30%

RESIST: Must be disbelieved instead of resisted.

EFFECTS: This spell creates the illusion of sound or sounds of the Adept's choice.

4. Olfactory Illusion Spell (G-4)

RANGE: 15 feet + 15 additional/Rank

DURATION: Concentration/maximum of 10 minutes + 10 additional/Rank

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 30%

RESIST: Must be disbelieved instead of resisted.

EFFECTS: Creates a smell (and/or taste) of the Adept's choice.

5. Tactile Illusion Spell (G-5)

RANGE: 15 feet + 15 additional/Rank

DURATION: Concentration/maximum of 10 minutes + 10 additional/Rank

EXPERIENCE: MULTIPLE: 300

BASE CHANCE: 10%

RESIST: Must be disbelieved instead of resisted.

EFFECTS: This spell creates a tactile illusion of the Adept's choice. It can also be used to cause 1 target + 1 additional target for every 3 (or fraction) Ranks to experience physical sensations of hunger, pain, wellbeing, etc. Unless

such sensations can be attributed by the target to some outside stimulus other than the Adept, the illusion cannot harm the victim. All damage inflicted on a victim by an illusion remains once the illusion is disbelieved. It is real (not illusory) damage.

[38.5] General Knowledge Rituals

1. Ritual of Illusory Fog (Q-1)

The Adept can, by spending one hour in the performance of this ritual, create the illusion of fog or mist in an area within 30 feet + 30 additional feet per Rank of the Adept. The fog or mist will last so long as the Adept concentrates on maintaining it and it is not dispelled by magic. The ritual has a Base Chance of 50% (+5 per Rank) and an Experience Multiple of 50.

[38.6] Special Knowledge Spells

There are no Special Knowledge spells for this College. However, an Adept can learn how to combine two or more types of illusion (Sight, Sound, Smell, Touch) by expending 600 Experience Points for each combination. The Adept can then combine the various illusions into a single illusion that will seem more real to the observer and be harder to disbelieve.

Whenever a combined illusion is created, its Rank is equal to the total Rank of all elements of the combined illusion divided by the number of senses of which the illusion is composed (rounded down). The Base Chance of casting a combined illusion is equal to the Base Chance of casting the most difficult element of the illusion (lowest modified Base Chance) as modified in 38.2.

Generally, only Special Knowledge (combined) illusions will be able to directly harm or kill entities. An entity must believe in the illusion (not have disbelieved) and it must be composed both of a Tactile Illusion and of a Primary Sense Illusion for the entity to suffer direct injury. In addition if the illusion involves a particular entity or substance that is usually detected by a Secondary, rather than a Primary Sense, then that Secondary Sense must be included as well. In some special cases, the GM may wish to allow a Secondary Sense Illusion to take the place of a Primary Sense Illusion. For example, poison gas would require a Tactile Illusion (to create the sensation of choking in the victim) and possibly an Olfactory Illusion rather than a Visual Illusion (if the gas is invisible, but not odorless) in order to be effective, even though it is being directed at humans whose sense of sight is their Primary Sense.

[38.7] Special Knowledge Rituals

There are no Special Knowledge Rituals connected with the College of Illusions.

39. THE COLLEGE OF NAMING INCANTATIONS

Members of the College of Naming Incantations specialize in the knowledge of all True Names and of magic in general (counterspells in particular); they are usually simply called Namers.

All things made in the "Divine Creation"

in a *DragonQuest*® game world were given a Generic True Name at that time. The GM should decide whether this was done by a supreme being or by the first Namer. This name is in an ancient language, and the translation into the Common tongue would yield such terms as Man, Elf, Tiger, Oak, Bee, Rattlesnake, Granite, Rose, etc. All such names when uttered their *ancient form* by a Namer give the Namer power to control the object, and these Generic names are taught to an apprentice Namer during the Namers' training. It is possible a Namer would encounter an object whose Generic name he would not be familiar with, and the GM must adjudicate what objects the Namers in his world are familiar with. Namers can learn a Generic True Name they are not familiar with by encountering the object to which the Name refers. Once acquired, the Name can be studied at any time. To achieve Rank with a Generic True Name, the name must be studied for a number of weeks equal to the Rank to be achieved, at no Experience Point cost.

All sentient entities (player character races, dragons, mermen, nagas, etc.) are given an Individual True Name upon reaching maturity; this name is either given to them by the aforementioned supreme being or the local Namer. All sane sentient entities will know their own Individual True name and no force — physical or magical — can coerce the entity to reveal it. They can choose to reveal it, however. The Name also cannot be forced from the Namer who named the entity, if that method of naming is chosen. An entity will be called by his Given (or Use) Name, which is given to him by his parents. Both the Individual True Name and the Given Name will be in the entity's native tongue. When an Individual True Name is bestowed upon an entity, it also becomes known to powerful Dragons (see 79.). Other than an entity choosing to reveal his True Name, petitioning a Dragon is the only other method of acquiring an entity's True Name, although Adepts of various Colleges have been known to record important entity's names in magic tomes. Namers know only their own Individual True Name upon completing their education. All other Individual True Names must be learned before they can be used. They can be learned by spending one month in study after the Name has been acquired, and the Namer can achieve Rank with the Name by spending additional months of study equal to the Rank to be achieved (at no Experience Point cost). The Generic True Name of an entity must be known before the Individual True Name can be studied. Either can be studied up to a maximum of Rank 20.

[39.1] There are no special requirements for using the Naming Incantations.

[39.2] The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Naming Incantations:

Namer has never before encountered target's generic type	-25
Namer does not know (has not learned) target's Generic True Name	-15

Each Rank Namer has achieved with Generic True Name of object or non-sentient being 2
Each Rank Namer has achieved with Individual True Name of sentient being 7

These additions to the Base Chance are cumulative and are tacked onto the Base Chance in addition to those modifiers listed in 27.7. Note that both Rank with a particular spell or ritual and Rank in the use of the Name of the target both affect the Base Chance.

[39.3] Talents

Detect Aura (T-1)

All living (and most formerly living) entities possess an Aura that can be read for clues concerning the nature of the entity. Objects made of formerly living matter will also possess an Aura, but one that is much weaker. The following categories of Auras are listed in order of strength (weakest to strongest):

Formerly living matter as part of an object
A formerly living entity (not including undead)
Living plants
Lower orders of living animals
Undead types
Higher orders of living animals
Humans and most humanoids
Elves and other long-lived sentients

Whenever confronted by an object whose nature is unknown to him, a Namer may tell the GM that he is attempting to detect the being or object's Aura. The GM rolls D100. If the result is less than or equal to the Namer's modified Perception, the GM tells the Namer which of the aforementioned categories of Aura he is seeing and answers one question of the Namer's choice about the being or object (but need not give its Individual True Name). If the dice roll falls within the span of possible results necessary to achieve double or triple effects when casting a spell (see section 27), the Namer can ask the GM two (for double effect) or three (for triple effect) questions. The GM may be as vague or specific as he desires. The Namer's Perception is modified by adding the following to it:

For every 5 feet (after first 5) separating the Namer from the being or object whose Aura he wants to read -5
For each Rank the Namer has with the Detect Aura Talent 4

A being can actively (but not passively) resist having his Aura read in which case the being's Willpower is subtracted from the Base Chance of reading the Aura. The Experience Multiple to increase one's Rank with this Talent is 75.

[39.4] General Knowledge Spells

Namers do not possess normal General Knowledge Spells. Instead, their body of General Knowledge consists of the ability to cast counterspells against all Colleges of Magic, and Namers can loose a counterspell without preparing it. All counterspells are part of the General Knowledge of each Namer when he

completes his apprenticeship. They are known at Rank 0. They do not count against the number of spells and rituals the Namer can know unless and until Ranked. A Namer can know a number of spells and Rituals other than counterspells of Rank 5 or lower and a number of counterspells of Ranks 1 to 5 equal to his Magical Aptitude. For example, a character could know 3 spells of Rank 5 or less and 12 counterspells of Ranks 1 through 5 if he had a Magical Aptitude of 15 (or any combination of spells, counterspells, and rituals equal to 15).

Since there are 13 Colleges of Magic and each has a General Knowledge counterspell and Special Knowledge counterspell, there are 26 possible counterspells that a Namer can know. All counterspells work as described in 31.3, regardless of who is using them or what College of Magic they affect.

[39.5] General Knowledge Rituals

1. Ritual of Dissipation (Q-1)

This ritual allows the Namer to use any counterspell he presently knows to dissipate (remove) the effects of a spell cast over an individual or object. The ritual is treated the same as Ritual Spell Preparation (see 32.1) except that the Namer concludes by casting the appropriate counterspell to dissipate the target spell.

In order to perform this ritual, the Namer must know the exact name of the spell that was cast over the character or object, what College the spell was a part of, and whether or not the spell was a General or Special Knowledge spell. Only Namers can use counterspells to dissipate spells once they have been cast.

Generally, only spells (not rituals) can be dissipated using this technique. Summoned entities, however, whether summoned by spell or ritual, can be banished using this ritual. This is the only instance in which a successful ritual can be undone in this manner. **NOTE:** Adepts of other Colleges can use counterspells to send entities that they have personally summoned back to their own dimension. In such cases, the counterspell is not cast as part of a ritual.

Only Namers can dispel magic by using this ritual. At least 1 hour must be spent implementing the ritual; the Namer cannot simply cast a counterspell over a character or object to achieve the same effect (see 31.3). The Namer cannot achieve Rank with this ritual, though the specific counterspell used may be Ranked.

[39.6] Special Knowledge Spells

1. Spell of Charming (S-1)

RANGE: 15 feet + 15 additional/Rank

DURATION: 1 hour + 1 additional/Rank

EXPERIENCE: MULTIPLE: 450

BASE CHANCE: 40%

RESIST: Can be actively & passively resisted.

EFFECTS: The Namer can influence the actions of any one entity whose Generic True Name he knows by casting a Spell of Charming over the individual. If, in addition, the Namer knows and pronounces the victim's Individual True Name, the Base Chance of the spell taking effect is increased by 50 and the effect of the spell is increased. The victim of the spell will

see the caster as his true friend and will readily accept most suggestions emanating from him. Sworn enemies of the caster (or of his race) will not be affected by this spell unless the victim's Individual True Name is spoken and, even then, the duration of the spell is halved.

The caster can either suggest actions to the victim or can order him to act in a certain way on pain of losing the caster's "friendship." Any suggestion that is not directly and obviously inimical to the victim's interests (as defined by the GM, but usually limited to actions that would be injurious or fatal to the victim) will be acted upon 90% of the time. The caster can only insure 100% compliance with a request by making it an order based upon the friendship that binds the victim and caster together. In such instances, however, the victim immediately makes a Resistance Check. If he resists, the spell is broken and he is immediately freed (and will probably attack the caster in a rage). Otherwise, the victim will accept the order and 100% faithful to it for the remainder of the spell. Whenever any suggestion is made that would lead to the victim's injury or death, another Resistance Check is made. If the check is unsuccessful, the victim will accept the suggestion. Otherwise, the spell will be broken and he will (probably) attack the caster.

2. Spell of Compelling Obedience (S-2)

RANGE: 5 feet + 5 additional/Rank

DURATION: 1 hour + 1 additional/Rank

EXPERIENCE: MULTIPLE: 500

BASE CHANCE: 10%

RESIST: Can be actively & passively resisted.

EFFECTS: The Namer can cast this spell over any target(s) whose Generic or Individual True Names are known to him. Once successfully cast, the spell permits the caster to order the target to do anything within its physical capabilities that is not obviously suicidal. The spell can affect a number of targets equal to or less than the caster's Rank with this spell. No target can resist an order once it has failed to initially resist the spell. The Base Chance is increased by 25 if the caster pronounces the Individual True Name of *all* the spell's targets.

[39.7] Special Knowledge Rituals

1. Ritual of Magic Divination (R-1)

A Namer can determine if an individual or object is currently or has been recently under the effects of a spell by employing the Ritual of Magic Divination. The object or individual must be present during the ritual, which lasts for 1 hour. At the end of the ritual, the Namer's player makes a Cast Check to determine if the ritual has had the desired effect. The Base Chance for this check is 40%. The Base Chance is modified by the addition of 10 for each Rank the Namer has in the use of the ritual. It is reduced by 5 for each week (or fraction of a week) since the spell was cast. If the ritual is successful, the nature of the spell (its exact name and College) is revealed to the Namer. There is no possibility of backfire from this ritual. The Experience Multiple to increase by one Rank is 250.

40. THE COLLEGE OF AIR MAGICS

The College of Air Magics concerns the shaping of the powers of the element of air.

[40.1] Adepts of the College of Air Magics can only practice their arts if they are in contact with air.

They cannot practice air magic while underwater or in a vacuum. They cannot summon creatures of the air into an environment where avians could not survive.

[40.2] The following numbers are added to the Base Chance of performing any talent, spell, or ritual of the College of Air Magics:

Caster occupies a mountain top	20
Caster is underground or otherwise totally enclosed*	-15
Caster is only partially enclosed†	-5

*Total enclosure is defined as being surrounded by walls or earth in a windowless area where there is no direct and immediate communication with the air outside.

†Partial enclosure is defined as being in a cave or dwelling or similar walled or earth-enclosed area, but being in sight of a window or means of egress or other means of direct contact with the air outside. All modifiers are cumulative.

[40.3] Talents

1. Predict Weather (T-1)

The Adept predicts with some accuracy what the weather will be like over the ensuing three days in the area within range of his talent. The talent operates effectively within a radius of 10 miles of the adept (+10 additional miles per Rank). The adept's player announces that he is checking the weather (sniffing the air and such) and then rolls D100. If the result is equal to or less than the adept's modified Perception, he is successful in making a prediction. In addition to other modifiers affecting the operation of his talent, the player adds 5 for each Rank he has achieved with the talent. If the adept is successful in making a prediction, the GM secretly rolls D100 to check the accuracy of the prediction. The following results can occur:

Dice	Accuracy
01-05	Totally wrong (opposite of the prediction occurs)
06-10	Generally incorrect (fairly wide divergence)
11-85	Generally correct (close, but not totally accurate)
86-100	Almost totally accurate (say, within 1 degree)

Following this dice roll, the GM delivers the prediction arrived at by the character as if it were generally correct. The working of the talent cannot be resisted. It has an Experience Multiple of 150.

[40.4] General Knowledge Spells**1. Spell of Resistance to Cold (G-1)***RANGE:* 10 feet + 10 additional/Rank*DURATION:* 10 minutes $\times [D-5] \times \text{Rank}$ ($\times 1$ if unranked)*EXPERIENCE: MULTIPLE:* 100*BASE CHANCE:* 40%*RESIST:* Cannot be resisted.*EFFECTS:* The target of this spell gains 2 per Rank to its Magic Resistance for purposes of resisting a spell that damages via cold. In addition, 1 is subtracted from the damage done by any fire damage spell for every 2 Ranks.**2. Spell of Ice Creation (G-2)***RANGE:* 15 feet + 10 additional/Rank*DURATION:* Rank $\times 6$ minutes (6 minutes, if unranked)*EXPERIENCE: MULTIPLE:* 100*BASE CHANCE:* 25%*RESIST:* Cannot be resisted.*EFFECTS:* The spell creates a film of ice 1 inch thick and equal to one square foot per Rank or a cube of ice at the rate of 6 cubic inches per Rank.**3. Spell of Mage Wind (G-3)***RANGE:* 10 feet + 10 additional/Rank*DURATION:* 5 minutes $\times D10 \times \text{Rank}$ ($\times 1$, if unranked)*EXPERIENCE: MULTIPLE:* 125*BASE CHANCE:* 30%*RESIST:* Cannot be resisted.*EFFECTS:* The Adept can summon a wind strong enough to power a longship at the rate of 5 knots (+1 additional knot per Rank), unless the ship is facing into the wind. If facing into the wind, the speed of the prevailing wind is subtracted from the ship's speed in knots (the rate at which it is propelled by the Mage Wind). The Adept can freely alter the direction of the Mage Wind during the spell.**4. Spell of Communication With Avians (G-4)***RANGE:* 35 feet + 10 additional/Rank*DURATION:* 10 minutes + 10 additional/Rank*EXPERIENCE: MULTIPLE:* 75*BASE CHANCE:* 50%*RESIST:* Cannot be resisted.*EFFECTS:* Gives the Adept the power to communicate with any flying creatures within range of the spell.**5. Wind Whistle Spell (G-5)***RANGE:* Works at any range*DURATION:* D10 hours*EXPERIENCE: MULTIPLE:* 100*BASE CHANCE:* 40%*RESIST:* Cannot be resisted.*EFFECTS:* The Adept is able to create a wind of up to 30 knots over the area he occupies. The wind will take $D-2$ minutes to arrive and the Adept's Player must state before that time what direction the wind is blowing. The actual velocity of the wind is determined by rolling D100:

<i>Dice</i>	<i>Velocity</i>
01-10	20 knots
11-25	10 knots
26-50	3 knots
51-75	10 knots
76-90	20 knots
91-100	30 knots

EFFECTS: The Adept can add or subtract (his choice) a number equal to his Rank from the dice roll used to determine velocity. He need not announce his intention to do so until after he has rolled the dice and ascertained the result.**6. Spell of Conjuring Mist (G-6)***RANGE:* 20 feet + 20 additional/Rank*DURATION:* 1 minute $\times D10 \times \text{Rank}$ ($\times 1$, if unranked)*EXPERIENCE: MULTIPLE:* 100*BASE CHANCE:* 20%*RESIST:* Cannot be resisted.*EFFECTS:* The Adept creates a 10-foot cubic volume of mist or fog. He can add an additional 10-foot cube per Rank to this volume. However, all the fog must fall within the Adept's range. It can be of any shape and can be moved by the Adept so long as it is all within range. Subtract 1 from the Base Chance for each knot of wind currently blowing.**7. Spell of Summoning Avians (G-7)***RANGE:* Works at any range*DURATION:* Immediate*EXPERIENCE: MULTIPLE:* 100*BASE CHANCE:* 30%*RESIST:* Cannot be resisted.*EFFECTS:* The Adept can summon one flying entity (other than a dragon) per Rank (minimum of 1). The avian must be native to the area and the Adept must state the species he is calling (one per spell) before attempting the spell. The avians will appear 5 minutes (-30 seconds per Rank) after the spell has been cast. This spell requires that the Adept's player actually whistle to call the desired flying creatures. If he can't whistle (or if his character is not in a position to vocalize), he cannot cast the spell.**8. Spell of Detecting Fumes (G-8)***RANGE:* 30 feet + 10 additional/Rank*DURATION:* Immediate (during Pulse, if desired)*EXPERIENCE: MULTIPLE:* 125*BASE CHANCE:* 45%*RESIST:* Cannot be resisted.*EFFECTS:* The Adept can detect the presence of fumes or vapors and has a 25% chance ($+2$ per Rank) of identifying them.**[40.5] General Knowledge Rituals****1. Ritual of Windspeak (Q-1)***EFFECTS:* The Adept can speak with the whispering spirits of the wind, learning what they have seen or heard and even soliciting their aid. All winds within a range of 300 feet + an additional 300 feet per Rank can be communed within this manner. The Adept must spend one hour performing this ritual and cannot move or engage in any other activity during that time. The Base Chance that the ritual will be effective is equal to the Adept's Magical Apti-

tude + 5 for each Rank the Adept has achieved. The ritual has an Experience Multiple of 150, and there is no backfire.

2. Ritual of Binding Air (Q-2)*EFFECTS:* The Adept can bind the element of air within a radius of 10 feet + 10 additional feet per Rank for a period equal to 1 hour (+1 additional hour per Rank) while maintaining his concentration. It takes an hour to perform the ritual, which has a Base Chance equal to the Adept's Magical Aptitude ($+4$ per Rank). It cannot be resisted unless the area contains an already extant Air Elemental (who can both actively and passively resist). The results of the ritual are similar to those for the binding of other elements. The Adept gains control of all of the facets of the element. He can control the weather, shape the winds, even create an Air Elemental similar to the Fire Elemental described in 42.5. The Experience Multiple for this ritual is 750, and if it backfires, a violent storm results.**[40.6] Special Knowledge Spells****1. Windstorm Spell (S-1)***RANGE:* 30 feet + 30 additional/Rank*DURATION:* 10 seconds + 10 additional/Rank*EXPERIENCE: MULTIPLE:* 200*BASE CHANCE:* 40%*RESIST:* Can only be passively resisted.*EFFECTS:* The Adept creates a windstorm within an area with a radius of 30 feet + 30 additional feet per Rank. All characters within this area except the Adept must either resist or suffer $D-6$ ($+1$ for every 2 Ranks) damage and must check to determine if they remain standing. Each character's Player rolls D100. If the result is less than or equal to the sum of the character's Physical Strength and Agility minus the Rank of this spell, the character remains standing. Otherwise, the character falls prone.**2. Spell of Storm Calling (S-2)***RANGE:* Works at any Range.*DURATION:* Variable*EXPERIENCE: MULTIPLE:* 200*BASE CHANCE:* 40%*RESIST:* Cannot be resisted.*EFFECTS:* The Adept can summon any storm front that may exist anywhere in sight. Upon reaching the spot occupied by the Adept, the storm front will slow and finally cease moving and begin to downpour (snow, rain, hail, sleet, or whatever else the GM feels the clouds may contain). Generally, a storm front can be seen for 20 to 30 miles. If no front can be seen, the spell can still be cast, but the Base Chance is reduced by 20. The stormfront will take $D10 \times 3$ (-1 per Rank) minutes to arrive.**3. Spell of Ice Construction (S-3)***RANGE:* 15 feet + 5 additional per Rank*DURATION:* 10 minutes + 10 additional/Rank*EXPERIENCE: MULTIPLE:* 225*BASE CHANCE:* 15%*RESIST:* Cannot be resisted.*EFFECTS:* The Adept can create 10 cubic feet of ice ($+10$ additional cubic feet per Rank) in any shape(s) of the Adept's choice. The objects always appear entirely within range of the

Adept and cannot appear on top of or inside (partially or wholly) any character or entity.

4. Spell of Controlling Avians (S-4)

RANGE: 1 mile +1 additional/Rank

DURATION: Concentration/maximum of 1 hour + additional per Rank

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 20%

RESIST: Can be actively & passively resisted.

EFFECTS: The Adept can control 1 avian (+1 additional avian per Rank) within range unless the avian successfully resists. If the Adept fails to gain control or loses control, the avian will immediately attack him and his companions.

5. Spell of Freezing Wind (S-5)

RANGE: 10 feet + 10 additional/Rank

DURATION: 30 seconds + 30 additional/Rank

EXPERIENCE: MULTIPLE: 250

BASE CHANCE: 30%

RESIST: Can be actively & passively resisted.

EFFECTS: The spell causes arctic conditions to prevail in a 10 foot cube. The area can be increased by 1 foot (all dimensions) per Rank. Any character in this area (including the Adept) must resist or take D-4 (+1 per Rank) damage due to freezing. Increase the Base Chance of infection (see 24) as a result of damage from this spell by 30. If a creature of fire (efreet, salamander or elemental) is caught within the effective area of the spell, the creature takes D-1 (+1 per Rank) damage.

6. Spell of Ice Projectiles (S-6)

RANGE: 25 feet + 5 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 300

BASE CHANCE: 30%

RESIST: Can only be passively resisted.

EFFECTS: The spell attacks one target within range per Rank (minimum of 1). If the target fails to resist, he suffers D-3 (+1 per Rank) damage due to being pierced by type-A weapons made of ice. In addition, his chance of infection is increased by 10 as a result of any wound from ice projectiles.

7. Lightning Spell (S-7)

RANGE: 60 feet

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 225

BASE CHANCE: 30%

RESIST: Can only passively resist (then suffers half damage).

EFFECTS: The Adept can throw a single bolt of lightning 60 feet long from his fingertips. The bolt must extend the entire 60 feet and will rebound any feet not travelled initially. Any target that is in the path of the bolt must successfully resist or suffer D+5 damage +1 additional point for every 3 or fraction Ranks (and become automatically stunned).

8. Spell of Hibernation (S-8)

RANGE: Can only be cast over self or adjacent character

DURATION: Variable according to Rank

EXPERIENCE: MULTIPLE: 350

BASE CHANCE: 20%

RESIST: Can be actively or passively resisted.

EFFECTS: The Adept can cause himself or one other character to enter a state of suspended animation lasting for the following periods (dependent upon Rank):

Rank	Duration
1-3	1 week
4-8	1 month
9-11	3 months
12-16	6 months
17-19	1 year
20	Any duration of the adept's choice

The target of the spell will awaken when the spell is over with no ill effects except that his Physical Strength will be reduced by D-6 due to muscle atrophy. This reduction is temporary and the character can regain his previous Physical Strength at the rate of 1 point per day. Physical Strength cannot be reduced below 1.



9. Weapon of Cold Spell (S-9)

RANGE: 5 feet + 5 additional/Rank

DURATION: 20 seconds $\times [D-5] \times \text{Rank}$ ($\times 1$, if unranked)

EXPERIENCE: MULTIPLE: 250

BASE CHANCE: 30%

RESIST: Cannot be resisted.

EFFECTS: The weapon over which the spell is cast becomes infernally cold without harm either to the weapon or the user of it. The Base Chance of hitting the weapon is increased by 1 and by an additional 1 for each Rank the Adept has acquired with the spell. The damage done by the weapon is increased by 1 for every 3 Ranks (or fraction of 3) the Adept has acquired with the spell. The damage is

increased by 1 per Rank (instead of for every 3 Ranks) if used against a Fire character.

10. Barrier of Wind Spell (S-10)

RANGE: Can only be cast over self.

DURATION: 30 seconds + 30 additional/Rank

EXPERIENCE: MULTIPLE: 300

BASE CHANCE: 20%

RESIST: Cannot be resisted.

EFFECTS: The spell forms a barrier of wind around the Adept that decreases the Strike Chance of any attacker in Melee Combat by 5 (+1 for each Rank). Hurlled weapons and missile weapons have their Strike Chance reduced by an additional 2 per Rank (instead of 1).

11. Snow Simulacrum Spell (S-11)

RANGE: Caster must shape object and touch it to cast spell.

DURATION: Concentration/maximum of 1 hour + 1 additional/Rank

EXPERIENCE: MULTIPLE: 300

BASE CHANCE: 2%

RESIST: Cannot be resisted.

EFFECTS: The caster must form a human or animal figure out of snow. This sculpture can then be animated by the spell. The animated sculpture will have the same characteristics as the sculptured entity except that all characteristics are reduced 25%. Although no longer composed of snow, the simulacrum will have an adverse reaction to the presence of heat and flame and will take an additional 2 points damage from heat and flame attacks. The time required to actually build the sculpture will depend upon the size of the entity being sculpted and must be determined by the GM.

12. Wall of Ice Spell (S-12)

RANGE: 20 feet + 10 additional/Rank

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE: MULTIPLE: 150

BASE CHANCE: 15%

RESIST: Cannot be resisted.

EFFECTS: The Adept can create a wall 2 feet thick, 10 feet tall and 20 feet long or a ring 2 feet thick, 10 feet tall and with a 5 foot radius or a pillar 15 feet high and 4 feet thick made of ice. He can increase any dimension by 1 foot per Rank. This spell can not be cast on top of characters.

13. Ray of Cold Spell (S-13)

RANGE: 35 feet + 10 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 300

BASE CHANCE: 30%

RESIST: Can only passively resist (then suffers half damage).

EFFECTS: The spell projects a ray of frozen air at a target. Anything standing between the caster and the target blocks the ray. Anything struck by the ray (target or another character or object) must either resist or suffer D-1 (+1 per Rank) points of damage due to freezing. If a character successfully resists, the damage is halved (round up). Regardless of whether full or half damage is suffered, the Base Chance of infection increases by 20.

14. Spell of Sleep Gas (S-14)**RANGE:** 30 feet + 10 additional/Rank**DURATION:** 5 minutes + 5 additional/Rank**EXPERIENCE: MULTIPLE:** 450**BASE CHANCE:** 5%**RESIST:** Can only be passively resisted.

EFFECTS: The spell creates a cloud of knockout gas 20-foot cube (+ 10-foot additional cube per Rank) in size anywhere entirely within the Adept's range. Any character (including the Adept) inhaling the gas must successfully resist or suffer D - 3 (+ 1 additional point per Rank) damage. In addition, a second check must be made against each character's Endurance. All characters whose Players roll a D100 result higher than their modified Endurance immediately fall unconscious. A character must check to determine if he falls unconscious even if he passes his initial Resistance Check.

15. Spell of Windwalking (S-15)**RANGE:** 10 feet + 10 additional/Rank**DURATION:** 30 seconds + 30 additional/Rank**EXPERIENCE: MULTIPLE:** 425**BASE CHANCE:** 2%**RESIST:** Can be actively & passively resisted.

EFFECTS: The Adept can propel a chosen target through the air at 120 miles per hour.

16. Whirlwind Vortex Spell (S-16)**RANGE:** 15 feet + 15 additional/Rank**DURATION:** Immediate (during Pulse)**EXPERIENCE: MULTIPLE:** 650**BASE CHANCE:** 1%**RESIST:** Can be actively & passively resisted.

EFFECTS: Creates a whirlwind around one human-sized target for every 3 Ranks (minimum of 1) or fraction of 3 Ranks. If the targets fail to resist, they perish (are torn apart by the winds). If the spell is cast, but a target's passive resistance is successful, the target suffers D - 4 (+ 1 per Rank) damage instead of perishing.

17. Spell of Frozen Doom (S-17)**RANGE:** 20 feet + 20 additional/Rank**DURATION:** Immediate (during Pulse)**EXPERIENCE: MULTIPLE:** 800**BASE CHANCE:** -20%**RESIST:** Can be actively & passively resisted.

EFFECTS: Turns the blood of one target entity to ice. This spell is ineffective against targets whose modified Magic Resistance is greater than the modified chance of casting the spell (though the spell could still backfire).

[40.7] Special Knowledge Rituals**1. Ritual of Controlling Weather (R-1)**

The Adept can gather storm clouds, increase or decrease the temperature by 5° (+ 1 additional degree per Rank), increase or decrease the barometric pressure by 0.5 inch (+ 0.2 inch additional per Rank) and/or cause 12 inches of precipitation to fall (+ 6 inches per Rank) within a radius of 5 miles (+ 1 additional mile per Rank) by spending 1 hour to perform this ritual. The Adept cannot move or engage in any other activity during that time. He can maintain these alterations in the weather as long as he maintains his concentration on them (maximum of 1 hour + 1 additional hour per

Rank). The Base Chance of effectively employing this ritual is 9%; 5 is added to this number for each Rank the Adept has achieved with the ritual. The Experience Multiple for this ritual is 450, and if a backfire occurs, the weather affects the Adept.

2. Ritual of Summoning and Controlling Air Elemental (R-2)

The Adept can summon an Air Elemental and temporarily bind him to service in exactly the same manner (and with the same type of results) as described for the summoning of Fire Elementals in 42.7, with the exception that the summoning of an Air Elemental requires an open or semi-enclosed area. An Air Elemental cannot be summoned and bound by an Adept who is underground and cut off from direct access to the air outside, for example. All procedures and numbers from 42.7 apply to this ritual.

41. THE COLLEGE OF WATER MAGICS

The College of Water Magics is concerned with the shaping of the powers in the element of water.

[41.1] Adepts of the College of Water Magics can only practice their arts if they are in contact with or near water.

They cannot practice their arts in a vacuum or a totally waterless place. They cannot summon a water-dwelling creature into an area that does not contain a body of water large enough for the water-dwelling creature to immerse itself totally. They can use their magic while on land (in a non-arid area) but suffer some diminution in their abilities.

[41.2] The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of the Water Magics:

Adept is in physical contact with a body of water*	30
Adept is on board a ship	10
Adept is on land, but in sight of a body of water†	5
Adept is on land not in sight of water	-10
All bodies of water in vicinity of Adept are frozen	-20

*A body of water is a sea, lake, ocean, pond, river, well, stream, spring or other feature containing large amounts of water (1,000 gallons or more) or existing as part of a larger system or network of waterways. A barrel, bucket or tun of water does not qualify as a body of water.

†Usually within 5 to 10 miles of a body of water. All modifiers are cumulative.

[41.3] Talents**1. Predict Weather (T-1)**

The Predict Weather Talent of this College is similar to the Talent of the same name of the College of Air Magics except that the Adept of the College of Water Magics must be

at sea (on an ocean, sea, or large lake) or within 15 miles of a sea, ocean, or large lake for the Talent to operate. The Experience Multiple for this Talent is 75. In all other ways, the Talent is identical to T-1 of the College of Air Magics (40.3, p. 44).

[41.4] General Knowledge Spells**1. Spell of Calming Waters (G-1)****RANGE:** 90 feet + 90 additional/Rank**DURATION:** 15 minutes + 15 additional/Rank**EXPERIENCE: MULTIPLE:** 100**BASE CHANCE:** 30%**RESIST:** Cannot be resisted.

EFFECTS: The Adept reduced the height of all waves within range by 1 foot (+ 1 additional foot/Rank) and reduces the size of swells by 1 foot for every 2 Ranks (minimum, 1 foot).

2. Spell of Wave Making (G-2)**RANGE:** 90 feet + 90 additional/Rank**DURATION:** 15 minutes × Rank (× 1, if unranked)**EXPERIENCE: MULTIPLE:** 125**BASE CHANCE:** 25%**RESIST:** Cannot be resisted.

EFFECTS: The Adept increases the size of all waves within range by 5 feet (+ 1 additional foot/Rank) and increases the size of all swells within range by 2 feet (+ 1 additional foot for every 2 or fraction of 2 Ranks).

3. Spell of Speaking to Seabirds (G-3)**RANGE:** 15 feet + 10 additional/Rank**DURATION:** Concentration/no maximum**EXPERIENCE: MULTIPLE:** 100**BASE CHANCE:** 60%**RESIST:** Cannot be resisted.

EFFECTS: The spell allows the Adept to communicate verbally with gulls, terns, penguins, pelicans, and other seabirds.

4. Spell of Flotation (G-4)**RANGE:** Caster must touch spell's target**DURATION:** 10 minutes + 10 additional/Rank**EXPERIENCE: MULTIPLE:** 75**BASE CHANCE:** 45%**RESIST:** Cannot be resisted.

EFFECTS: Increases target's ability to swim by 50%. Decreases the target's chances of drowning by 5 (+ 1 per Rank).

5. Spell Of Navigation (G-5)**RANGE:** Works at any Range**DURATION:** 1 hour + 1 additional/Rank**EXPERIENCE: MULTIPLE:** 125**BASE CHANCE:** 15%**RESIST:** Cannot be resisted.

EFFECTS: The spell attunes the caster's mind to the sea and winds, allowing him to sail with less chance of mishap. Decrease the chance of veering off course, running aground, etc., by 5 (+ 1 additional/Rank).

6. Water Purification Spell (G-6)**RANGE:** Caster must touch the water**DURATION:** Immediate**EXPERIENCE: MULTIPLE:** 150**BASE CHANCE:** 40%

RESIST: Cannot be resisted.

EFFECTS: Turns 1 quart (+1 per Rank) of salt water into potable water.

7. Spell of Speaking With Aquatic Mammals (G-7)

RANGE: 15 feet +15 additional/Rank

DURATION: Concentration/no maximum

EXPERIENCE: MULTIPLE: 125

BASE CHANCE: 35%

RESIST: Cannot be resisted.

EFFECTS: The spell gives the Adept the ability to communicate verbally (through sounds) with dolphins, whales, porpoises, sea lions, seals, and other aquatic mammals.

8. Spell of Summoning Aquatic Mammals (G-8)

RANGE: Works at any range

DURATION: Immediate

EXPERIENCE: MULTIPLE: 100

BASE CHANCE: 20%

RESIST: Cannot be resisted.

EFFECTS: The Adept can summon 1 aquatic mammal (+1 per Rank at Ranks above 5). It will take 30 minutes (-30 seconds per Rank) for the mammal to arrive. The mammal must be native to the area to be summoned.

9. Mage Wind Spell (G-9)

This spell is identical in all respects to the spell of the same name in the College of Air Magics (see 40.4, G-3, p.45).

10. Spell of Water Creation (G-10)

RANGE: Adept must touch substance from which water is drawn

DURATION: Immediate

EXPERIENCE: MULTIPLE: 150

BASE CHANCE: 10%

RESIST: Cannot be resisted.

EFFECTS: The spell allows the Adept to extract moisture from plants (providing there is moisture available to be extracted) in the amount of 1 pint (+1 additional pint per Rank).

11. Spell of Watersight (G-11)

RANGE: Adept must touch the target's eyes

DURATION: 1 hour +1 additional/Rank

EXPERIENCE: MULTIPLE: 100

BASE CHANCE: 50%

RESIST: Cannot be resisted.

EFFECTS: The spell forms a transparent film over the target's eyes enabling him to see under water as if wearing goggles or a diving mask.

12. Spell of Water Breathing (G-12)

RANGE: Adept must touch target's throat

DURATION: 1 hour +1 additional/Rank

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 25%

RESIST: Cannot be resisted.

EFFECTS: Spell forms a set of gills in the subject's neck that allow him to operate under the water without affecting his ability to operate on the surface.

13. Spell of Ship Binding (G-13)

RANGE: 90 feet +15 additional/Rank

DURATION: Concentration/maximum of 2 hours +1 additional/Rank

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 20%

RESIST: Cannot be resisted.

EFFECTS: This spell can be used to strengthen the structure of any ship or boat, repair leaks and holes, restep masts, etc. At Rank 10 and above, a small sail craft can be constructed instantly out of available wood using this spell. At Rank 15 and above, a large craft can be constructed (one 40 feet or more in length). The effects of this spell are cancelled if the Adept fails to maintain it by concentrating on it. At the end of the spell, all of its effects are undone. If the spell was used to build a ship or boat, the craft immediately falls apart (even in mid-ocean).

14. Spell of Seablessing (G-14)

RANGE: Adept must touch object or entity over which spell is cast

DURATION: 1 week +1 additional/Rank

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 15%

RESIST: Cannot be resisted.

EFFECTS: This spell can be cast on a character or seagoing craft. It will decrease the chances that the character or craft will encounter sea monsters, meet pirates, or face typhoons by 5 (+1 per Rank).

[41.5] General Knowledge Ritual

1. Ritual of Binding Water (Q-1)

The Adept can bind the element of water within a radius of 10 feet (+15 additional feet per Rank) for a period equal to 1 hour (+1 additional hour/Rank) while maintaining his concentration. It takes an hour to perform this ritual, which has a Base Chance equal to the Adept's Magical Aptitude (+4 per Rank). It cannot be resisted unless the area contains a Water Elemental (who can both actively and passively resist). The results are similar to the binding of all other elements. The Adept gains control of all the facets of the element. He can, for example, create an intelligent water sprite (which will always have characteristics several points lower than the Adept). Its every action would have to be directed by the Adept; however, at Rank 10 or higher, the Adept can create a free-willed water sprite that will be loyal to him but not require that its every move be directed. Such entities will never leave the water. The Experience Multiple is 750.

[41.6] Special Knowledge Spells

1. Spell of Liquid Purification (S-1)

RANGE: 15 feet

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 350

BASE CHANCE: 30%

RESIST: Cannot be resisted.

EFFECTS: Turns 1 quart (+1 additional/Rank) of any aqueous liquid into potable water.

2. Spell of Liquid Transmutation (S-2)

RANGE: Adept must touch the water to be transmuted.

DURATION: Immediate.

EXPERIENCE: MULTIPLE: 350

BASE CHANCE: 100%

RESIST: Cannot be resisted.

EFFECTS: The Adept can turn one pint of potable water into a general antidote for venom. The number of doses created by the spell is equal to $[D-5](+1 \text{ per Rank})$. Each dose immediately causes any venom to become inactive and will cure one Endurance Point loss due to venom.

3. Waters of Healing Spell (S-3)

RANGE: Adept must touch the water to be transmuted

DURATION: Immediate

EXPERIENCE: MULTIPLE: 400

BASE CHANCE: 30%

RESIST: Cannot be resisted.

EFFECTS: The Adept can turn one pint of water into a healing potion. The number of doses created by the spell is equal to $[D-5](+1 \text{ per Rank})$. Each dose will cure one Endurance Point loss due to any cause except poison.

4. Waters of Strength Spell (S-4)

RANGE: Adept must touch the water to be transmuted

DURATION: Immediate

EXPERIENCE: MULTIPLE: 350

BASE CHANCE: 30%

RESIST: Cannot be resisted.

EFFECTS: This spell will produce 1 dose of a Strength Potion out of a pint of potable water. When drunk, the potion adds $[D+2]$ to Physical Strength for a period of 15 minutes, unless the character is involved in combat during that time. If a character becomes involved in combat, the potion will cease to work after 15 combat Pulses due to alterations in body chemistry.

5. Spell of Summoning Fish (S-5)

RANGE: Works at any range

DURATION: Immediate

EXPERIENCE: MULTIPLE: 100

BASE CHANCE: 25%

RESIST: Cannot be resisted.

EFFECTS: The spell summons 1 fish native to the area at Ranks 1-9. At Rank 10 and above, it summons $[D-5]$ fish. The spell can only be cast while on a body of water or standing within 100 feet of a body of water.

6. Spell of Controlling Fish (S-6)

RANGE: Works at any range

DURATION: Immediate

EXPERIENCE: MULTIPLE: 100

BASE CHANCE: 20%

RESIST: Can only be passively resisted.

EFFECTS: The Adept can control 1 fish (+1 additional fish for every 2, or fraction, Ranks). The fish will continue to serve him only so long as he concentrates or until he tells the fish to go away (move out of range of the spell). A fish that is no longer controlled, but still in the vicinity may attack his former master.

7. Spell of Controlling Sea Mammals (S-7)

RANGE: 10 feet +10 additional/Rank

DURATION: Concentration/no maximum

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 25%

RESIST: Can only be passively resisted.

EFFECTS: The spell operates the same way as S-6 of this College (Spell of Controlling Fish), except it affects aquatic mammals.

8. Waters of Vision Spell (S-8)

RANGE: Adept must touch water

DURATION: Concentration/no maximum

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 25%

RESIST: Can only be passively resisted.

EFFECTS: The Adept must touch a pool of still water with his hand. He will then experience visions (usually precognitive in nature) concocted by the GM. At Rank 5 and above, he can use this technique to spy into an area to see what is going on there. The distance from the character to the area being spied into can be 5 miles (+15 additional miles per Rank).

9. Windsail Spell (S-9)

RANGE: 90 feet +15 additional/Rank

DURATION: 1 hour +1 additional/Rank

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 25%

RESIST: Cannot be resisted.

EFFECTS: The Adept casts this spell over any watercraft of a surface type equal to 2 tons (+2 additional tons per Rank) or less in weight. It creates a sail of bound water sprites that will not rip or break the mast and that will carry the ship in the direction of the caster's choice and at the speed of the prevailing winds.

10. Spell of Rain Calling (S-10)

RANGE: 15 miles +1 additional/Rank

DURATION: 1 day

EXPERIENCE MULTIPLE: 300

BASE CHANCE: 15%

RESIST: Cannot be resisted.

EFFECTS: Will gather any rain clouds within range over the area of the Adept and cause a localized squall to follow him for one day.

11. Maelstrom Spell (S-11)

RANGE: 30 feet +30 additional/Rank

DURATION: 10 seconds +10 additional/Rank

EXPERIENCE MULTIPLE: 500

BASE CHANCE: 10%

RESIST: Can only be passively resisted.

EFFECTS: The Adept creates a horrifying watery vortex with a diameter of 10 feet (+10 additional feet/Rank) that exists entirely within the spell's Range. All objects and entities within 20 feet of the vortex must successfully resist or they are sucked into the eye of the vortex and down to the seabottom. This spell will only be effective if cast over a large body of water (sea, ocean, or lake).

12. Waterspout Spell (S-12)

RANGE: 60 feet +60 additional/Rank

DURATION: 1 minute +30 seconds/Rank

EXPERIENCE MULTIPLE: 750

BASE CHANCE: 5%

RESIST: Can only be passively resisted.

EFFECTS: The Adept creates a tornado-like formation over a body of water that has radius of 5 feet (+5 additional feet per Rank). The tornado tears apart anything or anyone who occupies the same space with it unless they suc-

cessfully resist. The tornado does [D-1](+1 per Rank) Damage Points to a character who resists successfully instead of destroying him and scattering the bloody pieces to the winds. The Adept can move the tornado in any direction he desires at a rate of 10 knots + 5 additional knots per Rank. It cannot be moved onto dry land.

[41.7] Special Knowledge Rituals

1. Ritual of Summoning and Binding Water Elemental (R-1)

The Adept can summon a Water Elemental and temporarily bind him to service in exactly the same manner (and with the same results) as described for the summoning of Fire Elementals in 42.7, with the exception that the summoning of a Water Elemental can only take place if the Adept is on or within 20 feet of a large body of water (lake, sea, or ocean). All procedures and numbers from 42.7 apply to this ritual.

42. THE COLLEGE OF FIRE MAGICS

The College of Fire Magics is concerned exclusively with shaping the element of Fire.

[42.1] Adepts of the College of Fire Magics can only practice their arts in an area where it is possible for fire to exist.

They cannot practice fire magic underwater or in a vacuum, for example.

[42.2] The following numbers are added to the Base Chance of performing any talent, spell, or ritual of the College of Fire Magics:

Caster or target is in medium or light mist, fog, or rain	-15
Caster or target is in heavy fog or rain	-20
Caster or target is within 30 feet of medium fire*	15
Caster is within medium fire†	10

*A medium fire is defined as a good-sized campfire.

†This modifier presupposes that the caster is protecting himself with a spell or charm from the effects of the fire.

All modifiers are cumulative. If the cumulative modification to the spell or ritual is greater (less) than 10, then the damage done by the spell (if any) is increased (decreased) by 1.

[42.3] Talents

1. Infravision (T-1)

The Adept can identify the class of a heat source that is within his range of vision. Whenever the Adept attempts to make and identification of this type, his player rolls D100. If the resulting number is equal to or less than the Adept's Perception, the heat source is identified. The Adept's Perception is modified in the same manner as any Base Chance for success in spell casting. In addition to other modifiers, the Base Chance is modified as follows:

For every 10 feet (after the first 10) separating Adept from heat source	-1
For each Rank the Adept has with the Infravision Talent	5

The working of this talent can be actively, but not passively, resisted. In the event that the heat source is identified, the GM must tell the Adept's player the species of the heat source (if an entity), its general nature (if a physical object), and if it is magical or not. He need provide no other information. The Experience Multiple for this Talent is 75.

[42.4] General Knowledge Spells

1. Spell of Pyrogenesis (G-1)

RANGE: 25 feet +5 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 50

BASE CHANCE: 45%

RESIST: Can only be passively resisted.

EFFECTS: One small flammable object (or entity) within range can be caused to burst into flame. Thereafter, the flames are fueled by the object or entity. They can be extinguished. **Note:** This spell is meant to be used to light matches and cause insects and small furry animals to burst into flames. It is not meant for use against human size characters.

2. Spell of Heat Production (G-2)

RANGE: 25 feet +5 additional per Rank

DURATION: Concentration/maximum of 1 hour $\times 2 \times$ Rank

EXPERIENCE MULTIPLE: 50

BASE CHANCE: 35%

RESIST: Can only be passively resisted.

EFFECTS: The caster can cause the temperature of one 15-foot cube to rise by 2°F per Rank, or he may concentrate the spell on a single object. If he concentrates the spell on a single object, the spell will cause that object to heat up rapidly, making bronze red hot in [100 seconds - (Rank $\times$ 6 seconds)] and heating other metals accordingly. At Rank 17, bronze would become instantaneously hot as a result of this spell.

3. Spell of Fire Resistance (G-3)

RANGE: Can only be cast over self or adjacent character

DURATION: 10 minutes $\times$ [D-5] $\times$ Rank ($\times 1$, if unranked)

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 40%

RESIST: Cannot be resisted.

EFFECTS: The single person or object over which the spell is cast gains 2 per Rank (minimum of 2) to his/its Resistance against a spell of the College of Fire Magics that would normally cause damage to the individual or object. In addition, 1 is subtracted from the damage done by such a spell for every 2 Ranks the caster has with the Spell of Fire Resistance.

4. Spell of Light (G-4)

RANGE: 15 feet +15 additional/Rank

DURATION: 15 minutes $\times$ [D-5] $\times$ Rank ($\times 1$ if unranked)

EXPERIENCE MULTIPLE: 75

BASE CHANCE: 50%

RESIST: Cannot be resisted.

EFFECTS: One 10-foot cube (1000 cubic feet) area may be brightly lit. The lighted area may be of any shape (even pencil-thin) but must emanate from the spot occupied by the caster.

5. Spell of Temperature Alteration (G-5)

RANGE: Caster must touch target

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 125

BASE CHANCE: 15%

RESIST: Cannot be resisted.

EFFECTS: If the caster succeeds in touching an adjacent character (part of the spell-casting process) or in touching a heat-conductive object in the target's possession (armor, shield, weapon, etc.), the target immediately suffers [D-4] + (1 × Rank) damage. If the target is touched on a non-conductive surface, the damage is halved (round up). If struck on an insulated surface, no damage is incurred.

6. Wall of Smoke Spell (G-6)

RANGE: 10 feet + 10 additional/Rank

DURATION: 15 minutes × [D-6] × Rank (×1, if unranked)

EXPERIENCE: MULTIPLE: 75

BASE CHANCE: 15%

RESIST: Cannot be resisted.

EFFECTS: The caster can create two 5-foot cubes of smoke, from light vapors to thick, roiling smoke. The duration of the spell will be decreased if cast out of doors in a breeze, or strong or gusting wind.

7. Spell of Fireproofing (G-7)

RANGE: Caster must touch target

DURATION: 24 hours × D10 × Rank (×1, if unranked)

EXPERIENCE: MULTIPLE: 150

BASE CHANCE: 30%

RESIST: Cannot be resisted.

EFFECTS: The spell protects the subject from all non-magical fire and heat effects. He cannot suffer damage from non-magical fire while under the effects of this spell.

8. Spell of Protection Against Magical Fire (G-8)

RANGE: Caster must touch target

DURATION: 24 hours × D10 × Rank (×1, if unranked)

EXPERIENCE: MULTIPLE: 175

BASE CHANCE: 2%

RESIST: Cannot be resisted.

EFFECTS: The spell protects the subject entirely from all magical types of fire or fire spell. He can suffer no physical damage from the flames or heat of a magically generated fire while under the protection of this spell.

[42.5] General Knowledge Rituals

1. Ritual of Binding Fire (Q-1)

The Adept can bind the element of fire to his will by performing a Ritual of Binding Fire in an area where fire already exists. The ritual requires that the Adept spend one hour in its performance, during which he cannot move and can perform no other action. At the end of

the ritual, the Adept's player rolls D100. If the resulting number is less than or equal to 9, the ritual is a success and the fire source over which the ritual was cast is considered bound for a length of time equal to the ability of the Adept to retain his concentration over it (maximum of 1 hour + 1 additional hour per Rank). The chance that the ritual will be successful is modified by the following numbers:

For every 5 feet separating the Adept from the fire being bound -4
Each Rank Adept has achieved in the use of the ritual 5

A bound fire can be shaped by the Adept who bound it into any desired form. Its size can be increased (to a size that is greater than its original size by a factor equal to the square of the Adept's Rank). He can instill in the fire intelligence equal to the Adept's, etc. The higher the Adept's Rank with the ritual, the greater the results of the ritual. For example, whereas at Rank 1, the Adept could create a Fire Elemental that he would have to guide at every turn, at Rank 10, the same Fire Creature might be endowed with free will, but would be loyal to the purposes of the Adept. The ritual cannot be resisted except by an intelligent being composed of fire (and then only passively). It has an Experience Multiple of 750.

[42.6] Special Knowledge Spells

1. Wall of Fire Spell (S-1)

RANGE: 10 feet + 10 additional/Rank

DURATION: Concentration/maximum of 3 hours × Rank (×1, if unranked)

EXPERIENCE: MULTIPLE: 100

BASE CHANCE: 25%

RESIST: No/Yes

EFFECTS: The caster can create a 5 foot high × 20 foot long wall of flames or a 5 foot high ring of flames with a 5-foot radius or a pillar 15 feet high with a 2-foot radius. The caster can increase any one dimension by 1 foot per Rank. The spell, itself, cannot be resisted. Any creature passing through the flames must successfully resist or will suffer [D-5] (+1 additional point per Rank) damage due to burning.

2. Bolt of Fire Spell (S-2)

RANGE: 25 feet + 25 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 40%

RESIST: Can only be passively resisted.

EFFECTS: Any target of the caster's choice is struck by a bolt of fire emanating from the caster's finger. Unless the target successfully resists, he/it will suffer [D-5] (+1 per Rank) damage from the bolt. The target's resistance is reduced by 10 unless he is also a member of the College of Fire. If the target fails to resist and is, himself, flammable or is wearing flammable clothing, the target will ignite as a result of the bolt if the result of the Resistance Check is 91 or greater. The bolt will always travel its full range unless it hits a target, even if this means bouncing off a wall and turning back on itself to strike the caster.

3. Ball of Fire Spell (S-3)

RANGE: 20 feet + 20 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 30%

RESIST: Can only be passively resisted.

EFFECTS: This spell affects either a 20-foot square area or a circular area with a 12-foot radius. The entirety of the affected area must be within the caster's spell range for the spell to be effective. All targets within the blast radius that do not successfully resist suffer [D-4] (+1 for every 2 or fraction of 2 Ranks).

4. Web of Fire Spell (S-4)

RANGE: 20 feet + 10 additional/Rank

DURATION: Concentration/maximum: 15 minutes + 15 additional/Rank

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 15%

RESIST: Can only be passively resisted (then suffers half damage).

EFFECTS: The caster projects a flaming web, similar to a spider web in construction, from his fingertips at a target (hex or object or character). Any objects or entities standing between the caster and the target are ensnared by the web along with target unless they successfully resist. Any characters who do not resist suffer [D-2] (+1 per Rank) damage each Pulse that the web is burning. The web continues to burn until cut, until the caster ceases to concentrate on the spell, or until the flames are otherwise extinguished. The web can only ensnare a number of characters equal to the caster's Rank. Characters who resist successfully suffer only half damage (round up). Individuals ensnared in the web suffer no damage on the first Pulse they are ensnared. In order to cut the web, a character must successfully strike it with a weapon that does type B damage and must inflict at least 5 points of damage as a result of that single strike.

5. Spell of Self-Immolation (S-5)

RANGE: Can only be cast over self or adjacent character.

DURATION: 45 seconds + 15 additional/Rank

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 15%

RESIST: Can be actively & passively resisted.

EFFECTS: The target of the spell is temporarily unaffected by heat or flame of a magical nature (but see below). He is still affected by non-magical fires. In addition, if the spell is successfully cast, the target bursts into flames, inflicting [D-5] ((+1 per Rank) damage upon anyone within 5 feet of him (friend or foe). All characters in hexes adjacent to the target on the Tactical Display would, for example, be affected. If this spell is cast at less than Rank 10, its recipient receives a total of [D-4] damage in the course of the spell.

6. Imploding Fireball Spell (S-6)

RANGE: 20 feet + 20 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 225

BASE CHANCE: 20%

RESIST: Can only be passively resisted (then suffers half damage).

EFFECTS: The caster can strike a single target with a ball of fire. If the target fails to resist after being struck, the fireball does D10 (+1 per Rank) damage. If the target successfully resists, he suffers half damage (round up).

7. Weapon of Flames Spell (S-7)

RANGE: 5 feet +5 additional/Rank

DURATION: 20 seconds $\times [D-5] \times \text{Rank}$ ($\times 1$, unranked)

EXPERIENCE: MULTIPLE: 250

BASE CHANCE: 30%

RESIST: Cannot be resisted.

EFFECTS: The spell is cast over a weapon of the Adept's choice, causing it to burst into flame without damage to the weapon or the wielder of it. The Base Chance to hit a target with the weapon is increased by 1 and by an additional 1 for each Rank the Adept has acquired with the spell. The damage done by the weapon is increased by 1 for every 3 (or fraction) Ranks the Adept has achieved with the spell. When the weapon is used against a creature of cold or water or against an undead creature, the damage is increased by 1 per Rank (instead of by 1 for every 3 Ranks). All creatures that live in cold environments or in water are considered creatures of cold or water. At Rank 6, this spell can be used to create a Sword of Flame without the necessity of casting it over a sword (the weapon is created out of air). At Rank 10, the caster can create any flaming weapon of his choice out of air using this spell (including missile weapons).

8. Enhanced Firebolt Spell (S-8)

RANGE: 25 feet $\times$ Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 300

BASE CHANCE: 2%

RESIST: Can only be passively resisted (then suffers half damage).

EFFECTS: The spell works in the same manner as the Bolt of Fire Spell (S-2) except that the damage caused is $[D-2]$ (+1 per Rank).

9. Spell of Invisible Fire (S-9)

RANGE: 10 feet +10 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 675

BASE CHANCE: 5%

RESIST: Can only be passively resisted (then suffers half damage).

EFFECTS: This invisible fire attacks one human-sized target for every 3 (or fraction of 3) Ranks the caster has achieved with the spell. The target's Magical Resistance is automatically reduced by 20. The spell does $[D+1]$ (+2 for each Rank) damage. If a character successfully resists, he suffers only half damage (round up).

10. Spell of Dragon Flames (S-10)

RANGE: 25 feet +25 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 525

BASE CHANCE: -10%

RESIST: Can only be passively resisted (then suffers half damage).

EFFECTS: The caster can designate a single target for this spell who is then struck by the flames if

the cast is successful. If the target fails to resist the spell, it does $[D+1]$ (+4 per Rank) damage. If the target resists, the damage is halved (round up).

11. Web of Dragon Flames Spell (S-11)

RANGE: 20 feet +10 additional/Rank

DURATION: Concentration/maximum: 15 minutes +15 additional/Rank

EXPERIENCE: MULTIPLE: 650

BASE CHANCE: -10%

RESIST: Can only be passively resisted (then suffers half damage)

EFFECTS: This spell operates in the same manner as the Web of Fire Spell (S-4) except that the flames do $[D+1]$ (+2 per Rank) damage and the web of dragon flame requires 10 damage points in a single Strike to be cut.

12. Storm of Fire Spell (S-12)

RANGE: 20 feet 20 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 600

BASE CHANCE: -20%

RESIST: Can only be passively resisted.

EFFECTS: This spell is similar to the Ball of Fire Spell (S-3) except that the caster throws a group of three fireballs all of which overlap at least one other fireball by one cubic foot.

13. Malignant Flames Spell (S-13)

RANGE: 20 feet +10 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 800

BASE CHANCE: -20%

RESIST: Can be actively & passively resisted.

EFFECTS: Any target of the caster's choice within range is immediately wrapped in flames that are visible only to the victim. The flames do $[D-5]$ (+2 per Rank) damage. In addition, the target is subject to other damage if the spell is Rank 5 or higher. In this case, a number of points equal to $[D-3]$ are removed from one characteristic of the victim. The victim cannot regain these points for a number of weeks equal to $4 + \text{Rank}$ of the spell. To determine what characteristic is affected, the victim's player rolls D10 and consults the list of results shown below:

Die	Characteristic
1,2	Physical Strength
3,4	Manual Dexterity
5,6	Agility
7,8	Magical Aptitude
9,10	Willpower

A characteristic cannot be reduced below 1 as a result of this spell.

14. Spell of Incineration (S-14)

RANGE: 25 feet +10 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 900

BASE CHANCE: -30%

RESIST: Can be actively and passively resisted.

EFFECTS: If the target fails to resist, it is reduced to a pile of ashes. However, the spell will have no effect on a character whose Willpower is greater than the modified chance of casting the spell (though the spell could still backfire).

15. Spell of Summoning Salamander (S-15)

RANGE: Works at any range

DURATION: Until dispelled

EXPERIENCE: MULTIPLE: 400

BASE CHANCE: -10%

RESIST: Cannot be resisted.

EFFECTS: The caster can summon a salamander that will then attempt to set afire anything flammable that it can reach. The summoner will have no control over the salamander. It cannot even be sent away except by dispelling it (i.e., by casting a Special Knowledge Counterspell over it).

16. Spell of Summoning Efreet (S-16)

RANGE: Works at any range

DURATION: Until dispelled

EXPERIENCE: MULTIPLE: 450

BASE CHANCE: -30%

RESIST: Cannot be resisted.

EFFECTS: The caster can summon an efreet that will be sympathetic to the summoner as a fellow fire-user and will usually attempt to aid him. If the efreet does not agree to aid him voluntarily, the Adept can still demand one service in exchange for allowing the efreet to depart. This service must take the form of a defined task to be performed in a matter of hours or days (though the service can take place in future at some indefinite time). The efreet will almost always serve the summoner in battle against entities not associated with the College of Fire Magic. Even demanding that the efreet attack a fellow Adept of the College Fire Magic as his obligatory service to the summoner will not cause the efreet to change his attitude in this regard.

[42.7] Special Knowledge Rituals

1. Ritual of Summoning and Controlling Fire Elemental (R-1)

The Adept can summon a Fire elemental and bind him to temporary service by performing this ritual. The ritual takes two hours. It can only be performed if the summoner remains stationary and takes no other action during the time the ritual is being performed. At the end of the two hour ritual, the summoner's player rolls D100. If the resulting number is less than or equal to the summoner's Magical Aptitude (modified), then the elemental is summoned and controlled. If the result is 30 or more higher than the modified chance of summoning and controlling the elemental, then the ritual backfires and the elemental appears, but is uncontrolled and will attack the summoner and his friends. Any other result has no effect. The chance that the ritual will be entirely successful is modified by the addition of the following numbers:

Each Rank that the Adept has achieved in the performance of the ritual	5
Each point the Adept's Willpower is above 15	1

A Fire elemental always appears within 20 feet of the summoner. It has a combined Endurance and Fatigue equal to 15 (+15 additional points per Rank of the ritual) and, unless

controlled by the summoner, will attack and burn until dispelled by a Special Knowledge counterspell of the College of Fire Magics. Once controlled, the Fire Elemental remains controlled until summoner's concentration is broken or he chooses to return the elemental to his own dimension with a Special Knowledge counterspell of his College. The Experience Multiple for this ritual is 250.

43. THE COLLEGE OF EARTH MAGICS

The College of Earth Magics is concerned with the shaping of the powers of the earth itself and of those entities and things that are rooted in the earth or in contact with it.

There are two distinct branches of the College, and a practitioner of Earth Magic can be a member of only one branch at a time. He can alter his affiliation, but is treated as if he had quit his original branch and lost all knowledge of Earth Magic until such time as he has spent six months in study and meditation to relearn the General Knowledge of the College in a new form. The two divisions of this College are:

1. Pacifistic Earth Magic: Usually practiced by men who live in isolation in the wilderness, this type of Earth Magic is very powerful, but entirely defensive in nature. An adherent of this division of Earth magic will never attack without provocation (i.e., unless attacked himself or unless he sees animals or plants attacked). He is unaffected by counterspells of his College. In addition, the counterspells of his College give only half the normal benefit to characters attempting resist his magic. Player character Earth Magic practitioners are assumed to be of this College.

2. Primitive Earth Magic: This form of Earth Magic is practiced by strong-willed individuals who have no objection to the taking of human life to further their magic. It is often practiced communally since it is in part ritual magic. Many of the rituals involve courting the darker sides of earth by providing blood to quench its thirst.

[43.1] Practitioners of the College of Earth Magics must always be in contact with the earth to perform magic of this College.

A practitioner of this College is considered in contact with the earth if he is in contact with an item that is, itself, rooted in the earth (tree, plant, foundation of a house, etc.). He would not be in contact with earth if he were in the air or in water where he could not touch bottom, or if he were atop a piece of furniture or an animal since they are not rooted in the ground. An Adept in a man's arms is not in contact with earth.

[43.2] The following numbers are added to the Base Chance of performing any talent, spell, or ritual of the College of Earth

Magics:

Caster is wearing a sprig of fresh mistletoe	5
Caster is in contact with earth, but beneath water*	-20
Caster is in a man-made dwelling without an earthen floor	-5
Caster occupies a place of power†	50

*For example, beneath the ocean, if the caster can find a way of breathing in such a situation, the caster's Base Chance would always be reduced by 20.

†These can be any places frequented by worshipers of earth. Examples from mythology and literature might include: Stonehenge, Finn McCool's Seat, The Hill of Tara, etc. If the Place of Power is used for primitive ritual sacrifice, then a practitioner of Pacifistic Earth Magic would receive no benefit.

These additions to the Base Chance are cumulative. They are added the modifiers listed in 27.7

[43.3] Talents

1. Detect Aura (T-1)

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

In addition to any other modifications, the Adept's Perception is modified by having the following numbers added to it:

For every 10 feet (after the first 10) separating the Adept from the being or object whose Aura he wants to read	-10
For each Rank the Adept has with the Detect Aura Talent	2

The results of detection are the same as those given for this Talent in 39.3. The Experience Multiple for this talent is 75.

[43.4] General Knowledge Spells

1. Spell of Converse With Animals (G-1)

RANGE: 10 feet + 10 additional/Rank
DURATION: Concentration/max: 3 hours × Rank (× 1, if unranked)
EXPERIENCE: MULTIPLE: 50
BASE CHANCE: 45%
RESIST: Cannot be resisted.

EFFECTS: The caster can communicate with fauna (whether verbally or symbolically, and to what extent, are left up to the GM's discretion). Physical contact between the animal and the caster increases the Base Chance of successfully casting this spell by 5.

2. Spell of Converse With Plants (G-2)

RANGE: 10 feet + 10 additional/Rank
DURATION: Concentration/max: 3 hours × Rank (× 1, if unranked)

EXPERIENCE: MULTIPLE: 50

BASE CHANCE: 25%

RESIST: Cannot be resisted.

EFFECTS: The caster can communicate with flora with which he is familiar. The mode and extent of communication is up to the GM's discretion.

3. Spell of Controlling Animals (G-3)

RANGE: 10 feet + 10 additional/Rank
DURATION: Concentration: no maximum
EXPERIENCE: MULTIPLE: 100
BASE CHANCE: 20%

RESIST: Can be actively & passively resisted.

EFFECTS: The caster controls the actions of any animal that does not successfully resist. It will serve him so long as he continues to concentrate. If he releases the animal or his concentration is broken, it may attack him or flee. The chance to cast the spell is reduced by 5 if the Adept cannot speak to the animal. If the Adept cannot make eye contact, the Base Chance is reduced another 5. The Spell of Converse With Animals can be used in conjunction with this spell if the animal's language is known.

4. Spell of Blending (G-4)

RANGE: Can be cast over self only.
DURATION: 1 hour + 1 additional/Rank
EXPERIENCE: MULTIPLE: 50
BASE CHANCE: 60%

RESIST: Cannot be resisted.

EFFECTS: In order to cast this spell, the Adept must remain stationary. If successfully cast, the Adept cannot be seen by non-magical means. If, at any time while the spell is in effect the Adept moves, the spell is broken.



5. Spell of Walking Unseen (G-5)**RANGE:** 1 foot + 1 additional/Rank**DURATION:** 1 hour + 1 additional/Rank**EXPERIENCE: MULTIPLE:** 100**BASE CHANCE:** 50 %**RESIST:** Cannot be resisted.

EFFECTS: The subject of this spell can move unnoticed, not invisible. Even if someone looks directly at the subject of the spell, he will remain unseen. However, if someone touches the subject of the spell, he immediately located and the spell is broken.

6. Spell of Healing (G-6)**RANGE:** Can only be cast over an adjacent character.**DURATION:** Immediate**EXPERIENCE: MULTIPLE:** 100**BASE CHANCE:** 40 %**RESIST:** Can be actively & passively resisted.

EFFECTS: Though a combination of magic and the application of healing herbs and salves, the caster can cure 3 (+1 per Rank) damage points suffered by a character due to disease or injury. The spell takes about 5 minutes to cast.

7. Spell of Detecting Traps and Snares (G-7)**RANGE:** 20 feet + 5 additional/Rank**DURATION:** D10 minutes + 10 additional per Rank**EXPERIENCE: MULTIPLE:** 75**BASE CHANCE:** 60 %**RESIST:** Cannot be resisted.

EFFECTS: This spell reduces the Base Chance of being trapped or ambushed while outdoors by 10 (+1 additional point per Rank).

8. Spell of Detecting Poisons (G-8)**RANGE:** Must touch object or substance**DURATION:** Immediate**EXPERIENCE: MULTIPLE:** 75**BASE CHANCE:** 55 %**RESIST:** Cannot be resisted.

EFFECTS: The spell requires a wand of ashwood, ivory, or unicorn horn. The caster touches the object or substance in which he suspects poison. The wand will momentarily turn black if poison is, in fact, present.

9. Spell of Lesser Enchantment (G-9)**RANGE:** 10 feet + 10 additional/Rank**DURATION:** Ranks 1-10 = a fortnight; Ranks 11-19 = 3 months; Rank 20 = dispelled.**EXPERIENCE: MULTIPLE:** 125**BASE CHANCE:** 20 %**RESIST:** Can be actively & passively resisted.

EFFECTS: The target of this spell is either blessed or cursed (caster's choice). The spell increases either the character's luck or misfortune (depending on whether it operates as a blessing or as a curse) by 1 on every dice roll in which the character is directly involved. **Note:** This spell cannot be cast over oneself.

10. Spell of Herbal Lore (G-10)**RANGE:** Can be cast over self only**DURATION:** Immediate**EXPERIENCE: MULTIPLE:** 75**BASE CHANCE:** 25 %**RESIST:** Cannot be resisted.

EFFECTS: The spell gives the caster the ability to recognize herbs of magical significance growing wild.

11. Spell of Tracking (G-11)**RANGE:** Can be cast over self only**DURATION:** 1 day + 1 additional/Rank**EXPERIENCE: MULTIPLE:** 100**BASE CHANCE:** 15 %**RESIST:** Cannot be resisted.

EFFECTS: The caster adds 10 (+2 additional/Rank) to his chance of Tracking while outdoors.

[43.5] General Knowledge Rituals**1. Ritual of Summoning Animals (Q-1)**

The Adept must spend 1 hour implementing this ritual and cannot move or engage in any other activity during that time. If his concentration is broken, the ritual is destroyed and must be abandoned or restarted. At the end of the ritual, the Adept's player rolls D100. If the resulting number is equal to or less than the Adept's Magical Aptitude, then a number of small animals appear equal to the Adept's Rank (1 if the Adept has no Rank with the ritual). The animal the Adept attempts to summon must be a native of the area. Experience Multiple for this ritual is 150. If the Adept chooses to vocalize his summons (assuming he is not attempting to go undetected since the vocalization must be in the form of a shout or call), the Base Chance is increased by 25.

[43.6] Special Knowledge Spells**1. Earth Hammer Spell (S-1)****RANGE:** 25 feet + 10 additional/Rank**DURATION:** Immediate**EXPERIENCE: MULTIPLE:** 200**BASE CHANCE:** 40 %**RESIST:** Can only be passively resisted.

EFFECTS: The caster conjures a giant maul of stone that hurls itself at a target of the caster's choosing. If the target fails to resist the spell, it takes [D - 5] (+1 per Rank) damage.

2. Hands of Earth Spell (S-2)**RANGE:** 20 feet + 5 additional/Rank**DURATION:** 1 hour + 1 additional/Rank**EXPERIENCE: MULTIPLE:** 300**BASE CHANCE:** 1 %**RESIST:** Can only be passively resisted.

EFFECTS: The spell causes a number of hands of stone equal to the Rank of the caster to materialize out of the ground within range. Each hand is 7 feet tall. Once they appear, they remain stationary. They can clutch anything in their grasp, but cannot move from the spot on which they surfaced. A character standing on a spot where a hand materializes will be snatched up and will be unable to move until the spell dissipates.

3. Strength of Stone Spell (S-3)**RANGE:** 10 feet**DURATION:** 1 hour + 1 additional/Rank**EXPERIENCE: MULTIPLE:** 200**BASE CHANCE:** 20 %**RESIST:** Cannot be resisted.

EFFECTS: The target of this spell has his Physical Strength or Fatigue (caster's choice) increased by 1 for each Rank the caster has achieved with the spell. The spell cannot be cast over oneself.

4. Armor of Earth Spell (S-4)**RANGE:** 10 feet**DURATION:** 30 minutes + 30 additional/Rank**EXPERIENCE: MULTIPLE:** 200**BASE CHANCE:** 20 %**RESIST:** Cannot be resisted.

EFFECTS: Can be cast over one target individual. It reduces the Base Chance of hitting that individual with any physical weapon by 2 for each Rank the caster has achieved with the spell. At Rank 11 and above, it also absorbs 1 damage point per Strike.

5. Diamond Weapon Spell (S-5)**RANGE:** 5 feet + 5 additional/Rank**DURATION:** 20 seconds $\times (D - 5) \times \text{Rank}$ ($\times 1$, if unranked)**EXPERIENCE: MULTIPLE:** 250**BASE CHANCE:** 30 %**RESIST:** Cannot be resisted.

EFFECTS: This spell is cast over a weapon of the caster's choice. It increases the Base Chance of that weapon hitting a character by 1 per Rank (minimum of 1). Any character, attempting to Strike a character wielding a weapon with this spell in effect over it, breaks his own weapon on a roll of 94-99 instead of 99.

6. Spell of Gem Creation (S-6)**RANGE:** 10 feet**DURATION:** 1 day + 1 additional/Rank**EXPERIENCE: MULTIPLE:** 250**BASE CHANCE:** 10 %**RESIST:** Cannot be resisted.

EFFECTS: Creates one gemstone of random value for each 5 (or fraction) Ranks. The gems dissipate at the end of the spell.

7. Spell of Animal Growth (S-7)**RANGE:** 10 feet + 10 additional/Rank**DURATION:** 1 day + 1 additional/Rank**EXPERIENCE: MULTIPLE:** 225**BASE CHANCE:** 15 %**RESIST:** Can be actively & passively resisted.

EFFECTS: One mammal of the caster's choice is doubled in size. The effects of this radical change are determined by the GM.

8. Spell of Enchanting Plants (S-8)**RANGE:** 10 feet + 10 additional/Rank**DURATION:** 1 day + 1 additional/Rank**EXPERIENCE: MULTIPLE:** 225**BASE CHANCE:** 15 %**RESIST:** Cannot be resisted.

EFFECTS: The spell can impart partial mobility to a number of plants (including trees) equal to the caster's Rank. The plants cannot uproot themselves, but can move their branches and leaves while remaining in the same spot. The plant's actions are always under the control of the caster so long as he maintains his concentration. If his concentration is broken, voluntarily or otherwise, the plants will be controlled by the GM until the caster reestablishes control and could, conceivably, attack the caster.

9. Spell of Binding Animals (S-9)

RANGE: 10 feet + additional/Rank

DURATION: Infinite until dispelled

EXPERIENCE: MULTIPLE: 250

BASE CHANCE: 10%

RESIST: Can be actively & passively resisted.

EFFECTS: This spell is similar to the Spell of Controlling Animals except that the caster does not have to concentrate on it to maintain it. The spell will last until broken by the animal or dispelled by magic. Any animal subject to this spell makes one check per week against its Willpower to determine if the spell is broken.

10. Spell of Conjuring and Controlling Earth Elemental (S-10)

RANGE: 20 feet

DURATION: Concentration: No maximum

EXPERIENCE: MULTIPLE: 225 for each portion of spell

BASE CHANCE: -10% /20%

RESIST: Cannot be resisted.

EFFECTS: This is a two-part spell. Each part of the spell is learned, ranked and recorded separately, but there is a single procedure and a single Fatigue cost to cast the spell. The caster has a Base Chance of -10% of successfully casting the first part of the spell. If successful, an Earth elemental with a combined Fatigue and Endurance of 15 + an additional 5 per Rank appears within 20 feet of the caster. The caster must immediately make a second check with a Base Chance of 20% to see if he controls the elemental. If successful in establishing control over the elemental, the caster maintains control until his concentration is broken or he banishes the elemental with a counterspell. If he fails to gain control of the elemental, or gains control but has his concentration broken, the elemental will immediately attack him.

11. Spell of Sinking Doom (S-11)

RANGE: 30 feet + 10 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 650

BASE CHANCE: -20

RESIST: Can be actively & passively resisted.

EFFECTS: The spell opens a circular pit under a single human-sized target per each 5 (or fraction) Rank and sucks the unfortunate standing over it into the bowels of the earth to be burned in molten rock.

12. Wall of Stone Spell (S-12)

RANGE: 20 feet + 10 additional/Rank

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE: MULTIPLE: 150

BASE CHANCE: 10%

RESIST: Cannot be resisted.

EFFECTS: Creates a 10 foot high x 20 foot long wall of granite or a 10 foot high ring of stone with a 20 foot radius or a pillar of stone 15 feet high and with a 2 foot radius. The caster increases any dimension by 1 foot per Rank. He cannot attempt to cast the spell on top of a character.

13. Wall of Iron Spell (S-13)

RANGE: 20 feet + 10 additional/Rank

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE: MULTIPLE: 250

BASE CHANCE: 5%

RESIST: Cannot be resisted.

EFFECTS: Same as for S-12 (Wall of Stone Spell) except that the caster creates a wall of cold iron.

14. Spell of Tunneling (S-14)

RANGE: 5 feet + 1 additional/Rank

DURATION: 30 seconds + 5 additional/Rank

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 10%

RESIST: Cannot be resisted.

EFFECTS: The caster creates a circular opening or tunnel 10 feet in diameter and 20 feet deep in a wall, ceiling, floor, ground surface, cliff face, etc. The caster can add 1 foot to either depth or radius per Rank.

15. Trollskin Spell (S-15)

RANGE: 10 feet

DURATION: 1 minute + 10 additional seconds/2 Ranks (or fraction)

EXPERIENCE: MULTIPLE: 250

BASE CHANCE: 20%

RESIST: Cannot be resisted.

EFFECTS: The spell allows the subject to regenerate Endurance Points removed a result of damage incurred in combat. The target begins to regenerate 30 seconds after a wound is inflicted and continues to regenerate at the rate of 1 Endurance Point every 10 seconds for the duration of the spell. The spell will not help regenerate wounds inflicted by acid or fire.

16. Spell of Smoking Magma (S-16)

RANGE: 25 feet + 5 additional/Rank

DURATION: 10 seconds + 10 additional/Rank

EXPERIENCE: MULTIPLE: 300

BASE CHANCE: 7%

RESIST: Can only be passively resisted (then suffers half damage).

EFFECTS: The caster creates a pool of molten rock that wells up from underground. The pool has a radius of 5 feet (+1 additional foot per Rank). Any character within the area covered by the pool suffers damage of [D-5] + 1 per Rank. If the character successfully resists, this damage is halved.

17. Spell of Diamond Javelins (S-17)

RANGE: 30 feet + 10 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 300

BASE CHANCE: 20%

RESIST: Cannot be resisted.

EFFECTS: The spell causes diamond-tipped javelins to fly from earth at the caster's feet and travel toward a target(s) of the caster's choice. The number of javelins appearing is always 1 + 1 additional javelin for every 2 (or fraction) Ranks of the spell. The javelins have a Base Chance equal to the Base Chance of ordinary javelins of hitting their target + 3 per Rank of

the spell. Each javelin does [D-4] (+1 per every 2 or fraction Ranks) damage.

18. Spell of Earth Transformation (S-18)

RANGE: 10 feet + 10 additional/Rank

DURATION: 3 hours + 1 additional/Rank

EXPERIENCE: MULTIPLE: 400

BASE CHANCE: 10%

RESIST: Can only be passively resisted.

EFFECTS: This spell turns 3 cubic feet of stone into mud or vice versa. The caster can add one cubic foot to this figure per Rank. A character standing on a spot containing a mud puddle that is turned to stone has an opportunity to passively resist the effects of the spell. If he fails to resist, he will become trapped in the stone that has taken the place of the mud he was standing in. If he resists, the mud turns to stone, but he is not trapped.

44. THE COLLEGE OF CELESTIAL MAGICS

The College of Celestial Magics is concerned with the practice of those magic arts having to do with shadow, night, and stars. There are three distinct divisions of the college of Celestial Magics. They are:

1. The Star Mages: Dealing with heavenly bodies.
2. The Dark Mages: Dealing with the night and darkness.
3. The Shadow Weavers: Dealing with the power of light and shadow.

All members of the College of Celestial Magics must be associated with one of these three divisions and can change divisions only by forsaking their present division, losing all of their current magical knowledge and entering a monastery for 6 months of meditation and training in the new divisions of their College.

Man's natural fear of the power of darkness gives this College special power. Consequently, in addition to the other information included under this College, 44.8 contains the Fright Table, which is rolled on as a result of certain spells.

[44.1] Adepts of the College of Celestial Magics can practice their arts without restriction.



[44.2] The Base Chance of performing any talent, spell, or ritual of the College of Celestial Magics is modified by the addition of the following numbers:

If adept is a Star Mage and:

It is full daylight	-40
It is a starless night	-10
It is night of the new moon	30
It is a night of the full moon	10

If adept is a Dark Mage and:

It is a day with bright sunlight	-50
It is a day with an overcast	-40
It is twilight	-10
It is a moonlit night	-10
It is a cloudy night or a night of the new moon	20
He is in total darkness except for artificial light*	30
He is in total darkness (not even torches present)*	50

If adept is a Shadow Weaver and:

Is standing in bright sunlight	-40
Is standing in medium sunlight (late afternoon)	-20
Is standing in direct rays of setting sun	-10
It is full night	-10
Is standing in total darkness (no light, including torches)	-20
Is standing in light shadow	10
Is standing within 5 feet of deep shadow	10
Is standing in deep shadow	30

*Total Darkness can only be achieved naturally if the Adept is underground. Artificial light is light not cast by the sun or its reflection off of other heavenly bodies or by the stars.

[44.3] Talents

1. Speak to Shadow Creatures (T-1)

The Adept can speak to all shadow creatures and most nocturnal animals within 10 feet (+10 additional feet per Rank). The communication can be verbal in some cases, but will usually employ a combination of telepathic contact, sign language, and a few verbal symbols at the lowest Ranks. The Experience Multiple for this talent is 50.

2. Night Vision (T-2)

The Adept has the ability to see in the dark with the same vision (near perfect) as a cat. However, everything will appear monochromatic and somewhat distorted (geometrical). The higher the Rank, the less distorted the vision will be. The Experience Multiple for this talent is 100.

3. Detect Aura (T-3)

This talent is identical in all ways to the talent of the same name of the College of Earth Magics (see 43.3, T-1, p.52).

[44.4] General Knowledge Spells

1. Spell of Blending (G-1)

RANGE: Can be cast over self only

DURATION: 1 hour + 1 additional/Rank

EXPERIENCE: MULTIPLE: 50

BASE CHANCE: 60%

RESIST: Cannot be resisted.

EFFECTS: Same as for the similar spell of the College of Earth Magics (see 43.4, G-4, p.52).

2. Spell of Light (G-2)

RANGE: 15 feet + 15 additional/Rank

DURATION: 15 minutes $\times [D - 5] \times \text{Rank}$ ($\times 1$, if unranked)

EXPERIENCE: MULTIPLE: 75

BASE CHANCE: 50%

RESIST: Cannot be resisted.

EFFECTS: One 10-foot cube can be brightly lighted as described in the spell of the same name (G-4, p.49) of the College of Fire Magics.

3. Spell of Darkness (G-3)

RANGE: 15 feet + 15 additional/Rank

DURATION: 15 minutes $\times \text{Rank}$ ($\times 1$, if unranked)

EXPERIENCE: MULTIPLE: 75

BASE CHANCE: 50%

RESIST: Cannot be resisted.

EFFECTS: The Adept creates a volume of darkness (1000 cubic feet) of any shape he desires. At Ranks 1-5, the spell creates darkness equal to a cloudy night. At 6-10, it creates darkness equal to a sealed room. At Ranks 11 and up, it creates absolute blackness that no nonmagical light source (including torches) can penetrate. The volume of darkness created can be increased by 500 cubic feet per Rank.

4. Spell of Shadow Form (G-4)

RANGE: 15 feet + 1 additional/Rank

DURATION: 30 minutes + 30 additional/Rank

EXPERIENCE: MULTIPLE: 150

BASE CHANCE: 10%

RESIST: Cannot be resisted.

EFFECTS: The target of the spell is enveloped in a confusing pattern of shadows. Any attempt to hit the target while the spell is in effect will have 2 (+2 per Rank) subtracted from the Strike Chance. This subtraction applies only to physical weapons, not magic.

5. Wall of Starlight Spell (G-5)

RANGE: 15 feet + 15 additional/Rank

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE: MULTIPLE: 150

BASE CHANCE: 15%

RESIST: Cannot be resisted.

EFFECTS: Creates a 10-foot high 1 foot thick wall of light 20 feet long or a 10 foot high, 1 foot thick ring with a 5 foot radius, or a pillar of starlight 5 feet thick by 15 feet high. The Adept can increase any dimension by 1 foot per Rank. The spell cannot be cast on top of other entities. Shadow and darkness-aligned creatures (including Dark Mages and Shadow Weavers) suffer $[D - 5]$ (+1 per Rank) damage if they come in contact with the wall. Any entity damaged by the spell must roll on the Fright Table (see 44.8).

6. Wall of Darkness Spell (G-6)

RANGE: 15 feet + 15 additional/Rank

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE: MULTIPLE: 100

BASE CHANCE: 20%

RESIST: Cannot be resisted.

EFFECTS: Works the same as the Wall of Star-

light except that Light-aligned creatures (including Star Mages) suffer damage due to contact with it.

7. Witchesight Spell (G-7)

RANGE: 15 feet + 15 additional/Rank

DURATION: 30 minutes + 30 additional/Rank

EXPERIENCE: MULTIPLE: 150

BASE CHANCE: 15%

RESIST: Cannot be resisted.

EFFECTS: This spell gives any one target of the Adept's choice the ability to see normally invisible entities or objects or those that have been rendered invisible by magic (i.e., via the spells of Blending, Walking Unseen, and Invisibility). It also gives the target the night vision of an Elf.

8. Strength of Darkness Spell (G-8)

RANGE: 15 feet

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 15%

RESIST: Cannot be resisted.

EFFECTS: The target's Physical Strength is increased by 1 (+1 for every 2 Ranks or fraction thereof) for the duration of the spell. This spell can only be cast by Dark Mages who are not exposed to natural light (only torches or magical light).

9. Spell of Walking Unseen (G-9)

RANGE: 1 foot + 1 additional/Rank

DURATION: 1 hour + 1 additional/Rank

EXPERIENCE: MULTIPLE: 100

BASE CHANCE: 50%

RESIST: Cannot be resisted.

EFFECTS: The target can move unnoticed (not invisible) even if individual are staring directly at him. If, however, he touches or is touched by an entity (or something worn or held by the entity), the spell is immediately broken and he is seen.

[44.5] General Knowledge Rituals

1. Ritual of Reading the Stars (Q-1)

The Adept can, by remaining in one place and taking no other action except performing this ritual, read something of the future in the stars. He must occupy a vantage point where he has clear view of the sky (not indoors or in a hollow), and it must be a clear night. The ritual cannot be performed during the day or during an overcast. It takes 1 hour to perform. The Base Chance of success is equal to the Adept's Magical Aptitude + 4 per Rank. The Experience Multiple is 150. The GM provides all answers writ in the stars in the form of generalized statements that can be as accurate or misleading as the GM feels appropriate.

2. Ritual of Summoning and Binding Shadow Creatures (Q-2)

The Adept can summon and bind 1 creature of night and shadow (+1 for every 5 or fraction of 5 Ranks). The Base Chance of the ritual being effective is 20% (+4 per Rank). Any shadow creature called must be native to the area. If the ritual succeeds, the creature will

arrive in a state of being bound to the will of the Adept. If it backfires, the creature will arrive and attack the Adept. If merely unsuccessful, the creature will not arrive at all. Bound creatures will serve the Adept so long as he continues to concentrate on controlling them (no maximum length of time) or until released by the Adept. If his concentration is broken, the Adept will likely be attacked. If he simply releases the creatures, they will flee his presence. The Experience Multiple for this ritual is 200. Creatures of night and shadow include nocturnal animals and lesser undead, for purposes of this spell.

[44.6] Special Knowledge Spells

1. Spell of Healing (S-1)

RANGE: Can only be cast over self

DURATION: Immediate

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 40%

RESIST: Cannot be resisted.

EFFECTS: Cures 1 point of Endurance of Fatigue (+1 for every 2 or fraction of 2 Ranks).

2. Spell of Creating Shadow-Starsword (S-2)

RANGE: 15 feet + 15 additional/Rank

DURATION: 20 seconds $\times [D - 5] \times \text{Rank}$ ($\times 1$, if unranked)

EXPERIENCE: MULTIPLE: 250

BASE CHANCE: 30%

RESIST: Cannot be resisted.

EFFECTS: Only Star Mages can create a Starsword, and only Dark Mages or Shadow Weavers can create a Shadowsword. Any sword within range can have this type of spell cast over it. The sword will then have 1 (+1 per Rank) added to its Base Chance and 1 (+1 for every 3 or fraction of 3 Ranks) added to the damage it will do whenever it is used against a creature of opposite alignment. Starswords do extra damage to creatures of Night and Shadow and Shadowswords do extra damage to all other creatures.

3. Starfire Spell (S-3)

RANGE: 30 feet + 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 35%

RESIST: Can be actively & passively resisted.

EFFECTS: The Adept casts a bolt of starfire at any one target within range. The first entity or object the bolt hits along its flight path suffers $[D - 4]$ (+1 per Rank) damage unless he/it resists.

4. Meteor Spell (S-4)

RANGE: 60 feet + 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 400

BASE CHANCE: 1%

RESIST: Can only be passively resisted.

EFFECTS: The Adept calls down from the heavens a meteor with a 25 foot diameter that crashes into an area within range, doing $[D - 4]$ (+1 per Rank) damage to all entities within the impact area who fail to resist. The meteor must be targeted to hit a specific hex and takes

2 minutes to arrive (-10 seconds per Rank). Only Dark Mages and Star Mages can use this spell.

5. Shadow Wings Spell (S-5)

RANGE: 10 feet + 10 additional/Rank

DURATION: 30 minutes + 30 additional/Rank

EXPERIENCE: MULTIPLE: 250

BASE CHANCE: 25%

RESIST: Cannot be resisted.

EFFECTS: The caster creates great batwings of darkness on himself or any single character within range. These wings will bear the target through the sky wherever he desires at a rate of 30 miles per hour (+1 mile an hour per Rank). This spell can only be cast by Shadow Weavers and Dark Mages.

6. Web of Starlight Spell (S-6)

RANGE: 30 feet + 15 additional/Rank

DURATION: Concentration/maximum of 15 minutes + 15 additional/Rank

EXPERIENCE: MULTIPLE: 250

BASE CHANCE: 25%

RESIST: Can only be passively resisted (then suffers half damage).

EFFECTS: This spell operates in the same manner as the Web of Fire (S-4, p.50) of the College of Fire Magics except that it affects only creatures of night and shadow who must, if damaged, roll on the Fright Table. It can only be cast by Star Mages. Entities that are not creatures of night and shadow can ignore the web entirely. See 42.6 for details.

7. Web of Blackness Spell (S-7)

This spell is identical in all ways to S-6 above except that it affects only creatures of light and can only be cast by a Dark Mage or a Shadow Weaver.

8. Meteor Swarm Spell (S-8)

RANGE: 75 feet + 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 600

BASE CHANCE: -10%

RESIST: Can only be passively resisted.

EFFECTS: This spell has the same effect as S-4 (Meteor Spell) except that 3 meteors are summoned. At least one cubic foot of each meteor must overlap with one cubic foot of another meteor. The meteors will arrive in 5 minutes (-20 seconds per Rank). Only Star Mages can cast this spell.

9. Dwarf Star Spell (S-9)

RANGE: 60 feet + 15 additional/Rank

DURATION: Concentration/maximum of 1 minute + 1 additional/Rank

EXPERIENCE: MULTIPLE: 550

BASE CHANCE: 2%

RESIST: Can be actively & passively resisted.

EFFECTS: The spell causes one target of the Adept's choice that is within range to suffer the effects of an increase in the force of gravity of 1 gravity (+1 additional gravity per Rank) unless the target resists.

10. Black Fire Spell (S-10)

RANGE: 30 feet + 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 350

BASE CHANCE: 2%

RESIST: Can only be passively resisted.

EFFECTS: The Adept throws from his fingertips a column of black flames 30 feet long and 5 feet wide. He can increase the length or width by 1 foot per Rank. All targets occupying hexes through which the fire passes must resist or suffer $[D - 4]$ (+1 per Rank) damage and must roll on the Fright Table. The Base Chance of infection is increased by 20 if a character suffers damage from this spell (see 24).

11. Spell of Shadow Walking (S-11)

RANGE: Can only be cast over self

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 550

BASE CHANCE: -20%

RESIST: Cannot be resisted.

EFFECTS: The Adept can cause himself to be instantly transported from one spot that is in shadow to another spot that is within shadow. The destination must be in sight or must have been carefully observed beforehand. The destination can also be up to 5 miles (+1 additional mile per Rank) from the spot the Adept currently occupies. Only Shadow Weavers can use this spell.

12. Spell of Whitefire (S-12)

RANGE: 30 feet + 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 600

BASE CHANCE: -30%

RESIST: Can be actively & passively resisted.

EFFECTS: This spell is cast at a single target of the Adept's choice that is within range. The target must resist or it will be flash fried. The target's Willpower must be less than the modified chance of casting the spell or it will have no effect upon him, though it can backfire.

13. Spell of Fear (S-13)

RANGE: 15 feet + 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 350

BASE CHANCE: 50%

RESIST: Can be actively & passively resisted.

EFFECTS: One target of the Adept's choice that is within range is seized by almost uncontrollable fear. The target's player must, if the target fails to resist, roll on the Fright Table to determine the result of the spell (see 44.8, p.57).

[44.7] Special Knowledge Rituals

1. Ritual of Conjuring and Controlling Dark Sphere (R-1)

The Adept can summon and control an inky black sphere from another dimension. The Adept must spend one hour performing the ritual and cannot move or perform any other activity during that time. At the end of the ritual, the Adept's player performs a Cast Check. The Base Chance for this ritual being successful is 1% + 3 per Rank. If the ritual is successful the sphere will appear within 15 feet of the Adept and will continue to be directed by the Adept (moving at a TMR of 9) so long as he concentrates on it (maximum of 5 minutes + 5 minutes per Rank). Once he stops con-

centrating, the sphere will immediately return to its own dimension. If the Adept fails to conjure the sphere, nothing at all happens. If a backfire results, the sphere appears, comes into contact with the caster, and then moves randomly about. Anything that comes in contact with the Dark Sphere and fails to resist is immediately disintegrated. Anything that resists simply suffers D10 damage for each contact and is thrown to the ground by the shock of contact. The Experience Multiple for this ritual is 450.

[44.8] Fright Table (see below)

45. THE COLLEGE OF NECROMANTIC CONJURATIONS

The College of Necromantic Conjurations is concerned with the processes of life, death, decay, and putrefication. It is included primarily to provide powerful opposition to the player characters.

[45.1] Adepts of the College of Necromantic Conjurations can practice their arts without restriction.

[45.2] The Base Chance of performing any talent, spell, or ritual of the College of Necromantic Conjurations is modified by the addition of the following numbers:

It is a High Holiday of the "Powers of Light"*	-10
It is a High Holiday of the College of Necromantic Conjurations†	20
It is the stroke of midnight on the night of one of the High Holidays of the College of Necromantic Conjurations††	50

*This modifier can include any holidays of the GM's invention that are dedicated to the "Powers of Light." However, all such holidays are presumed to be known to all characters and must, therefore, be announced by the GM well in advance of the application of this modifier.

†The College of Necromantic Conjurations recognizes one principle High Holiday: Walpurgisnacht. The GM can create other High Holidays as he sees fit (see note above).

††This modifier is applied to any spell loosed at the stroke of midnight or to any ritual that is completed on the stroke of midnight. This modifier is applied instead of (not in addition to) the +20 modifier for working the magic of this College on a High Holiday of the College. Otherwise, all modifiers are cumulative.

[45.3] Talents

1. Ask the Dead (T-1)

The Adept can, whenever he occupies the place in which an entity has died, communicate with the spirit of the entity if the Adept could have communicated with the entity while it was alive (knew its language, etc.) and is aware that the place he occupies was site of the entity's death. Only questions that can be answered with

a simple yes or no will be answered, and the dead can only provide knowledge of events that transpired while they were alive. There is a Base Chance of 20% (+4 per Rank) that the dead will respond to the questions of the Adept. Once the dead initially respond, they will continue to answer all questions automatically until dismissed. This talent does not allow the Adept to communicate with the undead, only to summon the dead from the spirit world and speak with them. It has an Experience Multiple of 150.

[45.4] General Knowledge Spells

1. Spell of Conjuring Darkness (G-1)

RANGE: 15 feet + 15 additional/Rank

DURATION: Immediate

EXPERIENCE: MULTIPLE: 75

BASE CHANCE: 50%

RESIST: Cannot be resisted.

EFFECTS: The Adept creates a volume of darkness of variable intensity of 500 cubic feet (+500 additional cubic feet per Rank). At Ranks 1-5, the darkness is equal to that found on cloudy night; at Ranks 6-10, to that found on an overcast moonless night; at Ranks 11 and above, to that of a sealed room with no light source.

2. Spell of Putrescence (G-2)

RANGE: 15 feet + 15 additional/Rank

DURATION: Immediate

EXPERIENCE: MULTIPLE: 100

BASE CHANCE: 50%

RESIST: Cannot be resisted.

EFFECTS: The Adept can, by casting this spell, spoil enough food to generously feed 1 person (+1 additional person per Rank). The food will thereafter be inedible.

3. Spell of Obscurement (G-3)

RANGE: 15 feet + 15 additional/Rank

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 30%

RESIST: Can only be passively resisted.

EFFECTS: The Adept creates a 5-foot cube of oily black smoke (+1 foot to each dimension per Rank). The vision of all entities except the Adept is reduced to 5 feet. The Adept's sight is unaffected, and any character who successfully resists is unaffected.

4. Fire and Brimstone Spell

RANGE: 15 feet + 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 250

BASE CHANCE: 20%

RESIST: Can be actively & passively resisted.

EFFECTS: The Adept can cast a bolt of sulphurous flame at a single target. If the target fails to resist, it takes [D-4] (+1 per Rank) damage. The Base Chance of infection is increased by 20 as a result of damage inflicted by this spell.

5. Spell of Heating Metal (G-5)

RANGE: 15 feet + 15 additional/Rank

DURATION: 20 seconds + 10 additional/Rank

EXPERIENCE: MULTIPLE: 250

BASE CHANCE: 20%

RESIST: Cannot be resisted.

EFFECTS: The Adept can cause up to 1 cubic foot of metal (+1 additional cubic foot per Rank) to become hot, increasing its temperature by 5°F + 5° per Rank.

[44.8] FRIGHT TABLE

Dice	Result
01-20	Target is wary and suffers a subtraction of 5 from all Strike Chances for remainder of Pulse.
21-25	Target flies into a berserk rage and immediately attempts to attack (within the limits of movement) the object of his rage (the Adept or manifestation that brought about the fear). He will Charge if possible and attempt to Grapple. All Strike Checks against him are increased by 10 and all Strike Checks that he makes are also increased by 10.
26-76	Target flees as rapidly as possible away from the source of his terror.
77-90	Character is immobilized as if stunned and adds 5 to all subsequent rolls on the Fright Table this day.
91-95	Target becomes hysterical and will continue to stand in place and scream until snapped out of it (GM determines how this occurs). Add 15 to subsequent rolls on the Fright Table this day.
96-100	Target becomes totally catatonic (as if stunned). Add 15 to subsequent rolls on the Fright Table this day. Target has a 5% chance his hair turns permanently white.
101-106	Target faints dead away (collapsing to the ground). He remains unconscious for [D+6] minutes. Add 10 to all subsequent rolls on the Fright Table this day.
107-110	Target suffers a heart attack. The result is the same as for 101-106 except that the target cannot move about under his own power for the remainder of the day and suffers a decrease of 2 in all characteristics until he has spent one month resting in bed.
111 +	Target suffers a heart attack and must have medical attention (cardiovascular resuscitation) within one minute (12 Pulses of combat) or die. If he does survive, all subsequent rolls on the Fright Table are increased by 20 this day.

6. Spell of Harming Entity (G-6)

RANGE: 15 feet + 15 additional/Rank

DURATION: 10 seconds + 10 additional/Rank

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 20%

RESIST: Can be actively & passively resisted.

EFFECTS: The Adept can cast this spell at any one target within range. If the target fails to resist, he will be in intense agony for the duration of the spell and must check to see if his concentration is broken. His Strike Chance is reduced by 10 for the duration of the spell. He suffers no damage as a result of the spell.

7. Spell of Noxious Vapors (G-7)

RANGE: 15 feet + 15 additional/Rank

DURATION: 10 seconds $\times [D-5] \times \text{Rank}$ ($\times 1$, if unranked)

EXPERIENCE: MULTIPLE: 250

BASE CHANCE: 10%

RESIST: Can only be passively resisted.

EFFECTS: The Adept creates a cloud of foul yellow vapor that will affect all characters (including the Adept) who are caught within it. The cloud covers the entire area within range of the Adept. At Ranks 0-5, it reduces each character's range of vision by 10 feet. At Ranks 6-10, it causes a light sleep lasting until the spell ends or the sleeper is awakened. At Ranks 11-20, there is a 20% chance that any character who fails to resist will contract consumption (a wasting disease that can be cured by a Healer).

8. Spell of Warping Wood (G-8)

RANGE: 15 feet + 15 additional/Rank

DURATION: 30 seconds + 15 additional/Rank

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 30%

RESIST: Cannot be resisted.

EFFECTS: The Adept can twist a 2" $\times$ 2" $\times$ 1' area of a piece of wood into any shape of his choosing. He can add 2 inches to any single dimension per Rank.

9. Ram of Force Spell (G-9)

RANGE: 5 feet + 5 additional/Rank

DURATION: 1 minute + 1 additional/Rank

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 25%

RESIST: Can be actively & passively resisted.

EFFECTS: Creates a 3' diameter, 15' long invisible "column of force" that will follow the Adept's command to move (with a TMR of 7), exert pressure, and then dissipate. This column will exert enough pressure across its narrowest face (only) to do $[D+1] (+2 \text{ per Rank})$ points of damage per Pulse against an unyielding surface. This damage will eventually break through any substance, given enough time. The GM must adjudicate how many points of damage a particular substance has. Yielding substances will be pushed at a rate of 21 feet per Pulse (about 3 miles an hour). The column itself can be attacked with magic or magical weapons and dissipates when it has taken 15 (+3 per Rank) points of damage. The column can be seen with Witchsight.

10. Spell of Vapor Breathing (G-10)

RANGE: Can only be cast over self

DURATION: 30 seconds + 15 additional/Rank

EXPERIENCE: MULTIPLE: 150

BASE CHANCE: 30%

RESIST: Cannot be resisted.

EFFECTS: The spell permits the Adept to breathe any atmosphere that contains sufficient oxygen to keep him alive, filtering out other substances. This spell does not permit the Adept to breathe underwater.

[45.5] General Knowledge Rituals

1. Ritual of Summoning and Binding Lesser Undead (Q-1)

The Adept can use this ritual to summon and bind the Lesser Undead if he remains stationary within a protective circle drawn in or near an area where Lesser Undead can habitually be found (near tombs, graveyards, barrows, etc.). The Adept and his companions must remain within the circle of protection during the entire course of the ritual. They can take no other action while the ritual is taking place. The ritual lasts 10 hours ($-1 \text{ hour per every 2 ranks}$), with a minimum of one hour.

At the end of that time, the Adept's player rolls D100. If the resulting number is equal to or less than the Adept's Magical Aptitude, the ritual succeeds. In addition, 3 per Rank is added to the Adept's Magical Aptitude. If the Adept's player rolls number 40 or more greater than the Modified Chance for this ritual to be effective, the ritual backfires and the appropriate number of undead appear unbound within the circle and can attack the Adept and his companions.

The ritual summons 1 (+1 per Rank) Lesser Undead and (unless it backfires) subjects them to the will of the summoner for as long as his concentration lasts (one week maximum). Once the Adept's concentration is broken or he releases the undead, they are free to attack him and his companions. If the ritual backfires or concentration is broken, the Lesser Undead will attempt to attack the summoner if possible. The Experience Multiple for this ritual is 250. Undead summoned successfully (i.e., not as a result of a backfire) will appear within 20 feet of the summoner's protective circle.

2. Ritual of Converse with the Dead (Q-2)

The Adept can converse with a dead entity if he occupies the place the entity died or was buried and calls forth the dead spirit using this ritual. The ritual takes an hour to perform and must be cast in a protective circle. The Adept must have known of the death (by witness, hearsay, or reading) in order to summon the dead spirit. He need not have known or encountered the entity before. He must understand a language spoken by the entity. The Adept's player rolls D100 at the end of the ritual and if the result is equal to the Base Chance of performing the ritual, the spirit of the deceased appears and will answer three questions. Each question will be answered with a riddle or puzzle. The Base Chance of this ritual being effective is equal to the Adept's Magical Aptitude (+4 per Rank). The dead disappear whenever any character who is not within the protective circle occupies the same general area. The Experience Multiple for this ritual is 400. The GM creates all riddles and puzzles in answer to the Adept's questions. Undead can not be summoned or conversed with using this ritual.

[45.6] Special Knowledge Spells

1. Spell of Causing Wounds (S-1)

RANGE: 15 feet + 5 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 35%

RESIST: Can be actively & passively resisted.

EFFECTS: The Adept can cause $[D-4] (+1 \text{ per Rank})$ damage as a result of wounds to one target within range unless that target successfully resists. If the target suffers any effective damage he suffers an increase of 10 to the chance of infection as a result of his injuries.

2. Wall of Force Spell (S-2)

RANGE: 15 feet + 15 additional/Rank

DURATION: Concentration/maximum of 15 minutes + 1 additional/Rank

EXPERIENCE: MULTIPLE: 250

BASE CHANCE: 30%

RESIST: Can only be passively resisted.

EFFECTS: The Adept creates a 1" thick wall of force that is 10 feet high and 20 feet long or a 1" thick, 10 foot high ring with a radius of 5 feet. The Adept can increase the height or length by 1 foot (or radius by 3 inches) per Rank. Any entity coming in contact with the Wall of Force will either successfully resist or be thrown back (falling Prone) and suffer $[D-5] (+1 \text{ per Rank})$ damage.

3. Wall of Bones Spell (S-3)

RANGE: 15 feet + 15 additional/Rank

DURATION: 30 minutes + 30 additional/Rank

EXPERIENCE: MULTIPLE: 150

BASE CHANCE: 30%

RESIST: Can only be passively resisted.

EFFECTS: The Adept conjures a wall of interlaced bones 1 foot thick, 10 feet high, and 20 feet long or a circle of bones 1 foot thick, 10 feet high and with a 5 foot radius. The Adept can increase the height and thickness by 1 foot and the radius by 3 inches per Rank. An entity coming in sight of the wall must either successfully resist or roll on the Fright Table (see 44.8). The wall can suffer 100 points of damage and then turns to dust. Bright sunlight inflicts 20 points per Pulse on the wall.

4. Spell of Fear (S-4)

RANGE: 15 feet + 15 additional/Rank

DURATION: Concentration/maximum of 15 minutes + 15 additional/Rank

EXPERIENCE: MULTIPLE: 350

BASE CHANCE: 30%

RESIST: Can only be passively resisted.

EFFECTS: The spell has the same effect as the spell of the same name (S-13, p.56) of the College of Celestial Magics.

5. Mass Fear Spell (S-5)

RANGE: 30 feet + 15 additional/Rank

DURATION: 30 seconds + 10 additional/Rank

EXPERIENCE: MULTIPLE: 400

BASE CHANCE: 10%

RESIST: Can only be passively resisted.

EFFECTS: The spell has the same effects as the Spell of Fear (S-13, p.56) of the College of Celestial Magics except that all characters within range except the Adept must resist or

roll on the Fright Table.

6. Spell of Scarring Terrain (S-6)

RANGE: 15 feet + 15 additional/Rank

DURATION: 1 year + 1 additional/Rank

EXPERIENCE: Multiple: 300

BASE CHANCE: 20%

RESIST: Cannot be resisted.

EFFECTS: The Adept causes terrible ruin by burning out an area of ground equal to 25 square feet (+25 additional square feet per Rank). The ground will be so damaged that it will be unable to support any flora for the duration of the spell. Though the spell will immediately wither any flora in the area it affects, fauna will be unaffected.

7. Spell of Animation of the Dead (S-7)

RANGE: 30 feet + 15 additional/Rank

DURATION: 3 hours + 30 additional minutes/Rank

EXPERIENCE: Multiple: 300

BASE CHANCE: 20%

RESIST: Cannot be resisted.

EFFECTS: The Adept animates 3 (+1 per Rank) human-sized corpses within range. They will serve the Adept in all ways. If the corpses are recently dead, they will be zombies. If they have been dead for more than a month, they will be partially devoid of skin and will be treated as skeletons for purposes of this spell. Corpses of other than human size are adjudicated by the GM.

8. Wraithcloak Spell (S-8)

RANGE: 15 feet + 1 additional/Rank

DURATION: 30 minutes + 30 additional/Rank

EXPERIENCE: Multiple: 200

BASE CHANCE: 15%

RESIST: Cannot be resisted

EFFECTS: The Adept causes the target to appear less corporeal and to be harder to hit. The chance of successfully Striking the target of the spell is reduced by 1 (+2 per Rank) for the duration of the spell. In addition, the target's stealth is increased by 10.

9. Shadowed Weapon Spell (S-9)

RANGE: 5 feet + 5 additional/Rank

DURATION: 20 seconds $\times [D-5] \times \text{Rank}$ ($\times 1$, if unranked)

EXPERIENCE: Multiple: 250

BASE CHANCE: 15%

RESIST: Cannot be resisted.

EFFECTS: The Adept can increase the usefulness of any weapon within range. The affected weapon has its Base Chance increased by 1 (+2 per Rank) and its damage increased by 1 for every 3 Ranks (or fraction of 3 Ranks). At Rank 6 or above, the Adept can create a sword entirely of darkness that will operate in the same manner as a normal sword of its type (broadsword, tulwar, etc.) that has had a Shadowed Weapon Spell of the appropriate Rank cast over it.

10. Hand of Death Spell (S-10)

RANGE: 15 feet + 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: Multiple: 500

BASE CHANCE: -10%

RESIST: Can only be passively resisted.

EFFECTS: The Adept causes any single target to sense the Adept's hand squeezing his heart or similar organ to a pulp. Even if the character resists, the sensation will remain and will break the character's concentration and subtract 10 from the character's Base Chance of hitting another character or successfully performing magic. If the character fails to resist, he suffers [D+1] damage that Pulse and each succeeding Pulse that the spell remains in effect and he fails to resist. The spell remains in effect so long as the Adept expends 2 Fatigue and implements a Pass Action each Pulse. During this time, the Adept must make visible squeezing motions with his hand to simulate the squeezing of the victim's organs. The Adept need not recast the spell once he successfully looses it at his victim. Even if the victim resists, the spell will continue to operate so long as the Adept continues to make squeezing motions.

11. Spell of Invisible Fire (S-11)

RANGE: 15 feet + 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE: Multiple: 375

BASE CHANCE: -5%

RESIST: Can only be passively resisted (then suffers half damage).

EFFECTS: This spell operates in the same manner as the Spell of Invisible Fire (S-9, p.51) of the College of Fire.

12. Spell of Life Draining (S-12)

RANGE: Adept must touch target

DURATION: Immediate (during Pulse)

EXPERIENCE: Multiple: 400

BASE CHANCE: 15%

RESIST: Can be actively & passively resisted.

EFFECTS: The Adept drains 1 (+1 per Rank) Fatigue from the target if the target fails to resist. The Fatigue can be used to repair the Adept's own Fatigue or Endurance or to increase his Physical Strength for "[D+1 per Rank] Pulses on a one for one basis. If the target has no Fatigue remaining, the Adept can drain from Endurance instead. He cannot drain from both Fatigue and Endurance in the same Pulse.

13. Spell of Agony (S-13)

RANGE: 30 feet + 15 additional/Rank

DURATION: 10 seconds + 10 additional/Rank

EXPERIENCE: Multiple: 350

BASE CHANCE: 10%

RESIST: Can be actively & passively resisted.

EFFECTS: The spell causes all entities in the affected area except the Adept to suffer extreme agony. No character who does not resist can take any action except to Pass. Characters who successfully resist reduce all Strike Chances by 30 and take twice as long to perform any action.

14. Phantasm Spell (S-14)

RANGE: Works at any range

DURATION: Concentration/no maximum

EXPERIENCE: Multiple: 400

BASE CHANCE: -5%

RESIST: Cannot be resisted.

EFFECTS: This spell is the same as the spell of the

same name (S-3) of the College of Sorceries of the Mind.

[45.7] Special Knowledge Rituals

1. Ritual of Summoning and Binding Greater Undead (R-1)

This ritual works in the same manner and under the same conditions as the Ritual of Summoning and Binding Lesser Undead (Q-1) except that the Base Chance is always half (round down) the Adept's Magical Aptitude and the Experience Multiple is 350. The ritual summons Greater Undead and must be cast in or near an area frequented by them (barrows, churchyards, or abandoned dwellings).

2. Ritual of Life Prolonging (R-2)

The Adept can prolong his life, remaining unchanged and unaged for the duration of the effects of this ritual. Once the effects of the ritual wear off, the Adept will begin to age at the rate of 1 year per minute until he reaches the proper biological age to match his chronological age. The Adept must remain stationary and can take no other action while performing the ritual. At the end of the ritual, the Adept's player rolls D100. If the result is less than or equal to the Base Chance (5% + 5 per Rank), the ritual is effective. If the ritual backfires, the Adept will increase his age instead of decreasing it or keeping it unchanged. Normally, the ritual's effects last for 2 years (+2 additional years per Rank), but at Rank 10 and above, the Adept can immediately upon the ritual being completed reduce his biological age by up to 2 years (+2 years per Rank) instead of (not in addition to) halting aging. Any backfire reverses the anticipated effect (accelerating aging). The Experience Multiple for this ritual is 350. The ritual takes 8 hours.

3. Ritual of Becoming Undead (R-3)

The Adept can become an undead by employing this ritual. Once he joins the ranks of the undead, he cannot reverse the effect. The Adept must draw two concentric protective circles and remain within the outer one throughout the ritual. The ritual takes 2 hours to perform. During the course of the ritual, a Wight appears in the inner circle at Rank 0-10, or a Wraith at Rank 11-20. This undead is bound to the place until freed by someone other than the Adept entering or leaving the circles. If released before the ritual is successfully completed, the undead will hunt the Adept and attempt to terminate his existence in revenge.

Once the ritual is performed, the GM checks to determine if it was a success. The Base Chance that it will be a success is 10% (+3 per Rank). If it is a success, the Adept joins the ranks of the undead as the Greater Undead type of his choice and the Undead creature is dismissed. If the result is not a success and the Adept fails to become undead, the undead imprisoned therein will be released if the Adept attempts to leave the outer circle. If the ritual backfires, the undead will immediately be released and will attack the Adept inside the protective circles (which will be broken and will not keep the undead imprisoned). The Experience Multiple of this ritual is 550.

46. THE COLLEGE OF SUMMONING

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

1. Summoning Spell: This is the act of calling entities who inhabit the same general area as the Adept. The controlled input of mana along with the utterance of the name of the entity to be summoned allows the call to travel to the spot where the entity can be found. The summoned entity hears the call and appears in the location from which the Adept issued his summons (even if the Adept has since moved to another location). The mana flow also creates a magical path over or through which the entity travels, thus allowing it to traverse the distance in much less time than normal. The entity to be summoned must be native to the area the Adept occupies and be within range of the call. Thus, an Adept in the middle of an expansive grassy plain, and not within range of an area of caverns, would be unable to summon a Dragon (which is native to caverns, not plains). Summoned entities are always controlled by the GM. As with Adepts of other Colleges, Adepts of Summoning can learn True Names from Namers, but cannot attain Rank with them.

Summonings can take the form of general calls (e.g., summoning all Wraiths within range) or specific calls (e.g., summoning the wraith Catio, if he is within range). Unintelligent summoned entities who are not bound will, at the GM's discretion, remain in the area until they choose to leave (due to natural wanderlust) or are driven away. Intelligent summoned entities who are not bound will stay or leave as they choose. In either case, the GM should perform a reaction roll to aid him in choosing. Once bound, an intelligent entity will remain until no longer bound and then immediately attempt to leave.

2. Conjuring Ritual: This is the act of detecting entities occupying the same Plane as the Adept (but not necessarily the same area) and physically and instantly transporting them into the presence of the Adept. The entity to be conjured need not be native to the area the Adept occupies. All conjuration rituals must be performed from within a circle of protection.

All Adepts of the College are presumed to acquire, as part of their basic equipment during their studies, an 8 ounce box of multi-colored chalks for the purpose of drawing protective circles (value for replacement purposes is 50 Silver Pennies). An Adept preparing to perform a conjuration ritual first draws the protective figure. Then the Adept (and his companions) stand within the circle. Within its bounds, the Adept and his companions are safe from any attack by the conjured entity. Conjured entities always materialize outside the circle, unless the conjuration ritual backfires, in which case the entity materializes

within the circle, breaking it and negating the protection it affords. Conjured entities are always controlled by the GM. A conjured entity will remain with the Adept for a number of hours equal to the Adept's Rank with the conjuration ritual. At the end of that time, it will immediately return whence it came. The circle is not necessary, nor does it provide any benefit, in summoning.

3. Binding: This is the act of forcing an entity (whether summoned, conjured, or appearing naturally) to obey the commands of the Adept in all things. Bound entities are controlled by the GM, although he refers to the player whose Adept controls the entity to ascertain orders for the entity. An entity need not have been summoned or conjured to be bound, nor need it have been summoned or conjured to be communicated with via spell or talent.

The spells, talents, and rituals of this College affect particular classes of entities. These classifications match those appearing in Part VIII, Monsters, with the following exceptions:

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

2. Creatures of Darkness: These are entities that the GM designates as being aligned with the Powers of Darkness, which are normally associated with what we would term "evil." These creatures will be in addition to the Creatures of Night and Shadow (Section 76), which are known to be aligned with Darkness. Any member of a character race can be known to be aligned with Darkness, in which case he will be inherently evil. As with Light, certain creatures in addition to those listed in Section 76 have a history of affinity with Darkness, and those creatures are denoted in the following list with a D.

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

Classifications include the following:

Apes and Prehumans: Baboons, Gorillas, Neanderthals, Orang-Outangs, Sasquatch
Felines: Cheetahs, House Cats, Leopards, Lions, Sabretooth Tigers, Tigers, Wild Cats
Great Land Mammals: Bears, Boars, Camels, Elephants, Oxen, Stags, Woolly Mammoths

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

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

Fantastical Avians: Gargoyles (D), Gryphons, Harpies, Hippogriffs, Pegasi, Phoenixes, Roccs
Fish: Barracuda, Manta Rays, Pike, Piranha, Sharks

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

Other Aquatics: Eels, Kraken, Octopi, Squids
Lizards and Kindred: Basilisks, Crocodiles, Giant Land Turtles, Hydras, Land Iguanas, Salamanders, Suarime, Wyverns

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

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

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

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

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

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

Creatures of Light (L): All

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

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

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

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

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

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

[46.1] Adepts of the College of Summoning are restricted in several ways.

An entity cannot be summoned or bound by an Adept if it is already bound by another Adept. In addition, an entity cannot be summoned to leave its natural habitat and enter some other habitat that it does not normally frequent.

Sufficient space must be available in which an entity could materialize before that entity can be conjured. An entity can be conjured into an environment in which it could not survive, but arrives in that environment dead or dying. A fish conjured from the ocean onto dry land, for instance, would arrive near death.

The time required for a summoned or conjured creature to arrive is never 0. However if the spell parameters would seem to allow this, the summoned entity arrives in the

next lowest time (i.e. creatures summoned by S-1 can arrive in a minimum of 30 seconds). Note that summoning times are generic averages and can be altered by the GM to fit specific circumstances.

An Adept can successfully communicate commands to a bound entity only if the Adept has also cast a spell of communication over the entity, or the entity is affected by the operations of T1 of this College.

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

[46.2] The Base Chance of performing any spell or ritual of the College of Summoning is affected by a variety of factors. The following numbers are added to the Base Chance of performing any spell of the College of Summoning:

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

[46.3] Talents

1. Communicate with Lesser Beasts (T-1)

The Adept can always communicate with monsters belonging to the following groups: Apes and Prehumans, Felines, Great Land Mammals, Small Land Mammals, Common Avians, Fish, Aquatic Mammals (except Merfolk), Other Aquatics, Lizards and Kindred, Snakes, Insects and Spiders, Creatures of Night and Shadow, and Riding Animals. A monster of these groups with which the Adept wishes to communicate must be within 75 feet (+20/Rank) of the Adept. Communication takes the form of telepathically communicating thoughts (including orders) to the subject and of reading the subject's mind. Base Chance is 40% (+3/Rank). The Experience Multiple for this talent is 150, and it cannot be resisted.

2. Detect Aura (T-2)

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

In addition to any other modifica-

tions, the Adept's Perception is modified as follows:

For every 10 feet (after the first 10) separating the Adept from the being or object whose Aura he wants to read	-1
For each Rank the Adept has with the Detect Aura Talent	5

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

[46.4] General Knowledge Spells

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

RANGE: 40 miles (+5/Rank)

DURATION: Immediate

EXPERIENCE: MULTIPLE: 100

BASE CHANCE: 60%

RESIST: Cannot be resisted.

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

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

RANGE: 40 miles (+5/Rank)

DURATION: Immediate

EXPERIENCE: MULTIPLE: 125

BASE CHANCE: 35%

RESIST: Cannot be resisted.

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

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

RANGE: 40 miles (+5/Rank)

DURATION: Immediate

EXPERIENCE: MULTIPLE: 100

BASE CHANCE: 35%

RESIST: Cannot be resisted.

EFFECTS: The Adept can summon one monster (+1/Rank) from among the three classes: Lizards and Kindred, Snakes, or Insects and Spiders. Note that Killer Bees and Fire Ants appear in groups of 30, each group counting as one monster for purposes of this spell. Only one type of monster from among those summoned under these three classes can be summoned per cast. The monster summoned must be native to the area. It will appear in 30 minutes (-1/Rank) after the spell is cast. The

monster appears in an uncontrolled state, and there is an 85% chance (100% for Killer Bees and Fire Ants) that the monster will attack someone or something upon appearance.

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

RANGE: 40 miles (+5/Rank)

DURATION: Immediate

EXPERIENCE: MULTIPLE: 125

BASE CHANCE: 55%

RESIST: Cannot be resisted.

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

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

RANGE: 40 miles (+5/Rank)

DURATION: Immediate

EXPERIENCE: MULTIPLE: 125

BASE CHANCE: 55%

RESIST: Cannot be resisted.

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

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

RANGE: 40 miles (+5/Rank)

DURATION: Immediate

BASE CHANCE: 50%

EXPERIENCE: MULTIPLE: 125

RESIST: Cannot be resisted.

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

7. Spell of Summoning Felines (G-7)

RANGE: 40 miles (+5/Rank)

DURATION: Immediate

EXPERIENCE: MULTIPLE: 150

BASE CHANCE: 45%

RESIST: Cannot be resisted.

EFFECTS: The Adept can summon one monster (+1/Rank) from among the Felines. Only one type of monster from this class can be summoned per cast. The monster summoned must

be native to the area. The summoned monster will appear in 15 minutes ($-1/\text{Rank}$) after the spell is cast. The monster appears in an uncontrolled state, and there is a 75% chance that it will attack someone or something upon appearance.

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

RANGE: 20 feet ($+10/\text{Rank}$)

DURATION: D10 hours $\times \text{Rank}$ ($\times 1$, if unranked)

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 40%

RESIST: Can be actively & passively resisted.

EFFECTS: The Adept can bind to his will any one ($+1/\text{Rank}$) monster that is within range and is a member of one of the following groups: Apes and Prehumans, Felines, Small Land Mammals, Common Avians, Fish, Other Aquatics, Lizards and Kindred, Snakes, Insects and Spiders, Lesser Undead, and Riding Animals. Upon casting this spell, the Adept must announce what type of monster he wishes to affect with this spell. Only one type of monster from among all of these classes will be affected by each cast, though any number of binding spells can be in effect at the same time.

A monster bound by this spell immediately ceases all action at the moment the spell takes effect. It becomes stationary and remains so until given orders by the Adept who is exercising the binding. If the Adept cannot communicate with a bound monster, the monster remains stationary until the binding is broken. Once communication is established (via T-1 or G-10), the Adept can order the monster to do his bidding, and it will obey his orders without hesitation. However, a bound monster will obey orders literally. If told to attack another monster, for instance, it will attack immediately and continuously until told to stop. If the object of the attack is killed, the bound monster will continue to attack the corpse. Similarly, if told to march west, the monster will march in the direction ordered, even over a precipice, without complaint, unless told to stop upon reaching such a precipice. Bound entities need not remain within range of the Adept for the binding to remain in effect.

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

A binding of this type is broken whenever a General Knowledge Counterspell of this College is successfully cast over the bound subject or the space they occupy as part of a Ritual of Dissipation (Q-1 of the College of Naming Incantations) or whenever a counterspell is cast over the bound subject or the area they occupy by the Adept controlling it. This type of binding does not require that the Adept maintain concentration upon the subject to maintain the spell. Once bound, the subject cannot break the binding alone. Unless the

binding is dissipated as described herein, the subject will remain bound for the duration of the spell.

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

In all cases, every 10 pike or piranha, and every 30 killer bees or fire ants, count as one monster for purposes of this spell. Whenever a binding is broken, there is a 70% chance that the bound monsters will attack someone or something, usually the closest entity.

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

RANGE: 40 miles ($+5/\text{Rank}$)

DURATION: Immediate

EXPERIENCE: MULTIPLE: 300

BASE CHANCE: 15%

RESIST: Cannot be resisted.

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

Note: This spell can be cast only at night or in a place that is not exposed to the direct rays of the sun.

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

RANGE: 45 feet ($+5/\text{Rank}$)

DURATION: 1 hour ($+1/\text{Rank}$)

EXPERIENCE: MULTIPLE: 250

BASE CHANCE: 45%

RESIST: Cannot be resisted.

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

11. Wall of Thorns Spell (G-11)

RANGE: 15 feet ($+15/\text{Rank}$)

DURATION: 15 minutes ($+15/\text{Rank}$)

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 30%

RESIST: Can only be passively resisted.

EFFECTS: The Adept can cause a wall of thorns to grow out of any soil (but not out of solid rock). The wall will be 1 foot thick, 10 feet high, and 20 feet long. The Adept can instead

choose to have the wall take the form of a circle 1 foot thick, 10 feet high, and with a radius of 5 feet. The Adept can increase the height and thickness by 3 inches per Rank. An entity touching the wall will either successfully resist or suffer D-3 damage (not absorbed by armor) due to wounds inflicted by the enchanted thorns. The wall can be destroyed by chopping it down (or a hole can be cut through which the party can pass). However, only magical or silvered weapons will cut through the entangled branches and thorns. A full 100 points of damage are required to chop down the wall entirely; to successfully chop a hole through the wall requires 10 points ($+1/\text{Rank}$ of the creating Adept).

12. Spell of Summoning Fog (G-12)

RANGE: 40 miles ($+5/\text{Rank}$)

DURATION: Immediate

EXPERIENCE: MULTIPLE: 100

BASE CHANCE: 30%

RESIST: Cannot be resisted.

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

If the terrain type is plain or waste	-10
For each knot of wind in the area	-1
If the terrain type is field, rough, or woods	5
If the terrain type is marsh or ocean	15
If the spell is cast during the night	20
If the spell is cast within 3 hours (before or after) of dawn	30

13. Empath Spell (G-13)

RANGE: Adept must touch subject

DURATION: Immediate

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 25%

RESIST: Cannot be resisted.

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

14. Summon Energy Spell (G-14)

BASE CHANCE: 20%

RANGE: Adept with less than Rank 10 must touch subject. From Rank 10 and above, 10 feet ($+1/\text{Rank}$ above 10)

DURATION: Immediate

RESIST: Can be actively & passively resisted.

EXPERIENCE: MULTIPLE: 400

EFFECTS: The Adept must touch the target of

this spell while casting. The touch is automatic, but the spell must be prepared normally. Upon successfully doing so, the Adept can gather from the target 1 point of Fatigue (Endurance when Fatigue is exhausted) +1 point/three Ranks or fraction. These points are added to the Adept's Fatigue (never Endurance). The Adept's Fatigue cannot be raised above its normal maximum level (Fatigue Value) via this spell, although previously lost Fatigue can be regained up to that maximum and additional Fatigue and Endurance can always be drawn from a victim and dissipated into the ether once the Adept's maximum has been reached. The Base Chance of this spell being successful is modified by subtracting the target's Willpower from the Adept's Willpower and adding the result to the Base Chance. If the target is unconscious, stunned, or otherwise unresisting the Adept's full Willpower is added.

[46.5] General Knowledge Rituals

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

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

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

The Adept can conjure one (+1/Rank) Lesser Undead of any one desired type. The Base Chance for this ritual is 20% (+3/Rank). The ritual takes one hour to perform. If the ritual is performed successfully, the desired type and number of Lesser Undead appear within 50 feet of the Adept in a bound state. If the Adept rolls 25 or more higher than the success chance for this ritual, the ritual backfires, and the desired number and type of undead appear within the circle of protection, which is broken, and the conjured Undead immediately attack the Adept and/or his companions. The Experience Multiple for this ritual is 400.

[46.6] Special Knowledge Spells

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

RANGE: 200 feet (+30/Rank)
DURATION: 1 hour (+1/Rank)

EXPERIENCE: MULTIPLE: 300

BASE CHANCE: 40%

RESIST: Cannot be resisted.

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

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

RANGE: 100 feet (+20/Rank)

DURATION: 1 hour (+1/Rank)

EXPERIENCE: MULTIPLE: 150

BASE CHANCE: 65%

RESIST: Cannot be resisted.

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

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

RANGE: 40 miles (+5/Rank)

DURATION: Immediate

EXPERIENCE: MULTIPLE: 150

BASE CHANCE: 45%

RESIST: Cannot be resisted.

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

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

RANGE: 40 miles (+5/Rank)

DURATION: Immediate

EXPERIENCE: MULTIPLE: 175

BASE CHANCE: 60%

RESIST: Cannot be resisted.

EFFECTS: The Adept can summon one (+1/Rank) entities of the Aquatic Mammals class (except Merfolk). The maximum number summoned cannot, however, exceed the maximum number usually found together. Only one type of Aquatic mammal can be summoned, and that type must be native to the area. The summoned entity appears within 10 minutes (-30 seconds/Rank) after the spell is cast. The entity appears in an uncontrolled state, and there is a 10% chance that it will attack someone or something upon appearance.

5. Spell of Summoning Humanoids (S-5)

RANGE: 40 miles (+5/Rank)

DURATION: Immediate

EXPERIENCE: MULTIPLE: 300

BASE CHANCE: 20%

RESIST: Can be passively resisted.

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

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

RANGE: 40 miles (+5/Rank)

DURATION: Immediate

EXPERIENCE: MULTIPLE: 400

BASE CHANCE: 10%

RESIST: Can be passively resisted.

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

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

RANGE: 20 feet (+10/Rank)

DURATION: D10 hours × Rank (×1, if unranked)

EXPERIENCE: MULTIPLE: 300

BASE CHANCE: 35%

RESIST: Can be actively & passively resisted.

EFFECTS: This spell works in the same manner as G-8 of this College to bind Great Land Mammals, Fantastical Avians, Aquatic Mammals, Fantastical Monsters, Creatures of Night and Shadow, Trolls, Ogres, Fairy Folk (other than Elves), Earth Dwellers (other than Halflings, Orcs, Dwarves) and Greater Undead (other than Vampires). This spell does not affect Humans, Giants, Elves, Shapechangers, Dwarves, Orcs, Titans, Halflings, or any other races the GM may allow players to generate characters from.

8. Spell of Controlling Person (S-8)

RANGE: 40 feet (+10/Rank)

DURATION: D10 minutes × Rank (×1, if unranked)

EXPERIENCE: MULTIPLE: 550

BASE CHANCE: 35%

RESIST: Can be actively & passively resisted.

EFFECTS: The Adept gains control of the every action of one member of a player character race within range. He can control the physical activities of that person, but cannot cause him to cast spells. The subject always has his TMR

reduced by 50% for the duration of this spell. The spell continues in effect until the Adept's concentration is broken or he releases the victim. As in the cases of S-7 and G-8 of this College, the Adept gains complete compliance with his wishes, but the controlled entity obeys literally. Should the Adept order the controlled entity to perform an action that the entity finds highly repugnant (killing a friend) or suicidal (jumping off a cliff), the GM rolls D100. If the result is less than or equal to four times the entity's Willpower, the entity does not perform the act, and the spell is dispelled. Otherwise, the act is performed. With this exception, this spell operates in all ways the same as S-7 and G-8 of this College.

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

RANGE: Touch

DURATION: Concentration; maximum of 5 minutes (+5/Rank)

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 25%

RESIST: Can be passively resisted.

EFFECTS: The Adept can use this spell to allow himself to see, hear, smell, and taste the same things as the target of this spell senses for the duration of the spell. Any entity subsumed under the title Lesser Beasts (see T-1 of this College) can be used for this spell. The target must first have been Bound before the spell is attempted, and the Adept must communicate with the target for the duration of the spell. Thus, the Adept can use the target as his external eyes, ears, etc. The beast can be sent to spy or do any other task with the Adept as its guide, so long as it remains within range of the Communication Talent (T-1).

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

RANGE: Works at any range

DURATION: Immediate

EXPERIENCE: MULTIPLE: 125

BASE CHANCE: Variable (see below)

RESIST: See below

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

will involve a choice on their part), and the option to attack upon appearing is up to the GM.

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

RANGE: Works at any range

DURATION: Immediate

EXPERIENCE: MULTIPLE: 125

BASE CHANCE: Variable (see below)

RESIST: Variable (see below).

EFFECTS: The Adept can summon one (+1/Rank) entities from the Creatures of Night and Shadow or Creatures of Darkness classes. Any combination of entity types can be summoned, so long as the maximum number summonable is not exceeded. The entities summoned must be native to the area. Creatures of Night and Shadow can be summoned only at night or in an enclosed area where sun does not directly penetrate. Creatures of Darkness can be summoned only at night. A summoned entity appears within 10 minutes (-30 seconds/Rank) after the spell is cast. It always appears in an uncontrolled state, and there is an 80% chance it will attack someone or something upon appearance. The Base Chance and Resistance possibilities of the spell vary according to the relationship between the Adept and the entities being summoned. If the Adept is known to be aligned with Darkness, the Base Chance is 60%, and the spell cannot be resisted. If the Adept is neutral, the Base Chance is 40%, and the spell can be passively resisted. If the Adept is a known Servant of Light, the Base Chance is 10%, and the entities can passively resist at a bonus of +20 to their Magic Resistance (no modifier due to the Adept's Rank). Note: Bats appear in groups of 5; each group of 5 equals one entity for purposes of this spell.

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

RANGE: Works at any range

DURATION: Immediate

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 35%

RESIST: Cannot be resisted.

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

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

RANGE: Works at any range

DURATION: Immediate

EXPERIENCE: MULTIPLE: 275

BASE CHANCE: 25%

RESIST: Cannot be resisted.

EFFECTS: The Adept can summon one (+1/five

Ranks or fraction) Fantastical Monster. The maximum number summoned cannot, however, exceed the maximum number usually found together. Only one type of entity can be summoned from this class per cast, and the entity must be native to the area. A summoned entity will appear within 20 minutes (-1/Rank) after the spell is cast. It will appear in an uncontrolled state, and there is a 90% chance that it will attack someone or something upon appearance.

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

RANGE: Works at any range

DURATION: Immediate

EXPERIENCE: MULTIPLE: 400

BASE CHANCE: 15%

RESIST: Cannot be resisted.

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

15. Spell of Summoning Summonables (S-15)

RANGE: 40 miles (+5/Rank)

DURATION: Immediate

EXPERIENCE: MULTIPLE: 450

BASE CHANCE: 20%

RESIST: Cannot be resisted.

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

16. Spell of Ego Projection (S-16)

RANGE: 5 feet (+5/Rank)

DURATION: 1 hour (+1/Rank)

EXPERIENCE: MULTIPLE: 550

BASE CHANCE: 10%

RESIST: Can be actively & passively resisted.

EFFECTS: The Adept's ego can occupy the body of any one entity within range, if that entity fails to resist. While the spell is in effect, the Adept's own body is unoccupied. He has left it and now occupies another body; but his ego is tied to his own body by a blue cord of energy that appears as an aura that can be observed in the same way that an aura can be detected. So long as the Adept's ego is tied to his body, he can return to it in a number of seconds equal to [(20 -1/Rank) × number of hundred-foot increments separating the body occupied by the Adept and the Adept's own body]. There is no stretching limit to the cord, which can pass through any material. If the Adept's ego is ever

separated from his body by cutting the cord that binds the two, the Adept cannot return to that body, and he is instantly cast out of the body he occupies. The Adept then becomes a Spectre and is played by the GM. The Adept character cannot be resurrected or otherwise reenter the game should this happen. His body remains intact, but he is dead.

An Adept can direct the actions of any entity whose body he occupies as if it were his own body. However, should the Adept attempt to impel the occupied entity to do anything suicidal, the GM rolls D100. If the result is less than or equal to the Willpower of the occupied entity, the Adept is cast out and returns to his own body. He cannot attempt to reoccupy an entity from which he is cast until he casts the spell anew. When checking to see if the Adept is cast out, subtract the Adept's Rank with this spell from the Willpower of the occupied entity. **Note:** No Willpower Check is made if the occupied entity attempts (under the Adept's direction) to do something repugnant to the occupied entity; only suicidal actions elicit a Willpower Check.

An Adept can be cast out of a body of another entity only by a Willpower Check or by a Ritual of Dissipation (see 39.5, Q-1) or by having the cord that binds his ego and body cut. A cord can be cut only by someone who detects its aura and strikes it with a silvered or magical weapon. Unless one of these events occurs, the Adept remains in control of the occupied entity until he chooses to abandon control or returns to his own body automatically at the end of the spell. The spell is always broken whenever the Adept exits the occupied body for any reason. The Adept can reenter an entity's body only by casting a new spell.

While the Adept is out of his own body, it remains stationary in a supine position. If the Adept exits his body while standing, the body will fall, and there is usually some chance of resulting damage. The body can be carried along by the Adept (while he occupies another body) or by his companions, or it can be left where it lies. However, the body is inanimate so long as the Adept is not in it, and the body cannot move, cast spells, or perform any other action. The Adept will not know the state or location of his body (if it is attacked or moved) until he returns to it. If the body is killed (Endurance reduced to zero), the Adept will die upon returning to his dead body. If the Adept's body is occupied by another ego when he returns to it, the Adept reenters the body normally, but is not in control unless the ego in control of the body attempts to cause the body to commit a suicidal act, and a subsequent successful Willpower Check or Ritual of Dissipation, etc., leads to the casting out of the alien ego.

If a backfire occurs, the Backfire Table is not consulted. Rather, the Adept's ego will leave his body but will not enter the subject's body. Instead, the ego will find itself D10 miles away from the body in a random direction, floating in mid-air. It can then return normally (but can take a great deal of time getting back).

While occupying another entity's body, the Adept uses his own Willpower and Magical Aptitude, but all other characteristics of the alien body are used in place of the Adept's own

characteristics. This includes all Rank, actual magical knowledge, skills, attributes, and so on. The Adept always knows everything the occupied entity knows, in addition to what the Adept's own mind (attached to the ego) knew. However, since the occupied body is not trained to perform the same skills and magic as the Adept, the Adept cannot use his own skills and magic while in control of another body. If the host body is killed, the Adept can return to his own body immediately or stay with the host. The Adept will die if he is still in the host body D10 + Rank hours after the host body's death, however. A host body that is dead and still occupied by an alien ego cannot be resurrected until the alien ego is driven out.

17. Spell of Summoning Dragon (S-17)

RANGE: 40 miles (+5/Rank)

DURATION: Immediate

EXPERIENCE: MULTIPLE: 650

BASE CHANCE: 17%

RESIST: Can be passively resisted.

EFFECTS: The Adept can summon one Dragon (GM's choice of what type, if any, appears). The Dragon appears within 20 minutes (-1/Rank) after the spell is cast. The Dragon appears in an uncontrolled state, and there is a 90% chance (-4/Rank) that the Dragon will immediately attack, despoil, and devour the summoner and his companions, regardless of what he can do to anyone else present.

[46.7] Special Knowledge Rituals

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

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

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

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

3. Ritual of Conjuring Heroes (R-3)

The Adept can conjure a great hero from another dimension to assist him. The hero can be any character from the body of fantasy literature or fiction known to both the player and the GM. The GM always sets the characteristics of the hero, his weaponry and armor, the number and type of his companions (if any), and the length of time and terms under which he will remain in the Adept's dimension and assist him. The GM can limit the use of this ritual to periods when various celestial bodies are in conjunction (once a Game Year or so). He need not inform the player of any details concerning the results of the conjuring until it has been performed.

Example: The GM allows the Adept to conjure King Arthur, but does not tell him that King Arthur will appear wrapped in bandages and infirm from a recent combat.

The Base Chance that this ritual will succeed will vary according to the hero the Adept is trying to conjure, but should usually be set at less than 20%. The Experience Multiple for this ritual is 500.

4. Ritual of Conjuring Imp (R-4)

The Adept can conjure an imp to act as a permanent companion and advisor. Once such a companion is gained, it can be automatically called forth (and later dismissed). Once called forth, the imp instantly appears to do the bidding of the character. The GM can limit the use of this ritual to periods when various celestial bodies are in conjunction (once a Game Year or so). The Base Chance for success is 20%. The GM rolls D100, and if the resulting number is less than or equal to the Base Chance, an imp appears. If the ritual backfires, then a roll of 91-00 means two imps appear. The imp(s) will be available until one of the following events occurs:

1. The conjuror attempts this ritual at a subsequent opportunity (regardless of success or failure).
2. The imp is forced into its own dimension by a reduction in Endurance sufficient to cause unconsciousness in a character.
3. The conjuror voluntarily attacks the companion or quits the College of Summonings.

Imps are described below (see VIII, Monsters, for a description of the terminology used).

Description: Imps appear as three to four foot high humanoids, but with horns, bat's wings, and barbed tails. They tend to be muscular, but pot-bellied. Their skin can be blue, green, or purple, but is usually red. They have yellow eyes, flecked with silver, and their teeth (including prominent incisors) are made of silver. Imps can also appear as goats, spiders, bats, or large rats, but these are unsubstantial forms and the imp cannot use his powers except in his natural form.

Talents, Skills, and Magic: Imps can be members of any Colleges except the Entities, as determined by the GM. Imps can be harmed only by silvered weapons or by magic; cold iron does not affect them. They have no skills, but have Rank 5 with all magic.

Movement Rate (yards per minute):
Running: 350; Flying 500.

PS: 15-20 MD: 13-17 AG: 16-22
MA: 22-26 EN: 14-16 FT: 22-28
WP: 28-32 PC: 16-25 PB: 3-5
TMR: 7/10 NA: 3 DP per Strike

Weapons: An imp can make a horn attack during Close Combat with a Base Chance of 20% and possible damage of -1. An imp horn can have a Rank of between 1 and 10 (the controlling player rolls D10 to determine Rank). An imp can also attack in either Melee or Close Combat with its long tail. Its barb contains a sting with a quick acting nerve poison (2-4 Damage Points per Pulse). The sting, itself is treated like a dagger. Base Chance with the tail is 30%. Imps can use other weapons, but do not wear armor.

Comments: Imps are dangerous servants in that they have a cruel sense of humor that they are not adverse to visiting upon their master and his friends. They cannot be bound or forced to speak true, so there is really no way to control their actions. They will lie, cheat, steal, sow dissension, or play practical jokes (magical or non-magical), on the average of once per day (total). They will not knowingly get their master killed or maimed, but are otherwise not overly considerate of his wellbeing. They will use their powers in his behalf when he demands it (though even here their sense of humor can have an effect) and will fight his enemies. Imp companions can be called upon as needed and then returned to their own dimension. Given their warped personalities, a wise master will keep them in their own dimension as much as possible. Imps have a 7% chance of knowing past, present, and future events, but will seldom speak truthfully of what they know. Imps are repelled by emeralds and emerald-studded objects; any imp approaching within 10 feet of these has a 5% chance to immediately require a roll on the Fright Table (see 44.8). Otherwise the imp merely remains uncomfortable.

47. THE COLLEGE OF SHAPING MAGICS

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

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

Most of the ritual magic of this College can only be practiced within a Shaper's workshop, a composite of the shops of artisans of many different types. Tools used in metallurgy, alchemy, blacksmithing, weaving, carpentry, the fashioning of gems, and dozens of other trades will all be found in the shop of a power-

ful Shaper. A Shaper will have some knowledge of each of these trades, but will often hire others to perform menial tasks, or those beyond his expertise. The cost of hiring artisans is accounted for in the costs of the materials needed to perform each ritual.

The cost to establish a Shaper's shop is equal to 5000 Silver Pennies + (8000 × the Shaper's highest Rank with any ritual requiring a workshop). A Shaper can pay up to 20% less than the standard cost, in which case his shop is "poorly-stocked" and he suffers the penalty noted in 47.2. Conversely, a shop is "well-stocked" if a Shaper pays at least 1.5 times the standard amount. A total of 10% of a shop's cost must be expended yearly to pay for maintenance. If this amount is not paid, the value of the shop is degraded by 20% (possibly altering its status as well- or poorly-stocked). A Shaper's shop is ranked. The Rank of the shop must equal or exceed the highest Rank of any of his rituals requiring a shop. A shaper can upgrade his shop at any time that it is not "poorly-stocked" by expending 10,000 Silver Pennies for each Rank he wishes to raise the shop.

Example: A Shaper's highest Rank with any ritual that he knows is 7. He expends [5000 + (8000 × 7)] × 1.5 = 91,500 Silver Pennies to buy a well-stocked shop. Each year he must pay 9,150 Silver Pennies, or the shop's value will degrade to 73,200 Silver Pennies (and the Shaper will lose the benefits associated with a well-stocked shop). A poorly-stocked shop that suffers a degradation of 20% in value cannot be used to aid in the performance of Shaping magics.

The materials required for many of the rituals of this College will often be quite expensive or rare. Nevertheless, any materials needed for a ritual must be available or the ritual cannot be performed.

Most of the rituals of the College of Shaping Magics require a far greater investment of time than the rituals of other Colleges. Some rituals will require only a few hours, but most will require weeks and even years.

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

In order to perform certain powerful rituals, a Shaper must permanently reduce his Endurance. Whenever Endurance is reduced in this way, Fatigue is reduced as well (according to the scale given in 5.3). In rare situations, a Shaper will be required to permanently sacrifice his bodily form and become a spectre in order to perform a difficult ritual. The Shaper cannot "heal" this Endurance loss, although lost Endurance can be replaced (see 91.2).

Several rituals will require the presence of other Adepts or of persons with knowledge

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

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

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

[47.3] Talents

1. Detect Enchantment (T-1)

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

[47.4] General Knowledge Spells

1. Spell of Mending (G-1)

RANGE: Caster must touch object to be mended

DURATION: Permanent

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 50%

RESIST: Cannot be resisted.

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

2. Spell of Enchanting Weapons (G-2)

RANGE: 10 feet (+5/Rank) **DURATION:** 30 seconds × (D - 2) × Rank; × 1, if unranked

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 35 %

RESIST: Cannot be resisted.

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

3. Spell of Enchanting Armor (G-3)

RANGE: 10 feet (+10/Rank)

DURATION: 30 minutes (+30/Rank)

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 30 %

RESIST: Cannot be resisted.

EFFECTS: 2/Rank is subtracted from the Strike Chance of any character using a physical weapon to attempt to hit a target wearing armor enchanted by this spell. Enchanted armor also absorbs 1 additional point of damage, 2 at Rank 10, and 3 at Rank 20. Note that the spell must be cast on armor (never on an unarmored individual).

4. Congeal Air Spell (G-4)

RANGE: 20 feet (+10/Rank)

DURATION: 10 seconds (+10/Rank)

EXPERIENCE: MULTIPLE: 300

BASE CHANCE: 30 %

RESIST: Can be actively resisted.

EFFECTS: This spell thickens the air around any one entity, slowing its movement and inhibiting its combat abilities. An affected entity loses one-third of its TMR, and its Base Chance in any form of attack is reduced by 10. The spell also diverts any blows directed at the affected entity, however, so 2 is subtracted from any damage inflicted against it. Congealed air can be breathed without harm.

5. Congeal Water Spell (G-5)

RANGE: 25 feet (+15/Rank)

DURATION: 1 minute (+30 seconds/Rank)

EXPERIENCE: MULTIPLE: 400

BASE CHANCE: 25 %

RESIST: Can be actively resisted.

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

[47.5] General Knowledge Rituals

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

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

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

Talents, Skills, and Magic: When a rag and string golem is created, its Shaper and any other characters present can imbue the golem with

a number of abilities. Up to 5 times the Shaper's Rank with this ritual of Ranks of any spells, talents, skills, weapon ability, or linguistic knowledge can be imbued in the golem. Two, however, is subtracted from this maximum for each separate ability bestowed. For example, a golem is formed by a Shaper with Rank 6 (in Q-1). Up to 30 (6 × 5) Ranks of abilities could be put into the golem (-2 for each separate ability). Thus the golem could be a Rank 6 Healer, Rank 0 Spy, have Rank 4 with a dagger, have Rank 2 in a language have Rank 3 in the Spell of Mending, and have Rank 3 with the sling, totalling 18 Ranks, the maximum possible since the golem has 6 different abilities [30 - (6 × 2)] = 18. No ability can be imbued in a golem unless the Shaper or some other character participating in the ritual has Rank in the ability at least equal to the Rank imbued. A rag and string golem cannot learn rituals, nor can it ever know spells or talents from more than one College. A rag and string golem does automatically know its Shaper's language at whatever Rank the Shaper, himself, knows it, and this ability does not count against the total that can be imbued in the golem.

Movement Rate (yards per minute):

Running: 100.

PS: 7	MD: 18	AG: 19
MA: 18	EN: 3	FT: 3
WP: 16	PC: 17	PB: 10-18*
TMR: 8	NA: None	

*Depends on rags used.

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

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

Rag and string golems will always serve their creator faithfully. They will never serve anyone other than their creator except during extremely limited periods (less than a day) and at the creator's request.

The ritual by which rag and string golems are formed can be enacted outside a Shaper's workshop, although it has a lower Base Chance when performed outside a shop. The ritual requires a minimum of two hours, regardless of where it is performed, however. The Spell of Animating Golems (S-5) must be cast over a rag and string golem immediately following the ritual by which it is created, or the golem will fall apart. Once animated, a rag and string golem lasts until it is killed (loses all its Endurance), or until the Special Knowledge Counterspell of Shaping Magics is cast over it.

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

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

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

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

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

Movement Rate (yards per minute):

Running: 100.

PS: 5-15 plus (2 × Rank)	MD: 6-10	AG: 4-8
MA: 0	EN: 14-20 plus Rank	FT: 15-30 plus Rank
WP: 19	PC: 10	PB: 8
TMR: 2	NA: None	

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

Weapons: Clay golems can use any weapon they are physically capable of using (see PS and MD requirements on Weapons Chart), although they cannot have Rank with a weapon. They can attack with their hands in Close or Melee Combat with a Base Chance of 40 % of doing +7 damage.

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

A minimum of one hour must be spent shaping a clay golem. This ritual can be performed anywhere, although its Base Chance suffers an unfavorable modification if it is performed outside of a Shaper's workshop. Once shaped, a clay golem must be animated via S-5 before its clay dries out, or it will be useless.

Once animated, a clay golem remains active for 5+Rank (with Q-2) hours. Clay golems cannot be reanimated. The clay from which they are composed can be reshaped, however.

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

3. Ritual of Magic Divination (Q-3)

This ritual is identical to the ritual of the same name of the College of Naming Incantations (R-1, p.44).

4. Ritual of Investment (Q-4)

This ritual temporarily places magical power into an object ruled suitable by the GM. The power remains in the object until released. If the object has been specially Shaped to be reusable, it can be reinvested with power; otherwise it will be rendered useless for this purpose unless remade or otherwise purified.

The character's player announces that he is beginning an Investment Ritual and states the number of hours that will be spent in the ritual, the object to be invested with power, and the specific spell that will be stored in the object. At the end of the ritual, the character's

player makes a Cast Check to determine if the ritual has been effective.

The Chance of the ritual being effective is $2 \times$ the character's Magical Aptitude, plus 3 for each hour spent in the ritual (up to a maximum of 10 hours, or 30 percentage points), plus any other modifiers normally associated with spells and rituals (+3 per Rank with the Investment Ritual). If the Cast Check dice roll is equal to or less than the Cast Chance, the object of the ritual is invested with the power of the spell that is to be stored in it.

The power remains stored until expended; it cannot be made permanent without the appropriate preparation and binding rituals. A particular object cannot be invested with more than one spell at a time, and can only be invested with a spell known to the character, or provided by an assistant. It is possible to generate any effect normally associated with spells when performing an Investment Ritual (double or triple effect, backfire, etc.). If the attempt at investment backfires, the effect is as if the spell being invested in the object had backfired. The result is applied immediately.

A successful ritual invests one "charge" per 3 Ranks (or fraction) in the item. Multiple rituals can invest an item with a total number of charges equal to the Rank of the Shaper with this ritual. Whenever the power in the object is used, the number of remaining charges is reduced by 1. When no charges remain, the object is no longer invested with the power of the spell. An object that is over-charged has a 2% per additional charge chance of backfiring for D+2 (+1 per charge) damage to all in the immediate vicinity.

An object that has a spell invested in it can be used to cast the spell at no Fatigue cost by any character who knows how to activate the object (including individuals who are not members of a College of Magic). Only those who have been told how to activate the object or who have learned this information at great cost from certain creatures (such as Dragons) can use the object's power. (The GM may also allow Adepts of the same College as the spell to research the method of activation.) The character need not know the spell stored in an object in order to release it.

Whenever an invested spell is released from an object, the spell is treated as if it was being cast by the character who originally stored it in the object. It emanates from the object, but is treated in all other ways as if cast by the character as he was when he originally invested the object with spell power (i.e., the spell is ranked as it was when stored). Any backfire resulting from its use affects the user of the object, rather than the object itself. **Note:** A Shaper can invest an object with power at a lesser Rank than that at which he knows the spell. For example, a spell known at Rank 8 can be invested by a Shaper at Rank 6, if the Shaper desires.

A stored spell can be dispelled (i.e., removed and dissipated) only by a Namer casting the proper counterspell over the object. Common objects for the Investment Ritual include sceptres, wands, staves, and rings. The Experience Multiple for this ritual is 250.

PREPARATION RITUALS

Rituals Q-5, Q-6, Q-7, Q-8, Q-9, Q-10, and Q-11 are all Preparation Rituals. These rituals can be used to prepare specific types of objects to receive permanent enchantments of various sorts. Once Preparation has been successfully completed, the Shaper must then perform the appropriate Binding Rituals (R-8 to R-21) to complete the item's enchantment.

When an item is prepared by one of the following rituals, it is imbued with specific spells, talents, skills, weapon abilities, or language knowledge. Any number and combination of these can be imbued by one ritual. For example, a ring might be imbued with the spells "Armor of Earth," "Navigation," and "Shadow-Form," plus the talent "Detect Aura," Rank 4 in the Mechanician Skill, Rank 3 with the broadsword, and Rank 7 in written Elvish. Ritual knowledge cannot be bestowed on an item, however. Once a Shaper has decided what abilities will be contained within a given item, that item's Shaping Index can be found, and the Shaper can determine from that Index several important parameters relating to the item's construction: how long it will take to prepare the item; how much its production will cost; whether the Shaper must lose any Endurance to produce the item.

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

Spells and Talents with Experience Multiples: The ability's Experience Multiple.

Talents without Experience Multiples: 100.

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

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

Weapon Ability: Total the amount of experience needed to attain the Rank with the weapon, and divide by 5. Thus, if an item were to be imbued with Rank 10 with the rapier, its Shaping Index would be increased by 3000 ($(200 + 200 + 200 + 200 + 500 + 500 + 2000 + 4000 + 4000 + 3000)/5$). Note that this procedure differs from those preceding in that the total experience needed to rise to a Rank is used, as opposed to the experience needed to rise only one Rank.

Characteristics: Total the amount of experience needed to attain the amount of point gain, assuming every first point costs as indicated and every second follows appropriately, and divided by 10. If an item were to be imbued

with a Perception increase of 3 and an Endurance increase of 2, its Shaping Index would be $[(1000 + 800 + 800) + (5000 + 2500)]/10$, or 1010.

The time required to prepare an item is found as follows: The row on the Magic Item Creation Chart (47.8) corresponding to the item's Shaping Index is found. This row is cross-referenced with the "Time" column of the Chart to find the time needed for the preparation ritual.

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

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

An Adept capable of casting each of the spells and possessing each of the talents to go into an item must be present for at least half the time spent on the item's preparation ritual. Thus, at least three Adepts would have to participate in the preparation ritual of an item endowed with spells from the College of Fire Magics and Naming Magics: a Fire mage, a Namer, and the Shaper himself. In the same way, any skill, weapon knowledge, or language ability must be known by some character participating in an item's preparation ritual for the ability to be bestowed on that item. Any number of characters can contribute knowledge to the same item. An ability cannot be bestowed on an item with a higher Rank than that of the contributing character (e.g., if an item were to be bestowed with Rank 4 ability in the Healer Skill, some character participating in the ritual would have to have at least Rank 4 in that skill). An item can be imbued with a number of attributes equal to or less than the Rank with the applicable ritual of the Shaper creating the item. A character need not be an Adept to contribute non-magical abilities to an item. Each character contributing to an item must be present for at least 50% of the item's preparation ritual, regardless of the number of abilities he contributes to the item.

The effect of having an item bestowed with a particular ability is to allow the item's wielder to use any ability as a talent, without the necessity of any extraordinary effort or expenditure of fatigue. An item enchanted with any spell or talent allows the wielder of the item to use that item as if it was permanently invested (see Q-4) with the spell(s) or talent(s). Enchanted weapon Rank given an item's wielder the ability to use a weapon at a Rank equivalent to that to which the item was enchanted, or one above his own, whichever is greater. Thus, a character who himself has Rank 5 with the rapier would be considered to have Rank 8 if he was wearing a ring bestowed with Rank 8 with the rapier.

The ability in a skill or language of the wielder of an item is not cumulative with any ability bestowed on that item. Rather, the higher of the two Ranks in an ability is available to the wielder. For example, if a character has Rank 7 in the Spy Skill, and he wears a ring with Rank 9 in that skill, the character would be treated as if he had Rank 9.

Only those spells designed to affect only the wielder or some facet of his own person can be imbued into an object by preparation and binding rituals. All other spells must use the investment rituals. Investment rituals cannot be performed on already enchanted items (this prevents "kill" spells, such as the Bolt of Fire from the College of Fire Magics, from freely being placed into items).

New enchantments can be added to already enchanted items. This can be done only if the conditions under which the original enchantments were bound in are repeated: at the same celestial conjunction, in the same forge, etc. — effectively the item is "unmade" and "remade". The more complex the original enchantments and the more powerful the item, the greater is the chance that the item will be ruined or that catastrophe will befall the Shaper and his assistants. A new Preparation Ritual is undergone (already bound abilities are counted as half in the Shaping Index). One roll is made on the Shaping Accidents Table for each new enchantment added to an already enchanted item, in addition to the normal checks for shaping accidents (see following). Note, however, that invested spells are considered a different form of enchantment altogether, and do not require a roll for shaping accidents.

All spells and talents imbued in an item function at the Rank of the Adept who provided the spell during the preparation ritual; e.g., if an Adept with Rank 6 in Witchsight provided that spell during an item's enchantment, the Witchsight provided by that item to its wielder would have a range of 105 feet — $15 + (15 \times 6)$ — per that spell at Rank 6.

Preparation Rituals all have a Base Chance of 90 (+1/Rank). This Base Chance can be modified per 47.2, but modified Base Chances in excess of 99 are treated as 99. Cast Checks for preparation rituals are not made at the end of the ritual, however, but at the end of each week during the course of an item's preparation. If the Cast Check is missed at any point, the ritual does not necessarily fail entirely. Instead, the GM rolls on the Shaping Accidents Table (47.9) to find the results of the

failed Cast Check.

5. Ritual of Amulet Preparation (Q-5)

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

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

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

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

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

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

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

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

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

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

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

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

Large objects (such as towers, rooms, or arches) can be enchanted by this ritual. Enchantments bestowed upon such artifacts will usually affect large areas (for example, the interior of a room), bestowing their effects on all in the area. Thus, only abilities that could affect an area and more than one entity can be enchanted into a greater artifact. The Experience Multiple for the ritual is 100, and the Cost Factor is 5. This is not a Ward.

[47.6] Special Knowledge Spells

1. Spell of Creating Mudsluck (S-1)

RANGE: 30 feet (+15/Rank)

DURATION: 30 seconds (+10/Rank)

BASE CHANCE: 30%

EXPERIENCE: MULTIPLE: 300

RESIST: Cannot be resisted.

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

2. Spell of Shaping Elements (S-2)

RANGE: 30 feet (+10/Rank)

DURATION: 5 minutes (+1/Rank)

EXPERIENCE: MULTIPLE: 400

BASE CHANCE: 10%

RESIST: Cannot be resisted.

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

3. Spell of Neutralizing Golems (S-3)

RANGE: 10 feet (+5/Rank)

DURATION: Immediate (during Pulse)

EXPERIENCE: MULTIPLE: 350

BASE CHANCE: 20%

RESIST: Can be actively & passively resisted.

EFFECTS: If this spell is successful, any one magically animated golem will be deactivated (i.e., will become a lifeless statue). Deactivated golems can, in most cases, be reanimated via the Spell of Animating Golems (S-5).

4. Spell of Binding Golems (S-4)

RANGE: 15 feet (+5/Rank)

DURATION: 10 minutes (+5/Rank)

EXPERIENCE: MULTIPLE: 400

BASE CHANCE: 15%

RESIST: Can be actively & passively resisted.

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

5. Spell of Animating Golems (S-5)

RANGE: Touch

DURATION: Depends on type of golem

EXPERIENCE: MULTIPLE: 450

BASE CHANCE: 20%

RESIST: Cannot be resisted.

EFFECTS: This spell will animate golems that have been prepared via Q-1, Q-2, R-2, R-3, or R-4, but are not already animated. Once a golem has been activated, the caster must immediately roll less than $2 \times (\text{Willpower} + \text{Rank})$ to gain control of the golem. If the roll

is not made, the golem is uncontrolled, and its actions must be determined by the GM (it will probably attack everything around it). If this spell backfires, there is a 40% chance that the golem being activated is destroyed, in addition to any other backfire results.

[47.7] Special Knowledge Rituals

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

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

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

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

Description: Stone golems are humanoid figures, 8 to 12 feet tall. Their bodies will be the color and texture of the stone from which they were carved.

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

Movement Rate (yards per minute): Running: 100.

PS: 20 + Rank	MD: 5-13	AG: 3-9
MA: 0	EN: 20 + Rank	FT: 27 plus 1.5 × Rank, rounded up
WP: 30	PC: 7-12	PB: 6-10
TMR: 2	NA: 5-7, depending on hardness of stone used	

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

Weapons: Stone golems can use any weapons, but they never have any Rank. They can attack with their hands in Melee Combat with a Base Chance equal to their (Shaper's Rank × 4)%, or in Close Combat with a Base Chance of (50 + Rank)%, doing (D - 3) + Rank damage either way.

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

of times, until it is destroyed (i.e., until the Special Knowledge Counterspell of Shaping Magics is cast over it, or until its Endurance is exhausted).

This ritual is automatic, but each week during the golem's construction there is a 1% chance of a shaping accident. If such an accident does occur, the GM should roll on the Shaping Accidents Table (47.9) to determine the effect.

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

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

Description: Iron golems are humanoid figures of iron, standing between 6 and 10 feet tall. Gemstones are often used for their eyes. Weapons will often be built into the arms of these golems as living parts of their bodies.

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

Movement Rate (yards per minute): Running: 150.

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

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

Weapons: An iron golem can carry any weapon, although it only gains the bonus of Rank 5 with weapons with which it is cast. Such weapons can break, though they cannot be dropped. Iron golems can carry shields, but cannot wear armor. Iron golems can attack with their hands in Melee Combat with a Base Chance of (40 + Shaper's Rank)% of doing (D + Shaper's Rank) damage. In Close Combat, their Base Chance rises to (55 + Shaper's Rank)%, although damage remains the same as in Melee.

Comments: Iron golems are mindless, killing automatons. They can perform only very simple commands, but become deadly fighters once in combat. Iron golems cannot be stunned.

Once shaped, an iron golem is inanimate until the Spell of Animating Golems (S-5) is cast over it. There is no detrimental effect to leaving an iron golem unanimated for a period of time before the spell is cast. Once animated, an iron golem remains active for one hour (+15 minutes/Rank with R-3). After this time, it reverts to an iron statue, but can be reanimated by S-5.

This ritual is automatic, but there is a 1% chance of a shaping accident each week during an iron golem's casting. If there is an accident,

check the Shaping Accidents Table (47.9) to determine the exact result.

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

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

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

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

Movement Rate (yards per minute): Variable, according to the golem's size and method(s) of locomotion.

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

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

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

MA: None.

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

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

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

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

PB: Variable, but never more than 6.

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

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

Weapons: A flesh golem can use any natural weapons (such as claws or fangs) built into it, as well as any weapons that it can carry. Flesh golems will have Rank in weapons equal to the

Rank in weapons of the creature whose primary arm was used to construct the golem. If a flesh golem has no primary arm, it can have no Rank in weapons.

Comments: The GM will have to use his discretion in allowing combinations of creatures. It would be absurd to allow a golem to be built with a dragon's head on the body of a wolf, or even on the body of a human—due to discrepancies in size, for instance.

Flesh golems can be harmed by any sort of weapon or magic. Flesh golems need not be animated immediately following their creation, but each day that goes by before they are animated lowers the Base Chance of the Spell of Animating Golems (S-5) by 3. Once animated, a flesh golem will remain active until it is killed or dispelled (by the Special Knowledge Counterspell of Shaping Magics cast as a ritual). A flesh golem will almost always (99%) obey its creator, but the GM must determine the complexity of commands it is capable of executing based on the intelligence of the brain used to fashion the golem.

The Experience Multiple for this ritual is 500. The ritual is automatic, but there is a 1% chance that an accident will occur each week during a flesh golem's creation. Roll on the Shaping Accidents Table (47.9) to determine the effects of an accident.

5. Ritual of Binding Charges (R-5)

This ritual allows a Shaper to greatly increase the potency of the Investment Ritual (Q-4), allowing an invested object to be recharged by use of the investment ritual. The ritual establishes for the invested object a Rank at which the spell will be cast. This Rank cannot exceed the Rank of the Shaper with Q-4 or the Rank of the Adept with the invested spell, whichever is less. Note that anyone using the item would still have to check to see if the spell goes off successfully each time the item is used, using the Rank of the object for all spell parameters.

This ritual also sets the maximum number of charges an invested object can receive; the item will never contain more charges than the number set at its creation. A single ritual can imbue the object with a number of charges equal to the Shaper's Rank with this ritual. The Shaper can double or triple the length of the ritual, binding an object with charge capacity up to thrice his Rank with this ritual.

Example: A Shaper who knows the Investment Ritual at Rank 5 and the Binding Charge Ritual at Rank 3 works with an Adept of the College of Fire Magics who knows the Spell of Malignant Flames at Rank 7 to create a charged wand to cast that spell. With the successful casting of Q-4, Q-9, and R-5, the created wand could cast the spell at Rank 5 (the lesser of the two Ranks), and could be invested with 3 charges per casting of R-5, to a maximum of 9 charges. Note that the Shaper could have created the wand to cast at Rank 4 or less if he so desired.

The object can be recharged by an Adept of the same College as the spell who has a Rank in the invested spell equal to the Rank of the object. If the recharging Adept has a Rank higher than that of the object, a Shaper with a Rank in the Investment Ritual at least equal to

the Rank of the object is needed to properly channel the magical power into the object.

The Base Chance for this ritual is 35% (+3/Rank), and the Experience Multiple is 200. A backfire results in the spell affecting the Shaper and any other Adepts who may be present.

6. Ritual of Binding Investments (R-6)

This ritual allows a Shaper to bind spells normally invested via the Investment Ritual (Q-4) into permanent items, allowing an invested spell to be used an unlimited number of times. Thus if the Spell of Malignant Flames was invested in an object by the normal investment ritual, and R-6 was successfully cast over the object, "Malignant Flames" could be cast from the object an unlimited number of times. Anyone using the item would still have to check to see if the spell goes off successfully each time the item is used.

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

7. Contain Monster (R-7)

This ritual allows an Adept to contain within a receptacle any being that can be summoned by a practitioner of the College of Summoning (46.0). The receptacle must first be prepared via Q-5, Q-6, Q-7, Q-8, Q-9, Q-10, or Q-11. The Shaping Index for a containment is 1200. Containment can be performed in conjunction with the bestowal of other abilities in an item without penalty. After an item has been prepared, the ritual is performed over it. The being to be contained must be present throughout the ritual, which it can both actively and passively resist. If the ritual is successful the entity is contained within the item. If the ritual is unsuccessful, there is a 20% chance that the prepared receptacle has been ruined and cannot be used for the containment. Otherwise, the ritual can be repeated. Essentially, the contained entity disappears from this plane. It can be released upon the command of the wielder of the containing object, and will reappear within 5 feet of the object, and serve the object's wielder without question or regard for its own safety. The item's wielder can return a creature to the item by touching the item to the creature. An Adept of the College of Summoning must be present for 50% of the time of the preparation of the containing object. The Base Chance for this ritual is 35% (+3/Rank), and the Experience Multiple is 350.

BINDING RITUALS

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

ties contained within are bound.

Spells and magical talents can only be bound by the Binding Ritual pertaining to their College, while any other abilities can be bound by R-21. Each ability of any sort must be bound individually, however, even if more than one ability bestowed on an item is from the same College. If a particular Binding Ritual does not succeed, there is a 20% chance that the ability cannot ever be bound into the item. If a Binding Ritual does not succeed, but the ability to be bound is not lost, the Shaper can repeat the ritual and attempt to bind it again immediately after or at a later date. A Shaper can thus repeat the various Binding Rituals until all abilities capable of being bound within a prepared item have either been bound into it or lost. Each of the following Binding Rituals has a Base Chance of 50% (+2/Rank) and an Experience Multiple of 250:

- R-8: Ritual of Binding Shaping Magics;
- R-9: Ritual of Binding Ensorcelments and Enchantments;
- R-10: Ritual of Binding Sorceries of the Mind;
- R-11: Ritual of Binding Illusory Magics;
- R-12: Ritual of Binding Naming Magics;
- R-13: Ritual of Binding Air Magics;
- R-14: Ritual of Binding Water Magics;
- R-15: Ritual of Binding Fire Magics;
- R-16: Ritual of Binding Earth Magics;
- R-17: Ritual of Binding Celestial Magics;
- R-18: Ritual of Binding Necromantic Conjurings;
- R-19: Ritual of Binding Summoning Magics;
- R-20: Ritual of Binding Rune Magics;
- R-21: Ritual of Binding Non-Magical Abilities.

22. Ritual of Naming Artifacts (R-22)

This allows a Shaper, working with a Namer (who must be present during the entire ritual) to imbue an enchanted item with an Individual True Name. This works as a Ward, preventing usage of the item unless the wielder utters the True Name before each and every activation. Activation is defined as the use of the item in such a manner that its magical properties are called into play. Likewise, the abilities and properties of the item cannot be altered by Shaping unless the True Name is known. Unlike a Ward, even a Namer cannot dispel this magic. The only way in which the Name can be taken away or changed is for the individual Shaper and Namer to perform this ritual successfully again over the item (and at the same phase of the moon as the original ritual) and they can rename or unname the item as they wish. The Shaper or Namer cannot be forced to reveal the Name by any means. The ritual takes one hour to perform, and a diamond worth 5000 Silver Pennies must be crushed during the ritual. The Base Chance is 50% (+5/Rank), and the Experience Multiple for the ritual is 100.

23. Ritual of Warding Artifacts by Magical Aptitude (R-23)

This works as Ward R-22, except that Magic Aptitude is imbued into the item to prevent unwanted use or reshaping. An Adept must be present with a Magical Aptitude at least equal to or greater than the Magical Aptitude desired (this Adept can be the Shaper himself). As the ritual is performed, a Ward is

imbued such that any entity attempting to activate the item whose Magical Aptitude is less than that imbued will not be able to use the item, and will in fact take $[(ID-4) + \text{Shaper's Rank}]$ points of damage directly to Endurance if the entity tries. The ritual takes three hours to perform, and a rubellite tourmaline worth 500 Silver Pennies must be crushed during the ritual. The Base Chance is $2 \times \text{Shaper's MA} (+3/\text{Rank})$, and the Experience Multiple is 150.

24. Ritual of Ancient Divination (R-24)

Through this ritual, an Adept can discover what magic has been placed on an object that, because of the amount of time since enchantment, is beyond the capabilities of Q-3. The ritual requires a stocked workshop worth at least 30,000 Silver Pennies and a Crystal of Vision from the College of Ensorcelments and Enchantments worth 4000 Silver Pennies (this crystal is reusable). The Base Chance to determine the exact nature of each separate enchantment is $2 \times \text{the Adept's Magic Aptitude} (+5/\text{Rank})$. Five is subtracted for each decade since the item was enchanted. Each enchantment is revealed individually, and therefore an item that had six different enchantments placed on it would need at least six distinct rituals, which can have different Cast Chances (due to the possibly differing ages of each enchantment). The ritual takes six hours, and if the ritual backfires, the Crystal of Vision is destroyed, and the Adept suffers Endurance damage equal to the Endurance cost (if any) to shape the item. The Experience Multiple is 450.

[47.8] Magical Item Creation Chart

See p. 73.

[47.9] Shaping Accidents Table

See p. 73.



EXAMPLE OF SHAPING MAGIC

A wide variety of enchanted items can be made available through the arts of the College of Shaping Magics. What follows is an example of the creation of a powerful magic item.

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

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

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

The Shaping Index of the ring is calculated as follows:

- Containing the Pegasus has a Shaping Index of 1200 (see R-7, College of Shaping Magics).
- To progress from Rank 5 to Rank 6 in the Ranger Skill, 5650 Experience Points must be expended; the Shaping Index for the Ranger Skill at Rank 6 is therefore 665: $(5650/10) + 100$.
- The Experience Multiple for the Spell of Quickness is 300, and so the Shaping Index is 300 as well.
- Similarly, the Shaping Index for the Spell of Blending is 50.
- Rank 5 ability with the Mattock (presumably a weapon the Shaper uses frequently) has a Shaping Index of 300: $(50 + 50 + 100 + 200 + 400 + 700)/5 = 300$.
- The Shaping Index of the Strength of Stone Spell is 200, and the Shaping Index of the Spell of Vapor Breathing is 150, per those spells' Experience Multiples.
- The Talents, Speak to Shadow Creatures and Detect Aura, have Shaping Indexes of 50 and 75, respectively.

The total Shaping Index of the Ring is thus $1200 + 665 + 300 + 50 + 300 + 200 + 150 + 50 + 75 = 2990$.

Looking on the Magic Item Creation Chart (47.8), the Gamesmaster determines that the item will require 2 years to prepare. Assuming that an ordinary ring costs 3 Gold Shillings, this sum is multiplied by 200, as indicated by 47.8, and again by 30, the Cost Factor of Q-9, to find that 18,000 Gold Shillings must be spent to enchant the Ring. In exchange for this expenditure, the Ring can be composed of just about any material, can be encrusted with gems, and can be intricately carved, at the Shaper's option. Alternatively, it can be fashioned as a completely unadorned band. The cost to construct the Ring is constant, regardless of its adornment and ornamentation or lack thereof.

The Ring's preparation must be performed in a Shaper's Workshop of at least "poorly-stocked" condition. The condition of the shop will affect the Cast Chance of both the Preparation Ritual and the Binding and Containment Rituals (see 47.2).

One point of Endurance must be expended by the Shaper every 91st day during the 2 years the ring is fashioned, so by the end of the 2 years a total of 8 points (per 47.8) will have been expended.

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

The Rank at which each of the 4 Spells and 2 Talents imbued in the Ring would operate would be equal to the Rank of the mage supplying the Spell or Talent with that particular ability. The Shaping Index is never affected by the Rank of a Spell or Talent.

At the end of each week during the Ring's construction (during the Preparation Rituals), the Gamesmaster secretly rolls D100. Each time that a 100 is rolled, he must make a second roll (also secret) on the Shaping Accidents Table (47.9). If, for example, on the 34th roll the Gamesmaster were to roll a 100 and then roll an 87 on the Shaping Accidents Table, the item will become more effective by D5 times. If a 2 were then rolled, the Gamesmaster would double the item's effective

tiveness, multiplying the Ranks of its abilities by 2, or adding completely new (and equally formidable) abilities (which the Shaper would probably have to discover by accident). The Shaper would then have a 60% chance — $20 + (4 \times 10)$ — of detecting something unexpected has happened, and then a 50% chance (5×10) of detecting the exact nature of the occurrence once the fact some error has occurred has been detected.

Assuming there are no more accidents, at the end of two years the item will have been fully prepared. It is still unusable until Binding Rituals have been cast over it, however. The Pegasus must also be Contained via R-6. Assuming the Shaper has Rank 5 in this ritual, he has a Base Chance of 50. If he rolls a 51 or higher (missing the ritual), he must check to see if it is still possible to Contain the Pegasus. On a roll of 01-20 on D100, the Pegasus cannot be Contained (due to the ruining of the receptacle), and much of the Shaper's effort over the preceding two years will have been wasted. On a higher roll, he can try again to Contain the Pegasus. Eventually, the Pegasus will either be Contained or the Containment will be rendered impossible. Each time the Containment Ritual is performed, the Pegasus will get a chance to resist. If it resists successfully, the Shaper is considered to have missed his Cast Chance, with the indicated 20% chance of losing the Containment entirely.

Note that, at the end of the two-year period, the Shaper would have lost 8 Ranks in each and every one of his Skills, per 52.6, due to lack of practice.

[47.8] MAGICAL ITEM CONSTRUCTION CHART

Shaping Index	Time	Cost	Endurance Lost
01-50	2 months	2	—
51-125	2 months	3	—
126-200	2 months	4	—
201-300	2 months	5	—
301-400	2 months	6	1
401-500	3 months	7	1
501-600	4 months	8	1
601-750	5 months	10	2
751-900	6 months	20	2
901-1100	7 months	30	3
1101-1400	8 months	40	4
1401-1700	9 months	50	5
1701-2000	11 months	75	6
2001-2500	1 year	100	7
2501-3000	2 years	200	8
3001-4000	3 years	400	10
4001 +	5 years	500	20*

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

[47.9] SHAPING ACCIDENTS TABLE

Dice Effect

1-20 Imperfection has no positive or negative effects.

21-30 Imperfection does not damage the functioning of the item, but does mar it in a way that reduces its beauty (and thus its sale value).

31-35 Item is rendered useless.

36-40 Helpers other than Assisting mage (if any) injured during construction. Roll 2D10 for damage, which is applied directly to Endurance. gamemaster should determine if the Adept's helpers (whether injured or not) wish to continue with the ritual and, if so, under what terms (usually better pay) they will do so.

41-47 Shaper injured during construction. Roll 2D10 for damage, applied directly to Endurance.

48-50 Assisting mage (if any) is injured and takes D10 damage as above. gamemaster should determine if the injured mage wishes to continue with the ritual.

Dice Effect

51-55 gamemaster rolls D100. Item will function at that percentage of its intended original efficiency. For example, if an item was intended to do damage and the gamemaster rolls a 50, the item will do half the damage it would have done had the accident not occurred. If this result occurs more than once during the construction of a particular item, the item is completely useless.

56-60 Item works as intended except each time the item is used, the user must expend D10 Fatigue Points, the exact number to be expended to be determined anew with each use.

61-85 Item will do something different from what was intended. What the item does is up to the gamemaster's discretion (although it should be related to the item's initial purpose). In any event, there is a 70% chance the item will be less useful than intended, and a 30% chance that it will be more useful.

86-91 Increase the efficiency of the item by D5 times. Any one aspect of what the item was

Dice Effect

intended to do can be increased, or the overall effectiveness can be increased, at the gamemaster's discretion.

92-93 The name of an entity from another plane was accidentally uttered during the rites of construction, and the being comes to the Shaper's workshop to wreak vengeance. The exact entity appearing is at the gamemaster's option.

94-95 Item does the reverse of what it was intended to do. The gamemaster will have to decide whether this means the item will affect a different party than intended, or whether the reversal has a different effect.

96-100 Item has been taken over by an entity from another plane (hellhound, spectre, etc.). The item can force any wielder to attack his friends, follow its wishes, strike poorly in combat etc., at the gamemaster's option. If the item was not intended to contain a spirit in the first place, the spirit has a 10% chance of breaking loose (leaving the item otherwise undamaged) each time the item is used.

Note: Each time the gamemaster rolls on the Shaping Accidents Table, there is a $20 + (4 \times \text{Rank})\%$ chance the Shaper will notice something has gone wrong with the ritual. If an imperfection is noted, the Shaper has

a chance equal to $(5 \times \text{Rank})\%$ of determining the exact nature of each individual imperfection (e.g., "The item has been taken over by an imp.") If the result of this die roll is 30 or more higher than the Shaper's chance of detecting an

imperfection, the Shaper will think he has detected an imperfection (of the GM's choice) which, in actual fact, is not there. If an imperfection is noted and the Shaper decides to start again from scratch, there is a 40% chance the original materials can be reused.

48. THE COLLEGE OF RUNE MAGICS

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

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

[48.1] Adepts of the College of Rune Magics can use their talent magic without restriction and can use some spells by merely inscribing the appropriate Rune on an item to be enchanted.

In most cases, spells and rituals of this College require the Adept to employ Runesticks or his personal Runewand in casting the spell or performing the ritual.

As part of his initiation into the mysteries of this College, the Adept will be required to prepare a Runewand for himself. Usually, one or more of his teachers will participate in the endeavor as well. If the Runewand being manufactured is of exceptionally costly materials, the Adept will be required to go into debt to pay for those materials, but in most cases the material will be of some cheap, common wood, and the Adept's labor during his apprenticeship will be sufficient to cover the cost.

1. Runewands: These are of three types: Rods, Staffs, and Sceptres. All three operate in basically the same manner. However, in addition to its magical properties, a Staff can be used as a normal weapon, having exactly the same characteristics as a quarterstaff (although it is usually of lighter construction). A Sceptre can also be used as a weapon, having the characteristics of a ceremonial mace. A Rod can never be used as a weapon, since it is often nothing more than a switch of hollow tube, looking much like the traditional magic wand.

When a character is initiated into the College of Rune Magics, the character's player rolls D100 and consults the Runewand Table to determine the type of Runewand the Adept receives from his teachers. An Adept can later equip himself with a different type of Runewand or create (or purchase) another Runewand of the same type to replace a previously possessed Runewand that has been damaged, destroyed, or stolen. An Adept can own any number of Runewands, but can use only one at a time. Runewands are created by performing the Ritual of Fashioning Runewand (Q-2).

Runewands are, for all purposes and definitions, considered magical weapons.

In order to use a Runewand manufactured by someone else, the Adept must successfully read the Runes inscribed on the Runewand, using Talent T-3. If he fails to do so, he cannot use the Runewand. Even if he successfully read the Runes inscribed on a Runewand that he did not manufacture, the Adept still suffers a penalty when using the Runewand. The Base Chance for any spell or ritual performed with the aid of that Runewand is reduced by 20.

2. Runesticks: These are small sticks carved of various woods or soft materials (which do not interfere with the flow of mana) and incised with Runes appropriate to the purpose of the Runestick. Unlike Runewands, Runesticks are not multipurpose tools that can be used for a variety of spells or rituals. They are specifically created to work with a single spell or ritual. **Exception:** The Warding Rune is used in a variety of spells and rituals, and Runesticks containing this Rune can be used in any of them. Runesticks are fashioned and prepared using the Ritual of Fashioning Runesticks (Q-1) and can be manufactured of any material listed on the Runestick Chart.

An Adept can use Runesticks fashioned by someone else, but he must first successfully read the Runes incised on them. The Base Chance is reduced by 10 when an Adept attempts to perform a ritual or cast a spell with Runesticks not of his manufacture.

In some cases, the Adept may have to draw or carve a Rune into some object to be enchanted instead of using Runesticks or a Runewand to perform the magic. In order to write the rune, the Adept can use any substance that will mark the surface of the object to be enchanted. However, some substances will work better than others at effecting the desired enchantment (see 48.2). Any tool can be used to carve a Rune into a substance, so long as the tool is hard enough to do the job and it is not composed of Cold Iron (unless the Cold Iron is neutralized as per 29.1).

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

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

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

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

Adept is . . .

A Truesilver Sceptre	25
A Gilded Sceptre	22
A Copper Rod	18
An Ebony Rod	14
An Ivory Rod	12
An Ash Staff	10
A Cedar Rod	10
A Blackthorne Staff	8
A Bronze Sceptre	8
An Oak Staff	5
A Willow Rod	2
Manufactured by someone other than the Adept	-20

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

Fresh blood from a dragon	50
Fresh blood from fantastical monster or avian	20
Ink impregnated with particles of platinum*	15
Ink impregnated with particles of gold†	10
Ink impregnated with particles of silver††	5

* Average cost of 90 Silver Pennies for enough ink to draw one Rune (i.e. to cast one spell).

† Average cost of 60 Silver Pennies for enough ink to draw one Rune.

†† Average cost of 5 Silver Pennies for enough ink to draw one Rune.

In all cases, the weight of one vial with sufficient ink to draw one Rune is 5 ounces. It normally takes one minute to draw a Rune.

Note that, in most cases, these modifiers are not cumulative. As an exception, modifiers for the type of Runewand or Runestick used are added to the modifiers pertaining to materials of a particular type. In addition, the Cast Chance is affected by all modifiers listed in 27.7, except that the number of hours spent preparing a spell has no effect on the Cast Chance of the spell, as is the case in other Colleges. Rune Magicians cannot engage in Ritual Spell Preparation as outlined in 32.1.

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

[48.3] Talents

1. Read Ancient Languages (T-1)

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

(tomes, inscriptions, etc.), in which case, the language will be known only in written form, or via communication with a speaker of the language (in which case, the language may be known only in oral form, unless the speaker can be persuaded explain a written alphabet).

An Adept can increase Rank with an ancient language that he has puzzled out by spending one week per Rank practicing the language until he knows it at the same Rank as his Rank with this talent. If he wishes to gain Rank with an ancient language that is greater than his Rank with this talent, he must follow the normal procedure to gain Rank with a language as described in 53 and 91. Rank with this talent is exactly analogous to Rank with spoken or written languages as described in 53. Thus, a character of Rank 5 with this talent would be able to read and/or write an ancient language he knew with the proficiency of someone who knew that language at Rank 5 (3,000 to 5,000-word vocabulary, concepts peculiar to the language or alien to the character understood). This talent's Experience Multiple is 250.

2. Decipher Codes and Ciphers (T-2)

Any Adept of this College has a 25% chance (+3/Rank) of being able to break any code or cipher if he studies it for 12 hours (-1/Rank, +1/Rank of the Adept who created the code or cipher with T-4). The Adept's chances of breaking a cipher or code are decreased by 3 for every Rank the Adept who created the code or cipher had with T-4 (Create Codes and Ciphers) of this College. The Adept must concentrate on breaking the code or cipher for an unbroken period of time equal to that necessary to break the code or cipher for a D100 roll can be made (by the GM) to determine his success. This talent's Experience Multiple is 250.

3. Read Runesticks (T-3)

Any Adept of this College has a 30% chance (+3/Rank, -3/Rank of the creator with Q-1) to successfully read the Runesticks of another Adept of the College of Rune Magics without assistance. If assisted by whoever created the Runesticks, there is a 70% chance (+3/Rank, -3/Rank of the creator with Q-1) of detecting misinformation given in the guise of assistance. Only Runesticks that have been successfully read can be employed to cast a spell or perform a ritual of this College. Runesticks which have been "successfully" read, but incorrectly assessed due to false assistance, can be used, but they will automatically backfire. The GM always rolls to determine the success or failure at the moment this talent is applied. An Adept automatically reads the Runes (though not necessarily correctly) when assisted by the creator of the Runes. This talent's Experience Multiple is 100.

4. Create Codes and Ciphers (T-4)

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

5. Summon Wand (T-5)

An Adept can summon to him any Runewand he has created that is within 10 feet (+10/Rank) of him. The Adept simply wills the wand to come to him (requires a Pass action in combat) and the Runewand will leap into his hand. The Base Chance to successfully use this talent is 40% (+3/Rank). The Experience Multiple for this talent is 250. Note: This talent can operate only if the path between the Adept and his Runewand is not blocked by anything through which the Runewand could not normally pass (such as a wall or person). Only the Runewand is summoned; nothing surrounding or attached to it travels with it.

[48.4] General Knowledge Spells

1. Detect Aura Spell (G-1)

RANGE: Unlimited within sight

DURATION: Immediate

EXPERIENCE: MULTIPLE: 100

BASE CHANCE: 45%

RESIST: Can only be actively resisted.

EFFECTS: The Adept must point his Runewand at the object of the spell and pronounce the name of the Detect Aura Rune. The spell then operates in the same manner as the Detect Aura talent (T-1) of the College of Naming Incantations (see 39.3).

2. Spell of Darkness (G-2)

RANGE: 15 feet (+15/Rank)

DURATION: 15 minutes/Rank

EXPERIENCE: MULTIPLE: 75

BASE CHANCE: 45%

RESIST: Cannot be resisted.

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

3. Spell of Light (G-3)

RANGE: 15 feet (+15/Rank)

DURATION: 15 minutes/Rank ($\times 1$, if unranked)

EXPERIENCE: MULTIPLE: 75

BASE CHANCE: 50%

RESIST: Cannot be resisted.

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

4. Spell of Pyrogenesis (G-4)

RANGE: Touch of Runewand

DURATION: Immediate (during pulse)

BASE CHANCE: 40%

EXPERIENCE: MULTIPLE: 75

RESIST: Can only be passively resisted.

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

5. Curse Spell (G-5)

RANGE: Touch with Runewand

DURATION: Until dispelled by the appropriate counterspell

EXPERIENCE: MULTIPLE: 400

BASE CHANCE: 35%

RESIST: Can be actively & passively resisted.

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

1-5: The adept can afflict the target with hallucinations that will reduce the target's Perception by 5 in addition to any specific effects. The GM and the Adept must work out the exact nature of the hallucination at the time that the curse is made. Hallucinations should, however, be of a minor, generalized nature: seeing colored lights in the distance, hearing sounds like the clanking of weaponry, smelling meat cooking from time to time, and so forth. The severity of the hallucinations (and the decrease in Perception) will be more pronounced if the spell takes double or triple effect.

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

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

16-20: The Adept can afflict the target with extreme paranoia and nightmares. The target will recover only 1 Fatigue Point per hour from taking a nap, and only 2 per from sleeping. In addition, the target will feel haggard and imagine himself pursued by phantasms. He will, unless the curse is first dispelled, eventually become more and more estranged from reality, distrustful of friends and companions, and obsessed with the idea of destroying his enemies (who he thinks are "all around"). If the curse is not dispelled within $D10 \times$ a number of days equal to the Willpower of the target (minus $2 \times$ the Adept's Rank with this spell), the target will completely lose touch with reality. He will then plot to destroy his friends in the belief that they are "out to get him" and will exhibit other bizarre behavior. He will be cured of the advanced stage of this affliction only by having the curse dispelled and then spending a number of days equal to the Adept's Rank $\times D10$ in rest and recuperation.

6. Spell of Illusion (G-6)

RANGE: Unlimited within sight

DURATION: Until dispelled by the appropriate counterspell

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 30%

RESIST: Must be disbelieved instead of resisted.

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

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

7. Control Entity Spell (G-7)

RANGE: Target must be touched with Runesticks

DURATION: So long as Runesticks are worn

EXPERIENCE: MULTIPLE: 550

BASE CHANCE: 10%

RESIST: Can be actively & passively resisted.

EFFECTS: The Adept must successfully bind three Runestick containing the binding Rune onto the entity being controlled. This can mean that the Adept or one or more of his companions will have to enter Close Combat with the entity in order to bind the sticks to it (50% Base Chance). In other cases, the Adept may be able to induce the entity to put the sticks on itself voluntarily (via trickery, for example). Once the sticks are in place, a Cast Check is immediately made to determine whether or not the sticks function. The spell need not be prepared, and no Fatigue is expended to cause it to take effect. **Note:** This is an exception to the normal casting of a spell that is mandated by the unusual nature of the Runesticks. Once cast, this spell remains in effect until the Runesticks are no longer bound to the target (who cannot remove them himself). Until that time, the target will freely do the bidding of the Adept, acting in all ways as his loyal servant (even to the extent of fighting anyone trying to remove the Runesticks from him).

8. Spell of Purification (G-8)

RANGE: Substance must be touched with Runestick

DURATION: Immediate

EXPERIENCE: MULTIPLE: 100

BASE CHANCE: 30%

RESIST: Cannot be resisted.

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

9. Runelock Spell (G-9)

RANGE: Target must be painted with Rune

DURATION: Until dispelled or broken

EXPERIENCE: MULTIPLE: 200

BASE CHANCE: 30%

RESIST: Cannot be resisted.

EFFECTS: This spell can be cast over any portal (door or window) that can normally be opened or closed. It effectively locks the portal with an unpickable lock. The portal can still be forced open by brute strength. In this case, the Physical Strength of all the figures attempting to force the portal are totalled and multiplied by the Difficulty Factor of the task. The Difficulty Factor is always a function of the Rank of the spell: if the Rank of the spell is 1-5, the Difficulty Factor is 2.0; if Rank 6-10, the Difficulty Factor is 1.5; if Rank 11-20, the Difficulty Factor is 1.0. In order to place a Runelock on a portal, the Adept must draw or paint the Runelock Rune on the portal. He can only then cast the spell.

[48.5] General Knowledge Rituals

1. Ritual of Fashioning Runesticks (Q-1)

The Adept must use this ritual to actually carve the appropriate Rune(s) in a stick fashioned of any material listed in 48.4 (The Runestick Chart). At the time the Adept fashions the Runestick, the Adept/s player must announce what Runes are being cut into the stick (i.e., what spell or ritual the Runestick can be used to perform). Careful records must be kept of the number and type of Runesticks carried by a character.

Whenever an Adept wishes to cast a spell or perform a ritual using the Runesticks in his possession, he prepares the spell or performs the ritual normally using the Runestick(s) only to cast a spell once it is prepared. Until a spell is cast, the Runestick is unaffected by the preparation. However, once a Cast Check is made, whether successful or not, the Runesticks used in that spell or ritual are used up. They retain the power necessary to keep the spell or ritual in effect for its normal duration, but are otherwise of no magical value. They can never be "recharged" or reused, although the materials they comprise can be refashioned (see note). Once they have been fashioned as a part of this ritual, Runesticks are permanently imbued with the power of the spell or ritual represented by the Rune(s) cut into them. Only one spell or ritual can be imbued in each stick. It takes a length of time equal to that listed on the "Time" column of the Runestick Chart (-1/Rank, but with a minimum of 1 minute) to perform this ritual. Only one stick can be produced per ritual. It costs 10 Fatigue (-1/three Ranks or fraction) to perform the ritual, and the Base Chance of successfully performing it is 55% (+3/Rank), and there is no backfire. This ritual's Experience Multiple is 100.

Note: The actual materials in a Runestick, once used in a spell, can be used to fashion new Runesticks for future spell-casting. This requires a new Ritual of Fashioning Runesticks, during which the Runesticks are refashioned (carved or cast). Runesticks used in a spell or ritual that backfires are destroyed (burned up), and the materials cannot be

refashioned into new Runesticks or used for any purpose, magical or otherwise.

2. Ritual of Fashioning Runeward (Q-2)

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

In addition, he can store a maximum of 1 Fatigue Point in the Runeward at Rank 0, and an additional 1 Fatigue Point for every 2 or fraction Ranks he has with the Ritual of Fashioning Runeward at the time the Runeward is fashioned. Fatigue is stored in a Runeward simply by touching the Runeward and willing one or more Fatigue Points to enter the Runeward. Fatigue Points stored in the Runeward are subtracted from the Fatigue of the Adept. Once stored in the Runeward, Fatigue Points remain there indefinitely and can be used by the Adept to cast spells at any time that he is holding the Runeward while making a Cast Check. A character can add Fatigue to a Runeward any number of times, so long as the Runeward has the capacity remaining to store the Fatigue each time the wand is "recharged." The Experience Multiple for this ritual is 300.

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

The Adept sets up a pattern of Runesticks inscribed with the Ward Rune (as fashioned by Q-1). This pattern can consist of three, five or seven sticks composed of any material listed in 48.9. If three Runesticks are used, the Base Chance for this ritual is 20%. If five sticks are used, the Base Chance is 30%. If seven sticks are used, the Base Chance is 40%. All Base Chances are increased by 4 per Rank. This ritual takes two hours (-15 minutes/Rank) to complete. During the ritual, the Adept must place the Runesticks containing the Runeward symbol in a roughly circular configuration around the area to be warded

(presumably remaining inside that area). At the end of the ritual, if it is successful, a Runeward exists that will help to protect those inside it from magic. No magical item (amulet, talisman, weapon, etc.) can be brought into the warded area, though items already inside the warded area can be taken out. The area to be warded is a circle with a diameter, in feet, of $(10 \times)$ the number of sticks used.

Any magical creature or Adept attempting to enter the warded area must make a Resistance Check, or it will be unable to enter the area. The entity's Magic Resistance is decreased by a number equal to the Rank of the Adept with this ritual for a three-Runestick ward, twice the Rank for a five-Runestick ward, and three times the Adept's Rank for a seven-Runestick ward. In addition, if the Runesticks used are all of Rowan, no entity that is wholly or partially of another plane (such as elementals, djinn, imps, hellhounds, etc.) will be able to cross the Runeward to enter the warded area. The Runeward is automatically and permanently broken if any magical entity or magic-user succeeds in passing it. However, so long as it is in effect, all spells cast into (not out of) the warded area will have their Base Chance reduced by 20 if it is a three-Runestick ward, by 30 if it is a five-Runestick ward, and by 40 if it is a seven-Runestick ward. Backfire from this ritual results not only in the destruction of the Runesticks, but in D10 damage to the Adept's Endurance as well.

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

4. Ritual of Healing (Q-4)

The Adept creates a warded area by setting up a Runeward as described in Q-3. However, only the seven-Runestick Runeward can be used. The Runeward is set up around the entity to be healed. The Runeward used for healing in this manner also confers on those within the warded area the same protection as does Q-3, but the Runeward is broken if anyone inside exits it during the ritual, and the ritual must be abandoned or started from scratch. The Runesticks used are consumed as though the ritual had been performed to its conclusion. The Base Chance for this ritual is 50% (+4/Rank). It lasts seven hours at the end of which any one living entity within the Runeward (Adept's choice as to who) is cured of all Fatigue and Endurance losses, plus any non-magical diseases, fevers, or infections from which the entity can suffer. It is possible for the ritual to backfire. If it does so, the entity being healed instead dies immediately. The Adept must expend 10 Fatigue to employ this ritual. It has an Experience Multiple of 150.

Note: Any types of material listed in 48.4 can be used to make Runesticks used in this ritual except for Elder and Yew. In addition, if the Runesticks used in this ritual are made of Walnut or Elm, the number of hours the ritual requires is reduced to five.

5. Runes of Sight (Q-5)

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

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

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

Only one of these two options can be performed each casting of the Runes of Sight. The Experience Multiple for this ritual is 150. It requires three Runesticks incised with the appropriate Runes to perform this ritual.

6. Ritual of Sending (Q-7)

The Adept must paint his forehead with a Sending Rune before retiring to sleep at night. He then will spend an entire eight-hour period (or until awakened) in communication with an entity of his choice who is also sleeping during that time. The entity can resist the communication through successful Passive Resistance. Otherwise, the entity will answer all questions in a yes/no fashion. The Base Chance for this ritual is 30% (+4/Rank) and it has a range of 40 miles +20 additional miles per Rank. The Experience Multiple for this ritual is 250. **Note:** This ritual does not allow communication with entities on other planes of existence.

[48.6] Special Knowledge Spells

1. Runewall Spell (S-1)

RANGE: 15 feet (+15/Rank)

DURATION: Permanent until dispelled

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 50%

RESIST: Can only be actively resisted.

EFFECTS: The Adept places a single Runestick incised with the warding Rune on the ground and performs the spell. The stick will, if the spell is successful, metamorphose into a translucent wall of force 1 inch thick, 10 feet high, and 20 feet long that can be manually shaped by the Adept (and no one else) into any shape of his devising (e.g., pillar, circle, dome, etc.). The Adept can alter the height or length of the wall by 1 foot per Rank. Anyone coming into contact with the wall will rebound from it unless they successfully resist. Even if they do resist, they will be unable to penetrate the wall. In addition, if the Runestick used to make the wall was made of Elder, anyone who fails to resist will be thrown to the ground and suffer D10-2 (+1/Rank with this spell) damage.

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

RANGE: Adept must touch Runestick

DURATION: Immediate

EXPERIENCE MULTIPLE: 300

BASE CHANCE: See following text

RESIST: Cannot be resisted.

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

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

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

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

Comments: Athotarho will gladly accompany anyone who promises good hunting and fighting, but will demand many petty honors and first pick of all food (especially spoils of the hunt). If denied first pick of either food or honors, Athotarho will become restive and unhappy and will seek to betray whomever he considers primarily to blame for denying him his due. Each day, the Adept must pledge Athotarho one month's willing service per day Athotarho stays with the mage. The Adept himself need not serve if a willing volunteer is found. If no willing thrall is forthcoming, Athotarho is 75% likely to take the Adept and 25% likely to take another character at random. The character remains out of play until the period of service is completed. Regardless, at the end of each day, there is a 20% chance that Athotarho will depart (with his servant) to answer the call of some other Adept. This Base Chance is decreased by 1 per Rank the Adept currently accompanied by Athotarho has with this spell. Athotarho will immediately disappear upon answering another summons and will not reappear unless summoned again.

ARGOTAC appears as an aged priest in rough brown robes. He always carries an obsidian ceremonial dagger. His eyes are dark and frightening and his skin is pale and clay-like. Argotac possesses no magic per se. However, he has the talent of forcing any character who looks into his eyes (except for the Adept) to roll on the Fright Table (see 44.8). Also, once per summoning, he might (rarely) cast a major curse of his own devising at Rank 8 (see 87.4). Argotac is a Rank 3 Ranger specializing in Waste; a Rank 8 Beast Master, specializing in humans; a Rank 5 Assassin; and a Rank 7 Spy. He has a running speed of 300 yards per minute.

PS: 16 MD: 15 AG: 15
MA: 12 EN: 16 FT: 20
WP: 30 PC: 22 PB: 7
TMR: 5 NA: Skin absorbs 3 DP

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

Comments: Argotac will accompany and assist the Adept in exchange for a point of Fatigue or Endurance (his choice) each day. This point is permanently lost, though it can be recovered according to 91.4. At the end of any day that Argotac has not been provided with this sacrifice, there is a 70% chance that he will depart and not return unless summoned by a new spell. This chance is decreased by 1 per Rank the Adept currently accompanied by Argotac has with this spell, but is increased by 10 for each day that Argotac has accompanied the Adept since he was last given a point by that Adept. There is a 10% chance that Argotac will inflict a major curse on the Adept or one of his companions prior to departing.

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

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

Weapons: Tsegghi can attack in Melee or Close Combat with either beak (Base Chance of 55% of doing D10+1 Damage) or two talons (Base Chance of 70% of doing D10+4 Damage) without penalty in the same pulse. His beak is Rank 5 and his talons are Rank 6.

Comments: Tsegghi will gladly accompany the Adept if properly approached. There is a Base Chance of 20% that Tsegghi will depart at the end of each day. Once departed, he will not return unless again successfully summoned by the Adept. The Base Chance that Tsegghi will depart is decreased by 1 per Rank with this spell of the Adept whom Tsegghi is accompanying. Tsegghi will never voluntarily go underground or indoors.

All three Totem Spirits are manifestations of the greater spirit they represent. Thus, for example, the Argotac Totem Spirit is only a manifestation of the greater spirit that is Argotac, an ancient spirit that has always existed on this plane. Accordingly, whenever "Argotac" is summoned, a small part of the consciousness that is the greater Argotac becomes manifest in the Runestick used to summon him. The implication here is that there may be a large number of Totem Spirits that are but small parts of the total Argotac consciousness. It is conceivable, therefore, that two Adepts could each face off against each other, each aided by a part of the Argotac super-consciousness in Totem Spirit form. In such cases, the individual Totem Spirits will not attempt to do injury to each other directly. The Base Chance of performing this spell successfully depends on the entity being summoned:

The Adept attempts to summon Tsegghi	35
The Adept attempts to summon Athotarho	30
The Adept attempts to summon Argotac	25
The Adept attempts to summon a totem spirit in the presence of another part of the same consciousness	-20

Should the spell backfire, the Backfire Table is not consulted. Instead, the summoned totem spirit will attack and attempt to destroy the summoner. In addition, the Base Chance for this spell is reduced by 5 when attempting to summon a totem spirit that, upon its previous summoning, attacked as a result of a backfire.

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

RANGE: Adept must touch Runestick

DURATION: Immediate

EXPERIENCE: MULTIPLE: 300

BASE CHANCE: 50%

RESIST: Cannot be resisted.

EFFECTS: The Adept must place a Runestick with the Portal Rune on it in the ground and touch it while casting the spell. Once the spell is successfully cast, the Runestick is immovable. It becomes the terminus for a future attempt at teleportation. Once the terminus has been established, the Adept can, at any future time, use another Runestick that was carved at the same time and is a mate of the Runestick used as the terminus to travel back to the original terminus. There can only be one "mate" for the terminus, and it too must contain the Portal Rune and must be of the same material as the terminus Runestick.

In order to teleport to the terminus, the Adept simply places the matching Runestick in or on the ground and casts the spell. If unsuccessful, both Runesticks are destroyed. If successful, the mate of the terminus is activated and becomes a terminus too. Thereafter, anyone who touches one terminus will be teleported to the other terminus and will appear standing within five feet of that terminus (travel time is one Pulse). A terminus can be used any number of times until destroyed, but cannot be moved.

not be moved.

A terminus is destroyed by casting a Special Knowledge Counterspell of the College of Rune Magics over it or by physically destroying the Runestick. Once a terminus is destroyed, the mate of the Runestick used to form that terminus will no longer function (though this will not necessarily be known until someone tries to use the mate). If a terminus is destroyed during the Pulse while an entity is in transit between the two, the entity is destroyed and its molecules dispersed over known space.

Note: The Base Chance for this spell is decreased by 1 for every 5 miles separating the two Runesticks and increased by 15 if the Runesticks are shaped from Willow wood.

4. Spell of Visitation (S-4)

RANGE: 2 miles (+2/Rank)

DURATION: 5 minutes (+5/Rank)

EXPERIENCE: MULTIPLE: 250

BASE CHANCE: 30%

RESIST: Cannot be resisted.

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

5. Spell of Truth (S-5)

RANGE: 15 feet (+15/Rank)

DURATION: 1 hour (+1/Rank)

EXPERIENCE: MULTIPLE: 300

BASE CHANCE: 30%

RESIST: Can only be passively resisted.

EFFECTS: Prior to casting this spell, the Adept must first draw a Truth Rune on the forehead (or over the brainpan) of the spell's target. The spell can only be cast over one target entity of the Adept's choosing and the Adept must touch the target to cast it. If unsuccessful, a new Truth Rune must be drawn on the target before the spell can be attempted again. A successful spell that is not successfully resisted causes the target to be unable to speak falsehood for the duration of the spell. The target must answer any question put to him unless he

rolls 3 × his Willpower; however an Individual True Name will never be revealed. The target also will see through any illusion, magical trap or other object, entity, or apparition of magical nature within range. The target automatically disbelieves all illusions within range and sees the true nature of all things.

6. Spell of Banishment (S-6)

RANGE: Adept must touch target with Runewand

DURATION: Immediate

EXPERIENCE: MULTIPLE: 300

BASE CHANCE: 30%

RESIST: Can be actively & passively resisted.

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

7. Smite Spell (S-7)

RANGE: Adept must touch target with Runewand

DURATION: Immediate

EXPERIENCE: MULTIPLE: 300

BASE CHANCE: 15%

RESIST: Can only be passively resisted.

EFFECTS: The Adept must touch the target he intends to smite with the Runewand at the moment the spell is cast. The target can passively resist if the spell is successful. If the target fails to resist, he suffers 1D10-3 (+1/Rank) damage. The touch is automatic, but the spell must be prepared normally.

8. Spell of Creating Runeweapon (S-8)

RANGE: Adept must touch Runestick used and it must remain in sight

DURATION: 1 hour (+1/Rank)

EXPERIENCE: MULTIPLE: 400

BASE CHANCE: 20%

RESIST: Cannot be resisted.

EFFECTS: The Adept must use a Runestick incised with a Deathrune and with a Rune representing the type of Runeweapon he wishes to create. The Adept holds the Runestick while casting the spell. Upon successfully completing the cast, the Runestick will have become transformed into a magical weapon of whatever type the Rune incised on the Runestick indicated (shortsword, dagger, glaive, etc.). Since the substance of the weapon is magical, the Adept will be able to wield the weapon without suffering the penalties associated with Cold Iron. Further, the weapon will be useable against those entities normally affected only by magical weapons, but will otherwise have same properties as a normal weapon of the same type.

An entity using a Runeweapon will nev-

er drop the weapon and the Runeweapon will only break against another magical weapon. Additionally, the wielder can make a check against being disarmed with a Difficulty Factor of 6. The Base Chance of casting this spell is increased by 10 if the Runestick used is of Elder or Yew and is decreased by 20 if the Runestick used is of Walnut or Elm. In addition, if Runesticks of Yew are used, and at least one point of effective damage is inflicted on a target, the wound will be poisoned, causing D10 (+1/two Ranks) damage per Pulse for D10-6 Pulses due to poison. Any entity can use a Runeweapon once it is created.

9. Binding Spell (S-9)

RANGE: Adept must touch element with Runestick

DURATION: 30 minutes (+5/Rank)

EXPERIENCE: MULTIPLE: 500

BASE CHANCE: 20%

RESIST: Cannot be resisted.

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

[48.7] Special Knowledge Rituals

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

The Adept must fashion 31 special Runesticks, each inscribed with one of the primary Runes. Each is a small, flat piece of wood, bone, or ivory about one inch square and one-fourth to one-half inch thick. These Runesticks are kept in a specially prepared bag, often of owlskin.

At the beginning of the ritual, the Adept places the bag in both hands and concentrates on the question for which an answer is sought. At the end of the prescribed time, the Adept empties the bag onto a flat surface and reads his answer in the pattern of the Runes. The GM rolls percentage dice and responds with a cryptic poem, prose, or riddle. If the ritual fails, the Adept receives nonsense or gibberish, and if a backfire occurs, the Adept receives a false reading. The casting requires 6 hours (-15 minutes/Rank), and the Adept expends 5 Fatigue to perform the ritual. The Base Chance is 25% (+3 per Rank). The Experience Multiple is 500.

2. Ritual of Wasting Doom (R-2)

The Adept creates 13 Runesticks by carving the appropriate maledictions into them. He then performs a ritual over them (duration 1 hour) and buries the sticks beneath the dwelling of someone he wishes to curse. It is best if the victim's name is carved into the sticks as well, otherwise others in the house may become ill instead. For each month that the sticks remain in or under the victim's dwelling, he must make a Resistance Check, the

Base Chance for which is composed of the victim's Endurance multiplied by the Difficulty Rating of the resistance. At Ranks 0-5, the Difficulty Rating is 4; Ranks 6-10, the Difficulty Rating is 3; Ranks 11-15, the Difficulty Rating is 2.5; Ranks 16-18, the Difficulty Rating is 2; Ranks 19-20, the Difficulty Rating is 1.5.

If the victim fails to resist, he suffers a wasting disease and loses D10-3 Endurance points for the purposes of future resistance (only). If he fails to resist for three straight months, he dies. The Experience Multiple for this ritual is 300. The Base Chance of the ritual working 20% (+4/Rank).

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

3. Ritual of Dimension Portal (R-3)

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

4. Ritual of the Runes of Doom (R-4)

The Adept must prepare a piece of paper, parchment, or vellum upon which are written Runes of Doom and the name of the intended victim. The entire ritual of preparation takes an hour. At the end of the hour, the Adept chooses which of the totem spirits (S-2) will be the executor of the doom and writes this name on the paper as well. Once the ritual is prepared, the Adept then passes the Runes to the victim whose name is written on the paper. The victim must voluntarily accept the paper (though he need not know what is on it). Once he accepts it, the spirit named on the paper will hunt him down and kill him. Even if the spirit is destroyed, it will return the next night continue the hunt, up to once per two Ranks (or

[48.8] RUNEWAND TABLE

DIE	RUNEWAND	WT (lbs)	VALUE (SP's)	COST (SP's)	TIME (Wks)
01-15	Oak Staff	5	500	5	2
16-30	Blackthorn Staff	4	600	10	2
31-45	Ash Staff	5	800	10	3
46-55	Willow Rod	1	400	5	1
56-65	Cedar Rod	1	700	15	2
66-73	Ivory Rod	1	900	20	2
74-81	Ebony Rod	1	1200	30	3
82-89	Copper Rod	1	1500	15	3
90-97	Bronze Sceptre	7	1000	30	3
98*	Silvered Sceptre	6	1800	200	4
99*	Gilded Sceptre	6	2400	500	4
00*	Platinum Sceptre	6	3000	900	4

NOTES. Die: The die roll necessary to gain this type of Runewand as a result of initiation into the College of Rune Magics.

Runewand: The type of Runewand to which the values in each row apply.

Weight: The average weight in pounds of a Runewand made from this material. Weight will increase or decrease with size of the Adept. The weights given are for human characters. If weight is significantly increased/decreased, the damage done by the Runestaff should be increased/decreased as well.

Value: The value in Silver Pennies of the Runewand in the open market as a magical item or object 'd art. If sold as merely a piece of wood or a lump of metal, one-half the value given in the Cost column of this table should be used instead.

Cost: The cost in Silver Pennies of the materials (including incense, oils, etc.) that will go into the preparation of the Runewand if manufactured by the Adept instead of purchased by him.

Time: The amount of time in weeks required to create a Runewand of this type, given the necessary materials and tools.

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

[48.9] RUNESTICK TABLE

MATERIAL	WT (Ozs)	VALUE (CF's)	COST (CF's)	TIME (Min)
Ashwood	1	5	1	5
Aspenwood	1	3	2	5
Cedarwood	1	6	2	10
Chestnut	1	3	1	10
Elder Wood	1	7	2	10
Elmwood	1	6	2	10
Gilded Metal	2	150	80	4 hrs
Ivory	1	15	6	3 hrs
Mistletoe	0.5	2	1	5
Oak	2	10	2	20
Pinewood	0.5	2	1	5
Rowan	1	8	4	15
Silvered Metal	2	20	10	4 hrs
Walnut	1	4	1	15
Willow Wood	0.5	2	1	5
Yarrow	1	2	1	10
Yew	1	3	2	10

KEY. Material: The type of material of which the stick is composed.

Weight: The weight in ounces of one Runestick made of this material.

Value: The value in Copper Farthings of one Runestick made of this material.

Cost: The cost of materials necessary to make one Runestick, not counting the cost of tools.

Time: The amount of time in minutes (or hours) necessary to manufacture one Runestick of this type. Some spells and rituals require the use of Runesticks made of certain materials only. In other cases, any type of Runestick will do, but the modifiers listed in 48.2 apply.

fraction) the caster has with the ritual. Only by passing the paper on to another entity who voluntarily accepts it can the doom be transferred. If the paper is destroyed, the doom cannot be transferred. The Experience Multiple for this ritual is 350. Its Base Chance of success is 15% (+5/Rank). If the ritual backfires, the Adept must immediately render thrice the usual offering or suffer the Doom himself.

[48.8] Runewand Table

See p. 80.

[48.9] Runestick Table

See p. 80.

49. NOTES ON MAGIC

[49.1] General Reminders

The following explanations and definitions are meant to provide quick access to cogent points in the *DragonQuest* magic system that can be misunderstood.

Talent Magic

GM's will have to judge for themselves parameters whereby the Adept may try again. Some suggestions include Time (waiting until 24 hours have passed), Rank (waiting until the Adept has raised his Rank in the talent), and Lunar Phase. Careful examination of each specific talent will yield inspiration as to how to limit its use (see 29.5).

Spell Magic

The modifiers found in 27.7 apply only to spells. They do not apply to talents or rituals.

Ritual Magic

If a ritual backfires (a roll normally 40 or more over the Cast Chance), the Backfire Table is not consulted unless so specified by the individual ritual. In most circumstances, rituals will state any particular backfire associated with them; if not, the GM is free to invent an appropriate backfire result.

General Knowledge

An Adept entering any College except Naming Incantations must have a Magic Aptitude equal to the number of General Knowledge Spells and Rituals plus the two counterspells for his College (e.g., to join Water Magics, a character must have an MA of 17: 14 for the spells, 1 for the ritual, and 2 for the counterspells). Ritual Cleansing and Ritual Spell Preparation do not count toward this total. Any additional spells or rituals added must comply with rule 34.6.

Active Resistance

If the entity that is actively resisting the workings of a spell is one of the targets of the spell (or the only one), the entity's Magic Resistance is subtracted from the Cast Chance of the Adept casting the spell. If a number of entities are the targets, only the *highest* MR in the group is subtracted. If the entity is not a target, his active resistance has no effect whatsoever.

Passive Resistance

Any conscious entity in possession of all its faculties can choose not to passively resist the workings of a spell.

Ritual Spell Preparation

This cannot be used to prepare rituals or talents, only spells.

Investment Ritual

For an invested object to be activated, it must normally be held in one hand. It takes only one Pulse for the spell stored in the object to be activated and released. When being used, a Cast Check is again made, and a backfire may result, affecting the entity using the item.

Rank Gain

A character must have attempted a talent, spell, or ritual during the immediately preceding adventure to use Experience Points to advance in Rank with the specific talent, spell, or ritual. *This is important for long term game balance!*

[49.2] Design Notes on Colleges

The following material is additional notes on various Colleges that was cut from earlier editions due to space limitations. It is presented here for the entertainment of *DragonQuest* GM's and players.

ENSORCELMENTS AND ENCHANTMENTS

This College deals with the use of magic to change people's viewpoints. To *ensorcel* someone is to place him under a long-term charm, to gradually alter his attitudes or beliefs. Thus, the amount of mana in an area is more critical for the Adept of this College than for those of other Colleges. GM's can allow Adepts of this College greater advantages in high-mana areas and greater disadvantages in low-mana areas (adding to or subtracting from Base Chances is recommended, in addition to the Fatigue cost adjustment).

Places of Power are important to this College, as these locations would contain much pent-up magical energy. Enchanters will always be searching for bits of arcane lore to aid them in their endeavors. They are knowledgeable in the use of True Names, but not to the degree Namers are, and must acquire True Names from a Namer or similar source.

This type of magic is reminiscent of the King Arthur stories, with their special places (the Lady of the Lake, for example). NPC Adepts would know a great deal about these legendary places, and would be great sources of information.

SORCERIES OF THE MIND

This College deals with the imposition of will by one individual over another. The power of the mind is the primary interest of these Adepts, and they strive through discipline to achieve their goals. The amount of mana in an area would not affect Adepts of the mind as much as the other Colleges; the effect of the mana level can be lessened, as their minds act as foci for the mana.

Remember that their talents are always on, and need never be activated. As this school attempts to quantify psionic abilities into the magic system, these Adepts will rarely have the props and trappings of traditional magicians, such as wands and staves. The Adept would find these distracting.

This type of magic is often found in fan-

tasy fiction, such as the *Deryni* books by Katherine Kurtz and the short story "People of the Black Circle" by R. E. Howard.

ILLUSIONS

This College is closely allied in spirit and philosophy with Sorceries of the Mind, except that it needs much more mana to make the spells work. The mana level should affect these Adepts in the same way that it does Enchanters. Discipline is again important, as the essence of their work is the imposition of their will over the will of the viewer, making them believe what is not. Also note that for game purposes (in answer to the ever-present theoretical question) illusions *do* exist; they are not simply figments of the viewer's mind.

NAMING INCANTATIONS

This is the oldest College and its establishment will likely be tied very closely to the "time of creation" in any world. It can be the most powerful College in the game if played properly. The power of the Namers is their knowledge; it is their single most valuable weapon, and they will guard it fiercely. Adepts will be especially motivated to gain information about any new spells created in the campaign, so as to be able to find the proper method of countering them. GM's and Namers should establish a very close relationship in any campaign, for this College might be the focal point around which the others revolve.

The inspiration for this College includes the *Earthsea Trilogy* by Ursula K. LeGuinn and the traditions of Finnish folklore.

AIR, WATER, AND FIRE MAGICS

These Adepts use mana to penetrate their respective elemental planes, releasing power stored there to alter their element on this plane. Mana level affects them all normally. To them, the elements embody living entities to be respected and used. In their normal state, elements are things of wild *natural* beauty. What is unnatural is an Adept controlling that element, shaping it in a way nature did not intend (the thunderstorm is a natural thing; the Air magician summoning it to a new location is unnatural). Therefore elemental magicians have more than just a healthy respect for the own element and would not use it in a frivolous fashion. This is not to say they would all behave in this manner; simply that this is the philosophy of the majority.

All elemental manifestations on this plane (a campfire, a windstorm, a lake) contain elemental creatures with which these Adepts would be familiar. Knowledge of these creatures allows the Adept to bind that element into shapes and purposes of the Adept's own desire. The same creatures will inhabit any stable manifestation, and an Adept would come to know these creatures on an individual basis. Thus, when summoning a water elemental while standing on the shores of the Southern Sea (for example) the Water Adept *knows* (or certainly should know) the identity of the water elemental he is summoning, for the Southern Sea would certainly have no more than one or two such large elementals, and their Generic and Individual True Names may even be known to the Adept. The GM should

treat these powerful elemental manifestations as NPC's, and establish interchange in a meaningful way between these creatures and elemental Adepts. On the other hand, a bucket of water would certainly have no more than a few water "sprites" inhabiting it, and while these elemental creatures could be bound, their power would be limited. Knowledge of the Individual True Name of all powerful elemental creatures within an Adept's element would be of great aid to these Adepts, and GM's should encourage these avenues of thought.

These Colleges were inspired by classic myth.

SHAPING MAGICS

The guidelines provided for the Shapers assume fairly conventional magics will be most common. The GM must carefully adjudicate the more unusual items, particularly those that seem to defy standard classification. As such items are conceived and brought to term by the Adept, we recommend they cost additional Endurance from the Adept and any assistants, in an amount decided by the GM. An Adept who thoroughly investigates the feasibility of the Shaping should have a general idea of the cost.

Any object enchanted for a specific short- or long-term purpose (e.g. driving the snakes out of Ireland, slaying the dragon Fafnir, etc.) should have its own Individual True Name. The enchantment of an item to be the bane of a particular entity must involve that entity's Individual True Name when it is created. Other limits can be set for purposes of campaign balance: restricting the possible shaping to certain celestial conjunctions; requiring the participation of fantastical or extra-dimensional entities inimicable to the target entity; requiring a token of some sort from the target entity (e.g. a scale from the dragon a sword is forged to defeat); etc.

RUNE MAGICS

Remember that the efficacy of the Rune depends on centuries of use; thus, few new Runes will be found; this is an important limit on this College.

If the GM wishes, Runes can be differentiated by culture. If so, the Runes of each culture should be considered a different College, and Rune magicians of one cannot learn the Runes of another without paying the standard penalties for changing Colleges. Additional totem spirits for different cultures can be added by the GM. Although the original inspiration for this college is Norse and Celtic, the same basic structure can be adapted to African, Amerind, Oceanic, and other cultures as well.

50. CREATING NEW COLLEGES

New Colleges of Magic operate in all ways identically to those currently existing. Each College will possess General Knowledge Spells, General Knowledge Rituals, Special Knowledge Spells, Special Knowledge Rituals, a General Knowledge Counterspell and a Special Knowledge Counterspell. The last two will

be known to Adepts of the College of Naming Incantations, just as the other counterspells are. All of the provisions of Sections 25 through 35 should apply to new Colleges.

The GM who is concerned with campaign continuity may wish to invent a rationale explaining why players have been unaware of these new Colleges. Also, the Namers of his world should be given certain allowances pertinent to the knowledge of the counterspells for these Colleges, especially for a character who has risen in power and knowledge of all other counterspells. Possibly a temporary reduction of the required study time or Experience Point cost can be implemented to allow a Namer an opportunity to catch up.

51. GUIDE TO HERBAL LORE

Magical plants, trees, herbs, roots, bark, leaves, nuts, fruits, and other plant products are collectively referred to as herbs. They can play an important role in *DragonQuest*® game magic, as they do in our own folktales and mythology. While greatly detailed herbal lore is not necessary for a *DragonQuest* campaign, allowing for some of the traditional effects of herbal lore adds greatly to the flavor and texture of the campaign. The following list includes some of the more prominent varieties. Herbs have the following characteristics:

Availability. The four classes of Availability affect the relative value of the herb. (Note: 12 sprigs = 1 handful; 12 handfuls = 1 bag; 12 bags = 1 basket):

Common. These herbs are common to most areas where humans and humanoids dwell. They are worth from 1 to 5 Silver Pennies per basket or, if magical value is particularly low, Copper Farthings. A Ranger is 100% likely to find them in season.

Uncommon. These herbs are not common where humans and related species dwell, but are available at known sites within a week's walk. Uncommon herbs usually are worth between 10 and 30 Silver Pennies per bag. A Ranger is 50% likely to find these in season.

Rare. These herbs are not widely known or seldom readily available, except by dint of many weeks walking or searching. Rare herbs always fetch at least 50 Silver Pennies per sprig from a local healer or alchemist. Often they fetch 10 times that amount if the source is far away. A Ranger will find these 30% of the time in season.

Very Rare. These herbs and plants are seldom recognized by those other than Rangers specializing in their Habitat or merchants specializing in spices and the like, or they grow only in some one special place. They range in price from 500 Silver Pennies per handful (or other small measure) to 10,000 Silver Pennies if both very rare and blessed with miraculous powers. A Ranger is 10% likely to find these in season.

(Note: Characters may have some difficulty disposing of very rare herbs, as potential buyers must often be educated as to their wonderful and mystical properties. Also, the more rare and powerful such an herb is, the more likely that characters must travel to a major urban center to find a sophisticated (and wealthy) enough market. Also, the larger the urban market, the more likely that the characters will experience interference from the city fathers, the watch, or local guilds, who often want a piece of the action or right of first refusal on purchase of the herb.)

Habitat. The Habitats are the same as those listed for creatures. Plants will nearly always be found *only* in the listed Habitat(s).

Potency Loss. A relative loss of potency often occurs within hours, days, weeks, or months after the herb is picked (or uprooted for transplanting). The percentage loss is a constant based on the herb's original potency. The current market value of an herb is equal to the base market value times the percentage of potency remaining. Base market value is estimated by the GM from Availability.

Description. A short physical description of the herb, where appropriate, followed by an outline of its uses and powers. Use of most herbs to manufacture amulets, potions, and medicines is generally restricted to Adepts of Colleges that specifically include the knowledge to manufacture such things or to individuals trained in the Skills appropriate to such manufacture. These skills are Alchemist, Healer, and Ranger.

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

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

[51.2] Herbs are applied by one of three methods: "infusion", "poultice", and "tincture".

An *infusion* (commonly called a "tea") is made by placing a fresh or powdered herb into wine or hot water. A *poultice* (commonly called a "salve") is made by finely chopping fresh herbs, or by mixing a powdered herb into wine or hot water, placing it on a wound or a patch of skin, then bandaging the area. A *tincture* (commonly called an "ointment") is made by placing a fresh or powdered herb into a solvent (such as alcohol) and then coating a wound or patch of skin.

[51.3] Only a Ranger can use an herb immediately when it is freshly picked.

He will often use the herb for an infusion, poultice, or tincture.



[51.4] Only a Healer or an Assassin can effectively use powdered herbs.

Only a Healer can make a healing tea, salve or ointment from a powder. To activate the powder, he must expend 2 Fatigue Points per packet. Only an Assassin can create a poison tea, salve, or ointment from a powder. There is no Fatigue cost for him to do so.

[51.5] An Adept of the College of Shaping Magics can fashion Amulets from certain herbs.

Once completed, the Amulet can be used by anyone (see 51.8).

[51.6] Adepts of all Colleges use dried herbs when performing Ritual Magic.

Some herbs can enhance certain rituals. Success modifiers (if any) are given in the "Magical Herb" entries in 51.9.

[51.7] Only an Alchemist can prepare herbs for use by powdering or distillation.

An Alchemist can perform powdering and distillation at Rank 1 or higher. Powders can be used by Healers and Assassins. Distillations (commonly called "potions") can be used by anyone. Both activities have special features:

1. Powdering: Powdering an herb prevents it from losing any further potency. The Alchemist requires 6 hours (-30 minutes/Rank) to powder an herb, resulting in a small packet of powder. It takes one full handful of the fresh herb to produce one packet of powder. The

cost to the Alchemist is twice the cost of the handful, which he can sell for twice that again. In packet form, the powder can only be used by a Healer (if it is a healing herb) or an Assassin (if it is a poison). The powder will keep so long as it is stored in a moisture-proof container.

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

[51.8] Herbs are generally grouped by primary user and effect.

Some herbs will appear in more than one list. Herbs listed in italics can be made into amulets by Adepts of the College of Shaping Magics. In the Master Herb List, herbs are listed alphabetically.

ALCHEMICAL HERBS: Angelica, Bloodroot, Cowslip, Cyclamen, Fern, Hemlock, Henbane, Laurel, Lotus, Marigold, Moonwort, Saint John's Wort, Teasel, Valerian, Vetch

HEALING HERBS: Agrimony, Amaranth, Anemone, Angelica, Basil, *Betony*, *Black Hoarhound*, Bryony, Catgut, Catnip, Chervil, Daffodil, Hellebore, Marjoram, Mistletoe, Sage, Saffron, Satyr Orchid, Snakeroot, Valerian

MAGICAL HERBS: Anemone, Angelica, Cowslip, Euphorbia, Jasmine, *Jimson Weed*, Laurel, Lotus, Marigold, Mistletoe, Moonwort, Myrrh, Saffron, Sandalwood, Sweet Flag

POISONOUS HERBS: Belladonna, Euphorbia, Hellebore, Hemlock, Henbane, *Holly*, Mandrake, Mistletoe

MISCELLANEOUS HERBS: Fennel, Garlic, *Mullein*, Thyme

Special Note On Poisons: Poisons can only be powdered or distilled by an Alchemist. Some poisons work in their raw state; these and any distilled or powdered can be used by any skilled individual. Anyone but an Assassin will find them hard to buy and even harder to successfully introduce into anyone's food, as most have a distinctive bitter taste. All herbal poisons must be ingested to cause harm. Listed with each poison is a "kill chance." This is the Base Chance the poison will kill anyone who ingests it, whether in distilled, powdered, or solution form. If in solution, and that solution is drunk by more than one person, divide the percentage by the number of people ingesting (round down) and the result is the "kill chance" applied to each drinker. If a person survives a poisoning attempt by less than 20, his Fatigue is reduced to zero until he gets a good night's sleep.

[51.9] MASTER HERB LIST**AGRIMONY**

Availability: Common. **Habitat:** Field, Woods, Rough. **Potency Loss:** 20% within 1 day, 10% / day thereafter to 20% potency, which it retains for 4-5 months.

Description: A bright yellow-flowered plant of the genus *Agrimonia*. Agrimony is a 100% effective cure for snake bit poisoning when its leaves are freshly picked. An Alchemist can distill the anti-venom from this herb per 54.7.

AMARANTH

Availability: Uncommon. **Habitat:** Fields, Woods. **Potency Loss:** 40% after 1 hour, 10% / week thereafter to 10% potency.

Description: An herb with small red or white flowers often confused with a (seemingly) legendary plant of the same name. The legendary amaranth is said never to fade and to be the prime ingredient in an amulet that causes the wearer never to age. This herb has no such magical powers. Instead, the petals of the red variety can, when fresh, be made into a poultice to stop the bleeding within D + 2 Pulses. The poultice heals 1 Endurance Point per day for D10 days.

ANEMONE (Wind Flower)

Availability: Uncommon. **Habitat:** Woods. **Potency Loss:** 30% after 24 hours, then 1% / week. **Description:** A tall, coarse herb with large rich purple flowers having black centers. Anemones can grow literally overnight. Steam from the boiling petals can provide anyone who breathes it with a +10 to any Base Chance involving spells that predict the future. A poultice made of the petals has an 80% chance of curing any blindness except that due to a major curse or to loss of eyes.

ANGELICA

Availability: Uncommon. **Habitat:** Fields. **Potency Loss:** 5% within 24 hours, then 1% / week. **Description:** A leafy green herb with medicinal applications. An Alchemist can distill potions to cure colds, infections, and add 10 to the user's Magic Resistance for D5 hours. Tincture of this herb brushed on a wound will decrease the chance of infection by 20.

BASIL

Availability: Common. **Habitat:** Fields. **Potency Loss:** 30% within 1 hour, 50% within 24 hours, and 100% within a week.

Description: A common herb with green waxy brittle leaves. A basil poultice cures any type of insect, bee, or wasp bite or sting. The poultice cures 1 Endurance Point per day for D10 days.

BELLADONNA (Deadly Nightshade)

Availability: Rare. **Habitat:** Woods, Marsh. **Potency Loss:** 10% within 24 hours, then 1% / week for all purposes except poison manufacture.

Description: An herb with black berries and dark crimson leaves. An Alchemist can distill a Flying potion (lasting D10 minutes) or a powerful poison (100% kill chance). The berries themselves are poisonous, but so bitter a victim will probably not eat enough to do serious harm. Death is by heart and respiratory failure within several hours of ingestion.

BETONY (Wood Betony)

Availability: Uncommon. **Habitat:** Fields, Woods. **Potency Loss:** 1% / week.

Description: An herb of the mint family. An Adept of the College of Shaping Magics can use betony in any amulet that increases the Physical Strength, Endurance, or Fatigue of the wearer. Anyone can brew freshly picked betony into a tea that restores Fatigue to the drinker as if he had

just eaten a hot meal.

BLACK HOARHOUND

Availability: Uncommon. **Habitat:** Marsh. **Potency Loss:** None.

Description: An herb that can be brewed into a tea that restores Fatigue as a hot meal. A Shaper can fashion this into an Amulet of Calmness that decreases the wearer's rolls on the Fright Table (44.8) by 10.

BLOODROOT

Availability: Uncommon. **Habitat:** Fields, Woods. **Potency Loss:** 1% / week.

Description: A weed with fibrous, liquid-bearing roots. An Alchemist can distill the juice into a potion that acts as a Control Spell on whoever ingests it, causing him to obey the first sentient being he meets as if that being were the caster of the spell (see 37.3, G-7).

BRYONY (Snake Grape)

Availability: Uncommon. **Habitat:** Fields, Woods. **Potency Loss:** None.

Description: A flowering vine with grape-like fruit and tendrils. An Alchemist can distill from these a potion that heals broken bones if drunk three times a day for seven days.

CATGUT (Turkey Pea, Goat's Rue)

Availability: Uncommon. **Habitat:** Woods, Rough. **Potency Loss:** 10% in 1 hour, then 1% / hour. **Description:** An herb whose tough roots can be ground and brewed into a tea that restores Fatigue as a hot meal.

CATNIP

Availability: Common. **Habitat:** Fields. **Potency Loss:** 1% / week.

Description: An herb of the mint family, often domestically grown. Catnip can be distilled by an Alchemist into a potion that will heal 3 Endurance Points.

CHERVIL

Availability: Common. **Habitat:** Fields. **Potency Loss:** 20% within 1 hour, then 1% per hour.

Description: An herb of the parsley family. An infusion used to bathe wounds decreases the chance of infection by 10 and increasing the chance to recover from infection by 10. An Alchemist can distill a Healing potion with the same effect.

COWSLIP

Availability: Common. **Habitat:** Fields, Woods. **Potency Loss:** 5% / week.

Description: A yellow wildflower that often grows in pastures. Alchemists sometimes distill Sleeping potions from this herb and Adepts of the College of Enforcements and Enchantments sometime substitute it for more potent ingredients in Sleep Dust (with a 90% loss in effectiveness; see 36.5, Q-3). The pollen of the flowers is the active ingredient.

CYCLAMEN

Availability: Uncommon. **Habitat:** Woods, Marshes. **Potency Loss:** 40% after 1 hour, then 1% / hour.

Description: A flowering herb of the primrose family that an Alchemist can distill into a Sleeping potion or a Love potion (both lasting D10 hours).

DAFFODIL

Availability: Common. **Habitat:** Fields, Woods, Rough. **Potency Loss:** 20% after 1 hour, then 5% / hour.

Description: A yellow flower that can be made into a poultice and applied to wounds to heal 1

Endurance Point per day for D10 days.

EUPHORBIA

Availability: Rare. **Habitat:** Woods. **Potency Loss:** None.

Description: A poisonous plant often burned by Adepts of most Colleges with incense and precious oils while performing ritual magic. Alchemists can distill a synthetic poison from it (35% kill chance).

FENNEL

Availability: Common. **Habitat:** Fields. **Potency Loss:** 10% / month.

Description: A feathery green flowering herb whose seeds can be used by an Adept of the College of Shaping Magics to manufacture an amulet designed to repel Spectres (Shaping Index 40). Against this, a spectre must roll 2 × Willpower or less on D100 or be repelled.

FERN

Availability: Uncommon. **Habitat:** Woods, Marsh, Caverns. **Potency Loss:** 5% / day.

Description: A delicate, feathery plant usually found in dimly lighted areas (wooded glens, cave entrances, etc.). The male plant can be dried and powdered for use in Love potions (lasting D10 days). The female plant can be distilled by an Alchemist into a Potion of Invisibility (for D10 hours).

GARLIC

Availability: Common. **Habitat:** Fields. **Potency Loss:** None.

Description: A purple-flowered member of the lily family. The flowers can be used as a protection against vampires, but they are not nearly as effective as the plant's root, which forms bud-like rhizomes that can be eaten or strung into garlands that offer the best protection (see 78.2). Sailors believe that eating or wearing garlic helps prevent shipwrecks, but this is a mere myth. Garlic has a slight repellent effect on Greater Undead other than Vampires and discomfits Shape-changers.

HELLEBORE

Availability: Rare. **Habitat:** Woods, Marsh. **Potency Loss:** 2% / week.

Description: A generally poisonous plant that comes in two varieties: Green and Black. The Green variety can be distilled by Alchemists into potions that cure madness (60% chance). The Black variety can be distilled by Alchemists into several different types of poison (60% kill chance).

HEMLOCK

Availability: Rare. **Habitat:** Woods, Marsh. **Potency Loss:** 2% / week.

Description: A variety of evergreen whose bark is useable by Alchemists to create Flying potions (lasting D10 minutes) or powerful poisons (70% kill chance). Works by slow paralysis eventually causing cardiovascular failure.

HENBANE

Availability: Rare. **Habitat:** Fields. **Potency Loss:** 5% / week.

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

HOLLY

Availability: Uncommon. **Habitat:** Fields, Woods, Marsh. **Potency Loss:** 5% / day.

Immediately loses all remaining potency if touched by Cold Iron. **Description:** A flowering, fruit-

earing viney plant. The berries are a bright red, very attractive, but bitter. They are also extremely poisonous, killing within hours (70% kill chance). A Shaper can make an Amulet of Luck from the leaves, which increases the wearer's Magical Resistance by 3 and subtracts 2 from any Strike Check made against the wearer.

JASMINE

Availability: Uncommon. **Habitat:** Fields. **Potency Loss:** 20% within 1 hour, then 10%/week.
Description: A flowering shrub reputed to be a powerful ingredient for Love potions. It actually has no value except to make such liquids sweet smelling. Jasmine incense has magical value in rituals, especially those involving purification or summoning (+2 to Base Chance).

JIMSON WEED

Availability: Uncommon. **Habitat:** Rough, Waste. **Potency Loss:** 5%/month.
Description: An Alchemist can use jimson weed to distill potions that create hallucinations or make the drinker susceptible to mental control or manipulation. A Shaper can fashion it into an Amulet for protection against spells of the College of Enchantment and Enchantments (+5 to Magic Resistance).

LAUREL

Availability: (Uncommon. **Habitat:** Woods, Rough, Marsh. **Potency Loss:** 10% within 1 hour, then 5%/week.
Description: A small evergreen whose leaves can be distilled by an Alchemist to create a potion that increases the drinker's ability to disbelieve illusions (+25 to success percentage).

LOTUS

Availability: GM's discretion. **Habitat:** Woods, Marsh. **Potency Loss:** None.
Description: A type of five-petaled flower that appears in several distinct varieties. The White Lotus can be used in the production of Love potions by Alchemists. The Yellow Lotus is sometimes dried and used by Shapers to manufacture Amulets of Luck (see Holly). The Pink Lotus is the most common type, but has no magical properties. The Purple Lotus is Rare and is used in potions that increase the resistance of the drinker versus magic of the College of Sorceries of the Mind (+5 to Magic Resistance). The Black Lotus is Very Rare and is the most powerful of the five. The pollen from this flower is the active ingredient in both Sleep Dust and (in larger quantities) Poison Dust, the manufacture of both substances being part of the General Knowledge of the College of Enchantment and Enchantments (and such a closely-guarded secret that none except an Adept of this College has ever been able to duplicate either). The Black Lotus is also a powerful ingredient in Alchemists' aphrodisiacs, love potions, and potions used to cause hallucinations or gain control over the drinker.

MANDRAKE

Availability: Rare. **Habitat:** Woods, Marsh. **Potency Loss:** None.
Description: An herb of the nightshade family whose root forms the shape of a human figure. The berries can be used as either an aphrodisiac, a narcotic, or a poison (30% kill chance), depending on the dosage.

MARIGOLD

Availability: Common. **Habitat:** Fields. **Potency Loss:** 5%/week.
Description: A yellow-flowered plant whose seeds are often made into incense for use in rituals. An Alchemist can distill a Potion of Truth that causes the drinker to speak only the truth and

answer all questions asked if he fails to make a Resistance Check (2×Willpower). The potion cannot force the revelation of an Individual True Name. The potion lasts D10 minutes.

MARJORAM

Availability: Uncommon. **Habitat:** Fields Woods. **Potency Loss:** 10%/hour.
Description: An herb often used to brew teas with calmative and restorative powers. Drinking a cup of this tea will decrease subsequent die rolls on the Fright Table (44.8) by 5 and will allow the drinker to recover Fatigue as if he had eaten a hot meal.

MISTLETOE

Availability: Uncommon. **Habitat:** Woods, Forests. **Potency Loss:** 5%/hour.
Description: A parasitic shrublike plant whose white berries are slightly poisonous (5% kill chance). The entire plant except the berries can be made into an infusion used to wash fresh wounds, restoring 2 points to Fatigue and increasing the chance of recovery from non-magical infection by 15. A Shaper can fashion a set of lock picks from a sprig of mistletoe that adds 10 to the chance of picking a lock.

MOONWORT

Availability: Rare. **Habitat:** Woods. **Potency Loss:** 5%/day.
Description: A fern known for its crescent-shaped leaves. It is often used as an ingredient in Love potions. A Shaper can fashion lockpicks from dried moonwort stems that add 15 to the user's chance to pick a lock. Moonwort does, however, exercise an extremely rapid oxidizing effect upon Cold Iron (−1% of the metal's strength per hour of contact with moonwort).

MULLEIN

Availability: Rare. **Habitat:** Fields, Woods. **Potency Loss:** None.
Description: A coarse-leaved weed. The leaves can be dried and fashioned by a Shaper into an amulet that protects the wearer from enchanted monsters, who will not approach the wearer closer than 20 feet.

MYRRH

Availability: Rare. **Habitat:** Woods. **Potency Loss:** None.
Description: A resinous plant often tapped for the sweet-smelling gum. The gum is one of the most important ingredients both in perfumes and in incense used in rituals. It adds +2 to the Base Chance if used while summoning an extra-dimensional entity.

SAFFRON

Availability: Uncommon. **Habitat:** Fields, Woods. **Potency Loss:** 1%/week.
Description: A variety of crocus whose stamens can be used by Alchemists to distill potions to cure blindness (75% chance) or disease (70% chance). Saffron stamens can also be used in the manufacture of incense for use in magic rituals.

SAGE

Availability: Uncommon. **Habitat:** Fields. **Potency Loss:** 2%/week.
Description: A leafy herb whose juices are distilled by Alchemists into potions that cure disease. The plant can also be brewed into a calmative tea that reduces die rolls on the Fright Table (44.8) that day by 3.

SAINT JOHN'S WORT (Hypericum)

Availability: Uncommon. **Habitat:** Woods, Marsh. **Potency Loss:** None.
Description: An orange-flowered plant that can be distilled into an Alchemist's potion to increase the

resistance of the drinker to magic of the College of Necromantic Conjurings (+10 for D10 hours).

SANDALWOOD

Availability: Rare. **Habitat:** Woods, Forests. **Potency Loss:** None.
Description: A tree whose bark is valuable as an ingredient in most incenses used in rituals.

SATYR ORCHID

Availability: Very Rare. **Habitat:** Woods, Forests. **Potency Loss:** 50% after 1 hour, then 10%/hour.
Description: A green-flowered orchid that can be eaten as an stimulant. One flower allows the eater to recover 4 Fatigue immediately. Any number of flowers can be eaten, but there is a 10% chance (+20% for each flower above one) that eating the flower(s) will cause the eater to gradually (D10 weeks + one day per Endurance Point currently possessed by the victim) turn into a Satyr. Treat this latter effect as a major curse.

SNAKEROOT (Rattlesnake Root)

Availability: Uncommon. **Habitat:** Woods, Rough. **Potency Loss:** 50% after 1 hour, then 10%/day.
Description: An herb whose root can be chewed and spat into a snakebite, neutralizing the poison of the snake within D−5 minutes. Alchemists can distill it into a variety of antidotes and potions for healing diseases.

SWEET FLAG

Availability: Uncommon. **Habitat:** Fields. **Potency Loss:** 30%/day.
Description: A tall, bright flower that is unpleasant to Wights, Wraiths, and Night-Gaunts. Each of these types of Undead must roll their Willpower or less in order to approach a character or cross a threshold draped in sweet flag.

TEASEL (Venus's Basin)

Availability: Uncommon. **Habitat:** Fields. **Potency Loss:** 5%/week.
Description: Actually the plant, itself, is of no value. However, water that collects at the base of this tall burred plant is an ingredient used by Alchemists in Beauty potions (lasting D10 days).

THYME

Availability: Uncommon. **Habitat:** Fields. **Potency Loss:** 5%/week.
Description: An herb of the mint family that can be brewed into a tea that will decrease the drinker's subsequent rolls on the Fright Table within the next six hours by 3.

VALERIAN

Availability: Uncommon. **Habitat:** Woods. **Potency Loss:** 20% after 1 hour, then 10%/day.
Description: A flowering herb used by Alchemists to distill Sleeping potions (lasting D5 hours). Can be brewed into a tea that will allow the drinker to recover 2 Fatigue exactly as if he had just eaten a hot meal. An Alchemist's distillation will heal 4 Endurance Points immediately and also cure diseases. The tea has the side effect of making the drinker extremely attractive to members of the opposite sex for a period of two hours after drinking.

VETCH

Availability: Uncommon. **Habitat:** Fields, Rough. **Potency Loss:** 10%/month.
Description: A purple-flowered clover often found in hilly or even mountainous regions. Used by Alchemists to distill potions that increase the Physical Strength or Endurance of the drinker by 1 per Rank for D10 minutes.

The Third Book

Skills, Monsters, Adventure



VII. SKILLS

A character can acquire and refine skills during a campaign. He can hone his talents in a series of interrelated non-magical and quasi-magical abilities, which combine to form a single skill. A character's degree of talent is measured by his Rank in a skill. He begins with the simplest abilities at the lowest Ranks, and gains the more difficult ones as he progresses through the Ranks. His percentage chance of successfully performing tasks associated with a skill will increase as his Rank becomes higher.

The skills presented here are only those likely to be used by a character during an adventure. The fruits of the labors of those using other, more plebeian, skills can be purchased. The gamemaster will be guided in determining the price (in Silver Pennies) of the various goods produced by craftsmen by the Basic Goods Cost List (85.4). Weaponsmiths' products are valued on the Weapons Chart (20.3); Armorers' on the Armor and Shield

Charts (18.1 and 17.5). The three factors that determine the price of finished goods are: the quality of the material used, the man-hours spent in construction, and the estimated Rank of the craftsman (if one person produces the goods) or of the overseer (if the effort is a team project). However, if a character wishes to purchase a custom-made or rare item, then he will have to negotiate with the craftsman (represented by the gamemaster), and can defray costs by providing some of the scarcer components himself. The barter system is acceptable when dealing in costly or rare items.

52. ACQUIRING AND USING SKILLS

The rudiments of a skill are learned by dint of hard practice and diligent study. A character must spend a good deal of time and effort before he can use a skill at novice level (Rank 0). The character's ability with a skill can improve only if he continues to work with it during and between adventures.

[52.1] Any skill can be acquired at Rank 0 at a variable cost of

Experience Points and 8 weeks of game time [see 78.1].

All eight weeks must fall within a period of six game months. Time spent on adventure cannot count toward the necessary eight weeks. One skill can be acquired without the expenditure of time and at a minimal cost in Experience Points (see 8.6).

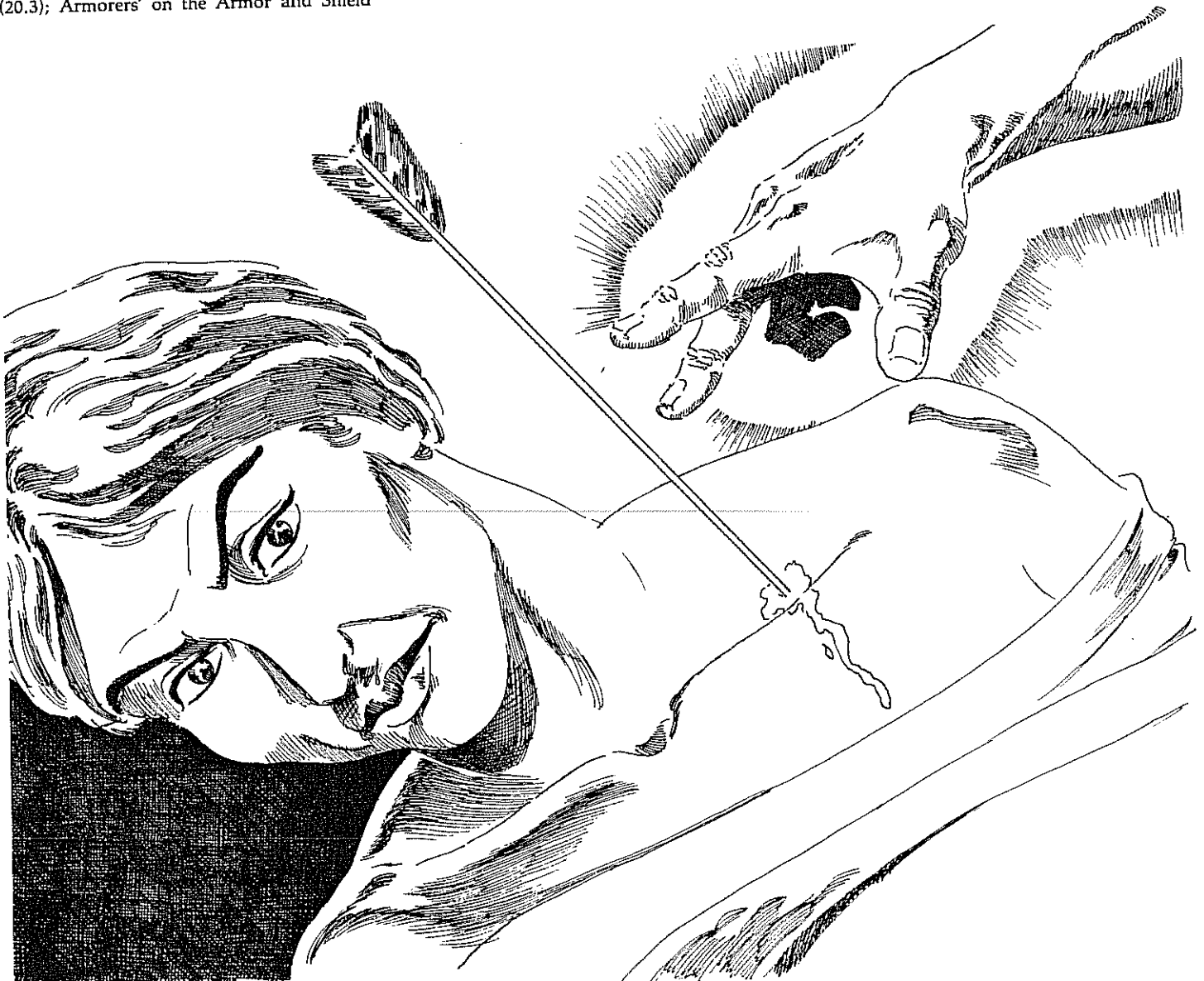
[52.2] The method by which a character learns a skill affects the Experience Point cost to acquire that skill or to increase the character's Rank.

If the character is taught by someone of greater Rank in the skill, *decrease* any Experience Point cost by 10%.

If the character learns from a book, verbal descriptions or practices with someone of equal or lesser Rank in the skill, any Experience Point cost is unmodified.

If the character practices with no useful outside assistance, any Experience Point cost is *increased* by 25%.

The availability of qualified teachers, and the fees they charge the character for their



services, are left to the discretion of the GM.

[52.3] A character can attempt to employ a non-magical skill any number of times during a day.

The use of a skill does not, in and of itself, prevent a character from using the same or any other skill immediately afterwards. However, a character might suffer adverse fortune (e.g., lose Fatigue Points) while executing a skill, which would inhibit his ability to act later.

[52.4] The use of a non-magical skill is rarely automatically successful.

A character usually has a chance of failure when using a non-magical skill. Unless the ability is described as an exception to this rule, the maximum chance to succeed with it is never greater than $(90 + \text{Rank})\%$. A character always fails to use an ability if the roll is greater than the modified chance or 100 (regardless of Rank). Unless otherwise noted, the maximum Rank attainable with a skill is Rank 10.

[52.5] Very few of the abilities associated with the various skills are quasi-magical.

The following rules describe the only quasi-magical abilities to be found in the skills section: 54.7, 54.9, all of 56 and 59, 60.3 and 66.6.

[52.6] A character must practice any skill he acquires or risk a decrease in Rank.

A character must use *one* game day to fulfill the practice requirement once a month for one skill. If a character fails to practice a skill for one month, he can satisfy the practice requirement by the use of *four* game days during the following month; if he fails to practice for two months, *eight* game days will satisfy the requirement during the third month of the cycle. Days of practice during the second month can count towards the third month requirement.

If a character has not sufficiently practiced a skill by the third month, his Rank in that skill is decreased by *one*. If the skill is at Rank 0, he loses that skill.

Note: A character practices his skills of speaking, reading and writing in a language through conversation and correspondence; it should be assumed that he is able to do this independent of his other practices.

53. SPECIAL SKILLS: SPOKEN AND WRITTEN LANGUAGES

Many languages and dialects are to be found in a typical *DragonQuest*® game world. The primary linguistic division is between species; the secondary one is cultural. The prevailing spoken language is the Common tongue, which is spoken by most sentients. Illiteracy is quite common, so there is no one universally recognized written language. Generally, while there may be spoken dialectic differences with-

in a language group, the contemporary writings in that language will be virtually identical. Records that date from separate eras will, of course, employ different idioms and connotations of certain words, reflecting the ongoing change in that language. Each species will have a distinct tongue, as will each national group of humans.

As he constructs his world, the GM will decide which languages are spoken by beings in the area in which the player characters will adventure. Most creatures with an IQ greater than 90 (which includes the majority of humanoids) speak the Common tongue, if not as a first language, then as a second. Common is known as the "trade tongue", and most interracial and international negotiations are conducted in that language. When a written record is necessary, each party usually obtains a copy in his own language. Thus, an interpreter will always be in demand.

Every beginning player character can speak Common (see 53.6). If the character is non-human, he will also speak his racial language or dialect. A human or shape-changer character can read and write Common, a skill other non-human characters must acquire. When characters encounter a creature who does not (or will not) speak Common, they must either have learned that creature's native tongue, or essay sign language.

[53.1] The ability to speak a language and the ability to read and write in it are separate skills.

[53.2] If a character's Rank in speaking a language is greater than his Rank in reading and writing that language, the character expends one-half the necessary Experience Points to acquire or improve the latter.

The reverse is also true.

[53.3] The ease with which a character can converse in a particular language is indicated by his Rank in it.

Rank	Ability
0	Has a grasp of pronunciation and inflections; able to speak a few words.
1	Develops a limited vocabulary, consisting of the most important words in the language (but see Rank 5).
2	Understands grammatical construction of language.
3	Capable of halting speech; understands pedestrian conversation.
4	Becomes conversant with current idioms.
5	Concepts peculiar to the language or alien to the character understood.
6	Moderate fluency; can make anything but difficult concepts clear in conversation.
7	Able to make sense of another dialect of the language after a decent amount of exposure to it.
8	Native fluency; can pass for same.
9	Commands enhanced vocabulary.
10	Able to understand another dialect of language with a minimum of study.

Note: If a character's vocal chords are not designed to reproduce the speech of another race, then the character will never be able to pass for a native without magical aid.

[53.4] A character's facility for reading or writing in a language is determined by his Rank in that skill.

Rank	Ability
0	Knows the entire alphabet (or symbology); able to recognize key words or phrases.
1	Acquires a basic vocabulary, consisting of the most important words (but see Rank 5).
2	Understands grammatical construction of language.
3	Can describe simple concepts in writing; understands most simple books.
4	Becomes familiar with idioms.
5	Concepts peculiar to the language or alien to the character understood.
6	Moderately fluent writer; can draft correspondence and essays, retains some awkward phrasing.
7	Able to make sense of another dialect of language after considerable study.
8	Fully fluent writer; comfortable with the language.
9	Commands enhanced vocabulary.
10	Able to understand another dialect of language without much study; writer of scholarly tracts and able to understand meanings of ancient writings in language.

[53.5] The extent of a character's vocabulary is indicated by the highest Rank he has achieved in one of the language skills.

Rank	Words Known
0	50 (plus phrases)
1	250 to 500
2	600 to 750
3	800 to 1000
4	1250 to 2500
5	3000 to 5000
6	10,000
7	20,000
8	25,000
9	40,000
10	50,000

[53.6] If a character begins with the ability to speak or read and write in a language, his Rank in that skill is presumed to be 8.

Thus, every character speaks Common at Rank 8.

54. ALCHEMIST

Almost all natural chemicals can be combined into a variety of useful mixtures by expert hands. The potions that will be in most demand by characters will be those that affect bodily functions of humanoids. The effects of these potions range from healing balms to deadly poisons. In a sense, alchemy is a "poor man's magic"; it is more cost-efficient in affecting the actions of beings than the use of *mana*, albeit not as easily applied to the subject.

There are five main areas of study of alchemy. The first is that of chemical analysis, the ability to determine the effects of ingestion or application of a given liquid substance. The others are: standard chemicals, medicines and antidotes, poisons (including venoms), and potions. The creation of a potion requires the aid of an Adept.

As a character gains experience in the field of alchemy, he will increase the efficacy of the mixtures he produces. The character will also decrease the cost of goods (to him).

An alchemist must know how to read and write in one language if he wishes to advance beyond Rank 0.

[54.1] An alchemist gains the ability to analyze chemicals at Rank 0.

An alchemist can identify a liquid by its type (e.g., medicine, poison). If the liquid is not a common one, the alchemist must spend $(110 - [10 \times \text{Rank}])$ minutes using the proper equipment to analyze the liquid's type.

If a liquid to be analyzed is particularly well-known to the alchemist (such as water or wine), he will recognize it almost immediately.

If an alchemist wishes to determine exactly what a not readily identifiable substance is, the GM rolls D100. If the roll is equal to or less than the alchemist's Perception plus $(8 - \text{Rank})$, the alchemist is told the common name of the substance in question (e.g., hemlock, quicksilver). If the roll is greater than the success percentage, the GM either informs the alchemist that he is not sure or gives an incorrect answer. The greater the roll, the more likely the GM is to give false information.

[54.2] An alchemist can injure himself while working with dangerous chemicals.

Whenever an alchemist uses or analyzes a liquid with potential injurious effects, there is a chance that some of the substance will come in contact with his person. The GM incorporates the accident chance into any other alchemy-related percentile roll; should there not be one, he rolls D100. The chance of accident is $(30 - [(2 \times \text{Rank}) + (\text{Manual Dexterity})])\%$. If the roll is within the span of numbers for accident, the alchemist suffers from the chemical. A roll of 100 always results in an accident.

Example: An alchemist character with a Manual Dexterity of 17 and a Rank 3 would have a 7% chance of failure. Any roll from 94 to 100 will cause the alchemist to have an accident.

The GM will determine the exact effects upon the unfortunate character. The minimum damage will be from formaldehyde-type chemicals, which will cause about 1 Damage Point and causes blisters. The maximum damage from a non-magical liquid will be from something on the order of non-dilute hydrochloric acid, which will cause about 12 Damage Points per Pulse, and possibly permanent bone and tissue damage. The effects of certain chemicals are described in the following Cases. Unless either the GM or the players have a fair knowledge of chemistry, the alchemist should restrict himself to common liquids.

If the alchemist is dabbling with danger-

ous chemicals without using the proper equipment (see 54.3), *double* the chance of accident. If an alchemist is working in his lab, he can prevent damage due to chemicals after the first round (unless he is incapacitated during the first round) by pouring the appropriate counteragent upon the affected area.

If a combination of chemicals forms a gas or a solid, the character's Agility value is substituted for his Manual Dexterity when rolling for accident.

[54.3] An alchemist will be able to better perform his skill when using the proper equipment or when working in a laboratory.

It costs 500 Silver Pennies per year to purchase basic equipment. This includes acid-resistant (not proof) flasks, gloves, pipettes, etc. A character cannot mix chemicals to specified measurements unless he uses proper equipment.

It costs 2500 Silver Pennies to construct a lab, and 1000 Silver Pennies per year to maintain it. An alchemist can only manufacture medicines, antidotes, poisons or potions or distill venoms in a lab. A laboratory can be rented at a cost of 15 Silver Pennies per day.

The chance of an alchemist correctly analyzing a chemical (see 54.1) is increased by 10 when he performs the analysis in a laboratory.

The GM and an alchemist player should scale costs and effects of improved alchemical support material to the above rules.

[54.4] An alchemist must purchase the components necessary to manufacture each of his products.

A medicine costs $(150 - [10 \times \text{Rank}])$ Silver Pennies. An antidote costs $(250 - [15 \times \text{Rank}])$ Silver Pennies. The costs for poisons and potions are given with their rules (54.8 and 54.9). All costs given are for one creation attempt; if that attempt fails, new ingredients must be purchased.

The cost for a standard chemical will range from one Silver Penny for a quart of flammable oil to 2000 Silver Pennies for a fluid ounce of non-dilute hydrochloric acid. The GM should scale the costs of other chemicals appropriately.

The cost to distill an herb varies with the cost of the herb.

[54.5] An alchemist can mix standard chemicals beginning at Rank 3, and can add one additional ability to his repertoire at Ranks 5, 7, and 9.

An alchemist chooses his additional ability from the following: medicines and antidotes, poisons (including venoms) and potions.

[54.6] The ability to mix standard chemicals allows the alchemist to produce mixtures that can prove useful on expeditions.

An alchemist can produce well-known

chemical combinations (e.g., oil and vinegar, water and anything) at any Rank. The standard chemicals ability allows the alchemist to perform most distillations and extractions, and mix the simplest of compounds.

For example, an alchemist can produce Greek Fire and methane with the standard chemicals ability. The components for 12 ounces of Greek Fire (enough to fill a grenade) cost 600 Silver Pennies. Enough methane to fill a grenade can be manufactured at a cost of 300 Silver Pennies. If a creature is directly hit by a grenade filled with Greek Fire, that creature will suffer D10+7 Damage Points per Pulse until the flames are extinguished (the virtue of Greek Fire as a weapon is that it sticks to the target). A partial hit will cause D10 -3 Damage Points per Pulse; if a shield is interposed between target and grenade, the shield catches fire, though the intended target suffers no more than 2 Damage Points. A methane grenade creates a ball of fire in the hex in which it detonates and the adjacent six hexes. Any creature in one of those hexes will suffer D10 -3 Damage Points, but will be able to avoid further damage by exiting the fire hexes (methane is not a persistent inflammable).

Whenever an alchemist wishes to manufacture standard chemicals, he must spend D10+7 hours in a laboratory and pay for the components. The quantity mixed does not affect the time required, but an alchemist is limited to the manufacture of one end product during a given laboratory session.

An alchemist can produce standard chemicals for the use of local businessmen (e.g., embalming fluid for the undertaker), and earn between 50 and 75 Silver Pennies per full week of labor. Alternately, he can produce chemicals that are likely to be put to illegal uses (e.g., a corrosive for iron) or manufacture additives (e.g., cocaine, opiates). The alchemist must discover an outlet to sell such chemicals, and any return on the substances and risks involved are up to the GM's discretion.

[54.7] Medicines and antidotes are used to cure a being suffering from either disease, fever or poison.

An alchemist can manufacture three types of medicine: bactericide (remedy for disease), antipyretic (remedy for fever), and salve (remedy for skin inflammation). A bactericide or antipyretic must be ingested, while one dose of salve can cover up to two square feet of skin.

Whenever a being uses a medicine to counteract an affliction from which he is suffering, the GM rolls percentile dice. If the roll is equal to or less than $([8 \times \text{Alchemist's Rank}] + [\text{User's Endurance}])$, the user is completely cured. If the roll is above the success percentage, the user subtracts 10 from his next dice-roll to see if he naturally recovers from his affliction (see 24.). The failure of one medicine to work has no effect upon any subsequent medicines used by a being.

When an alchemist manufactures an antidote, he must specify the type of poison he is negating. Natural poisons are classified by the source from which they stem. Thus, a snake antidote will cure all poison from snakes, and so on. Synthetic poisons (those manufactured by alchemists) are cured by an antidote from an alchemist

of equal or higher Rank than the alchemist who created the poison. When a being ingests the proper antidote, the poison in his system will no longer affect him.

[54.8] Poisons cause damage when introduced into the blood stream of a being.

Poisons come from two sources; those that occur in nature (venoms from animals and plants) and those that are created in a laboratory (synthetic poisons). An alchemist can distill venoms and synthesize poisons.

A venom is distilled from either the poison sacs of a poisonous animal (the most common being a snake), or from certain plants. An alchemist can distill D10 -1 doses of poison from poison sacs. The amount he can distill from plants depends on the type of plant (GM's discretion). An alchemist requires (11 - Rank) hours to distill one dose of venom from either source. The cost of a poison plant or sac is $[750 + (150 \times \text{Average Damage per Pulse})]$ Silver Pennies, and there is no cost for the distillation process.

Venoms come in two forms; Nerve Agents and Blood Agents. Nerve Agents work quickly (doing damage every Pulse) while Blood Agents (such as arsenic) work over a long period of time, inflicting damage like Infections (see 24.). The damage a being will suffer from a dose of Nerve Agent venom is equal to the damage it would suffer from the venom of the source animal or plant.

An alchemist can also manufacture synthetic poisons (both venoms and paralyzants) in his laboratory. A synthetic venom will do $[(D10 + \text{Alchemist's Rank}) - 5]$ damage points per Pulse and costs $[1000 - (75 \times \text{Rank})]$ Silver Pennies to manufacture. If a synthetic paralyzant (see 20.3) is used to affect a being, the formula used for the Willpower Check of the affected victim is $[(4 \times \text{Willpower}) + 20 - (5 \times \text{Alchemist's Rank})]$. A synthetic paralyzant costs $[750 - (60 \times \text{Rank})]$ Silver Pennies to manufacture. An alchemist can produce up to three doses of synthetic poison per day.

[54.9] Potions are created by an alchemist with the aid of either an Adept or a Healer.

Potions are designed to create a specific effect when imbibed by a being. They are manufactured in one-use doses and the entire dose must be swallowed for the effect.

Magical potions are created by the concerted efforts of an Adept and the alchemist (who may be one in the same person). Any spell or talent that the Adept knows and that is designed to affect only the Adept or some facet of his own person can be imbued into a potion. It takes two whole days of continuous combined effort to create the potion. It is successfully created if at the end of the time the player rolls less than $[(10 \times \text{Alchemist's Rank}) + (\text{Adept's Rank with the spell or talent})]$. A roll above this indicates the potion is useless and the process must be repeated with new ingredients, etc. The effect of a successful potion for the imbibitor is as if the Adept had already made a successful Cast Check and the spell had taken effect. The workings of magical potions are

immediate. The cost to manufacture a magical potion is equal to $[(\text{Experience Multiple of spell or talent} \times 20) - (\text{Alchemist's Rank} \times 10)]$.

An alchemist and a healer working together can create a healing potion (again, they can be the same person). The potions possible and their Base Values are listed in 59.9. The time required to produce a healing potion is the same as a magical one, and the equation to see if the process was successful is $[(10 \times \text{Alchemist's Rank}) + (3 \times \text{Healer's Rank})]$. If successfully created, the potion will act on the imbibitor as if a healer of the creator's Rank was attempting to heal him (any success rolls must still be attempted). The cost to manufacture a healing potion is $[(\text{Base Value}) - (50 \times \text{Alchemist's Rank})]$ Silver Pennies.

55. ASSASSIN

Assassin is a skill not usually chosen by players, as the skill is not looked upon with great favor by other members of society. However, adventurers will on occasion encounter non-player characters with this skill. Assassins will vary in philosophy and methods; they can be cold-hearted but not necessarily evil. The GM should adjudicate the practice of their art impartially, and this can result in solo adventures.

[55.1] An assassin must be able to use the sap or garotte at a minimum of Rank 1 before advancing past Rank 2.

[55.2] An assassin increases his chance of causing a Grievous Injury as his Rank increases.

If the assassin is attacking in a surprise situation, his chance of causing a Grievous Injury is increased by 2% per Rank (see 84.2). A surprise situation is one in which combat has yet to be joined, and the victim is not expecting an attack.

If an assassin attacks a victim through a rear hexside during combat, his chance of causing a Grievous Injury is increased by 1% for every Rank.

If an assassin attacks a victim through a front hexside during combat, his chance of causing a Grievous Injury is increased by 1% for every two Ranks (round down).

An assassin does not gain the above bonuses when engaging in Ranged Combat.

[55.3] An assassin can gain information from a victim through interrogation.

The assassin must interrogate his victim for a period equal to $[(\text{Victim's Willpower}) / (\text{Assassin's Rank})]$ hours to try to gain an important secret. The assassin's chance of forcing the victim to reveal the secret is $[(10 \times \text{Assassin's Rank}) - (4 \times \text{Victim's Willpower})\%]$. If the GM's roll on percentile dice is equal to or less than the success percentage, the assassin gains the exact information he requires.

If the assassin fails to gain the desired information, he can try another interrogation attempt. A victim can withstand a number of

attempts equal to one-fifth his Endurance (round down) before he dies.

If the information an assassin seeks is not of great importance to the victim, the GM should decrease the time required to gain it and increase the assassin's success chance appropriately.

[55.4] An assassin is trained to improve his memory.

Whenever an assassin character wishes to recall the details of a place or routine he has surveyed, the GM rolls percentile dice. If the roll is equal to or less than $[(5 \times \text{Perception}) + (2 \times \text{Rank})]$, then the assassin has a perfect memory of the place or routine. If the rolled is greater than the assassin's success percentage, the GM should inveigle more and more erroneous information into his description as the roll approaches 100.

The GM can decrease the success percentage for difficult feats of memory.

[55.5] An assassin is able to buy poisons, distilled venoms, and acids at cost (i.e., no mark-up) from an alchemist.

[55.6] An assassin causes his target increased damage when attacking through a rear hexside in Melee Combat.

Increase the damage caused by a blow from an assassin by 1 for every Rank when he strikes his target through rear hex in Melee Combat.

[55.7] An assassin increases his Strike Chance to knock out (16.5) his target with a sap by 2 for each Rank he has achieved in the skill.

[55.8] An assassin increases his chance of performing any action involving stealth (see 87.3) by 2 per Rank he has achieved with the ability.

[55.9] An assassin must pay (500 + [100 × Rank]) Silver Pennies per year for "hush money", accouterments, and implements of his art.

The GM and any assassin player should negotiate prices for more sophisticated assassination equipment, and fees for information and the hire of henchmen.

56. ASTROLOGER

The celestial bodies have a definite, if not entirely understood, effect upon the lives of the inhabitants of a *DragonQuest*® game world. These Great Powers seem to impose predestination upon all but the strong-willed, and determine the aspect of each being. The Sun, the Moon(s), and the Planets regularly cause perturbations in the flow of *mana*; the mighty Stars affect a world across the vast reaches of space by their positions relative to it. The study of the purpose and method of these

Powers is the science of astrology.

An astrologer's main talent is a limited ability to predict and shape the future. An astrologer will be able to make clear, general assertions, but will only be able to give obscure clues when asked for specific details.

An astrologer must be able to read and write in one language at Rank 8 if he wishes to advance beyond Rank 0.

[56.1] An astrologer can only try once to answer a particular question or to forecast the outcome of an event.

Once an astrologer has made a reading (i.e., a determination about the future), he cannot seek to change or influence the reading through his art. Other astrologers who attempt to read the same future will receive the same information that the first astrologer did. A second astrologer can, however, receive some clarification about the first's reading.

[56.2] The results of a reading will affect the pertinent course of events.

The GM is expected to modify the outcome of an adventure or happening in his world to conform with a determination made by an astrologer player character or by an astrologer at the behest of the player characters. The determination does not preclude the characters' actions from affecting the outcome of the adventure or event; to the contrary, the GM must interpret the reading as he sees fit, and alter a few of the random dice-rolls engendered by the characters' actions accordingly.

A prophecy cannot be avoided by the affected character(s) changing his plans. The doom (which can be good) will follow him to the undertaking he substitutes for that which was predicted. However, if a character asks a specific question (see 56.5) predicated upon a given action, the prophecy will not come to pass unless and until that action is taken.

[56.3] An astrologer's Rank determines how many beings he can directly affect with a single prediction.

A being is directly affected by an astrologer's art when the GM modifies the result of an action taken by the being due to a prophecy.

An astrologer can directly affect up to $(5 + [10 \times \text{Rank}])$ beings with a single prophecy. If an astrologer attempts a prediction that would directly affect more beings than his Rank allows, he receives no answer.

[56.4] An astrologer can make (and possibly modify) a general prediction during a reading.

When an astrologer wishes to make a general prediction about a particular venture or being, the GM decides the method used to generate the prediction. This might be a predetermined response (if the GM has allowed for the use of the ability), or some form of random determination of possible outcomes.

The result of the divination becomes the

astrologer's prediction. If the astrologer does not wish to make that prediction, he can immediately attempt to change it. The GM rolls percentile dice, and if the roll is less than or equal to $([5 \times \text{Willpower}] + [4 \times \text{Rank}] - 30)$, the astrologer makes a second divination (which cannot be changed). If the roll is greater than the success percentage, the astrologer is stuck with his first prediction.

[56.5] An astrologer can seek an answer for up to a number of specific questions per month equal to his Rank.

When a being poses a specific question to an astrologer willing to attempt an answer, the GM rolls percentile dice. If the roll is equal to or less than $([6 \times \text{Astrologer's Rank}] + [4 \times \text{Astrologer's Perception}])$, the astrologer is able to give a correct answer. If the roll is greater than the success percentage, he mutters meaningless gibberish.

All answers given to specific questions must be, at the very least, obscure. The GM can respond with cryptic poetry, much like the Oracle at Delphi, or can choose to have the astrologer supply a riddle (though the *player* of the astrologer does not necessarily know the answer himself).

[56.6] An astrologer cannot make a general prediction or ask a specific question concerning only himself.

One must consult another astrologer in these weighty matters.

[56.7] An astrologer can determine the aspect of a being after observing him.

After an astrologer has spent $(60 - [5 \times \text{Astrologer's Rank}])$ consecutive minutes observing a being, the GM informs the astrologer of the being's aspect (see 7.).

[56.8] An astrologer expends Fatigue Points when practicing his art.

Action	Fatigue Points Expended
Make general prediction	10
Try to change general prediction	10
Try to answer specific question	17
Determine being's aspect	5

[56.9] An astrologer must spend $(250 + [200 \times \text{Rank}])$ Silver Pennies per year for astrolabes, oculars, reference works, and the like.

An astrologer who does not meet his expenses operates as if he were two Ranks less proficient. If his Rank is reduced to a negative number, he cannot practice astrology.

57. BEAST MASTER

A loyal animal or monster is likely to serve its master far better than adventuring comrades ever will. A beast master is one who trains these creatures to obedience. He takes a

wild animal and, from an adversary relationship, develops a rapport with it. He trains young animals from birth, until they heed his every command. A beast master will, in almost all cases, become very fond of animals. He will defend them against wanton cruelty and slaughter, and will treat his personal charges as family.

A beast master will encounter three kinds of animals: the easily domesticated (such as the horse), the naturally wild (such as the pegasus) and an intelligent or rebellious creature (such as the unicorn). The latter cannot be steadfastly loyal to the beast master; such creatures always have at least a subconscious desire to escape. A beast master can be a slaver if he specializes in training humanoids.

[57.1] The value of a beast master's Willpower must be at least 15.

[57.2] A beast master can only train animals for his own personal use until he achieves Rank 5. He can domesticate animals at any Rank.

A Beast Master will normally use his skill to train or domesticate animals for his own use. Animals that spend their lives with a Beast Master and are trained by him will be loyal to their master and serve and protect him as much as possible. If necessary, an animal can be trained to temporarily serve another master (if one week of mutual training is undergone), but the animal will always obey the original master before any new one.

If a beast master's Rank is 5 or greater, he can train animals for other people. The being who is acquiring the trained creature must spend $(12 - [\text{Beast Master's Rank}])$ weeks before it will accept him as new master, during which the beast master must be present at least one day per week. The creature will heed the beast master's commands before those of its new owner for as many years as the beast master's Rank at the time the creature's ownership is transferred.

A beast master of any Rank can domesticate, rather than train, animals. Such animals can be commanded by any other person, but will tend to wander off or revert to their wild state if not supervised, tied up, or stabled. Pay especial attention to this rule: horses and dogs, the most common domestic animals are governed by it.

[57.3] A beast master acquires the ability to train one type of animal and/or monster at Ranks 0, 5 and 10.

A beast master can acquire the ability to train additional types of creatures after he has achieved Rank 10 by the expenditure of 2500 Experience Points per type.

A type consists of all creatures listed within one rules section in the Monsters section (e.g., Avians). A beast master can choose, instead, all creatures subsumed under a single animal family (e.g., felines).

[57.4] A beast master must spend $(12 - \text{Rank})$ months to train an animal or monster, or a like number

of weeks to domesticate one.

<i>If the creature to be trained is...</i>	<i>Multiply the time required by...</i>
Easily domesticated	0.5
Naturally wild	1.0
Intelligent or rebellious	3.0
Raised by beast master from adolescence	0.5
Domesticated by another beast master	1.0
Caught in wilderness	1.5

The unmodified number of months required is multiplied by all applicable modifiers. The time to train a monster or animal is always dependent on the beast master's Rank when he begins the process. Any increases in Rank during the training or domestication period have no effect on the time required.

[57.5] A trained animal or monster must make a loyalty check whenever it recognizes that its master is endangering it, or whenever its master commands an action that runs counter to its instincts.

Whenever a loyalty check is required, the GM rolls percentile dice. He multiplies the beast master's Willpower by *two*, and adds *four* times his Rank if the creature is intelligent or rebellious, *six* times his Rank if the creature is naturally wild, and *eight* times his Rank if the creature is easily domesticated (if the owner is not a beast master, use his Willpower value and the Rank of the beast master when he trained the creature). If the roll is less than or equal to this success percentage, the trained creature will do as his master commands. If the roll is greater than the success percentage, the creature's reactions will range from balking to fleeing to turning on his master, as the roll increases (GM's discretion).

[57.6] A domesticated creature must make a loyalty check if the circumstances described in Case 57.5 arise.

The GM rolls D100. If the resulting number is less than or equal to $([\text{Master's Willpower}] + [\text{Beast Master's Rank}])$, then the domesticated creature will perform the action. If the roll is greater than the success percentage, but less than or equal to *two* times that percentage, the creature will balk. If the roll is greater than *two* times the success percentage, but less than *three* times that percentage, the creature will take flight. If the roll is greater than *three* times the success percentage, the creature will turn on its master.

A roll of 100 always indicates that a domesticated creature turns on its master. A roll of 96 through 99 indicates that the creature takes flight if the success percentage is 47 or greater.

[57.7] A beast master who intimidates his creatures adds one to his Rank when calculating training or domestication time, but the GM adds 10 to any loyalty check dice-roll for one of his creatures.

[57.8] A beast master can train or domesticate as many creatures as his Rank at one time. All creatures being trained or domesticated concurrently must be of the same type.

[57.9] A beast master must pay 150 Silver Pennies a year for equipment, and must pay 100 Silver Pennies per creature trained and 25 Silver Pennies per creature domesticated during the year.

He can halve the cost for upkeep of creatures if he builds a stable. A horse-sized stable costs $(500 + [150 \times \text{Stalls}])$ Silver Pennies to construct, and costs $(10 \times \text{Stalls})$ Silver Pennies for repairs annually after the first year.

58. COURTIER

Courtiership is a social skill designed expressly to satisfy the needs of lonely or status conscious people. A master courtier will be an accomplished musician, able to play at least one woodwind or string instrument. The master will also be able to sing, recite and compose stories and legends, perform mime, act out skits, and dance. The consummate courtier is also the master of proper dress and attractive appearance, and is able to simulate a great range of emotions.

The abilities attendant to the courtier skill are usable by such a character in situations not covered by the following rules, as are those of the troubador skill (q.v.). The GM should improvise and allow a courtier character to use his skill in appropriate instances. If, for instance, the party is at the mercy of a homely witch of indeterminate age, a male courtier should be able to charm her and at least win his companions' lives if he plays it right. A courtesan is a female courtier.

[58.1] A courtier must generate a value for his Physical Beauty Characteristic (see 5.5).

A courtier character must pay an additional Experience Point increment of 10% to increase his Rank in the skill when:

1. His Manual Dexterity is less than 12;
2. His Agility is less than 15;
3. His Physical Beauty is less than 15; or
4. He is death-aspected.

A courtier character decreases the Experience Point cost to increase his Rank by an increment of 10% when:

1. His Agility is greater than 22;
2. His Physical Beauty is greater than 20; or
3. He is life-aspected.

All modifiers are cumulative.

[58.2] A courtier acquires one ability per Rank.

The character begins with one of the following abilities at Rank 0. All acquired abilities can be performed skillfully.

1. Play a woodwind instrument (e.g., flute)
2. Play a string instrument (e.g., mandolin, lute, etc.)
3. Sing
4. Recite stories and legends
5. Compose stories and legends
6. Perform mime
7. Act out skits
8. Tell jokes
9. Dance
10. Dress well (i.e., formally)
11. Dress seductively
12. Appear attractive (by other culture's standards, culture is *not* race)
13. Simulate wide range of emotions
14. Imitate accents

A courtier may gain additional abilities after achieving Rank 10 by the expenditure of 500 Experience Points per ability.

[58.3] A courtier's social position has peculiar advantages and disadvantages.

A master courtier is equally welcome at a royal ball and at the lowest dive in town. At the same time, a courtier can be prevented from practicing his skill or imprisoned if the local authorities are so inclined.

[58.4] A courtier must pay $(250 + [350 \times \text{Rank}])$ Silver Pennies per year for finery and the props of the trade.

A courtier who does not spend the above amount operates as if he were *two* Ranks less proficient. If the Rank of a courtier is reduced to a negative number, the use of the skill is temporarily lost.

The above amount does not include extraordinary aids, such as love philtres, but does include perfumes and other frippery.

[58.5] A courtier receives a fee that depends on his Rank.

A courtier will receive $(25 + [\text{Rank Squared}])$ Silver Pennies for a night's employment. A courtier is expected to charge a lower *per diem* rate if hired for consecutive evenings.

59. HEALER

The life span of one who lives in a fantasy world is considerably longer than that of his medieval counterpart. The disparity in age can be attributed to the presence of healers where *mana* exists. These partially empathic beings can cure all physical ills that beset a character during adventure. Healers do not generally make good fighters, since active engagement in combat is usually contrary to the principles of their profession.

A healer will charge whatever his client can afford for his lower Ranked abilities. The charge for a miracle (the performance of an ability Rank 8 or greater) will normally exceed 2000 Silver Pennies.

[59.1] The abilities that can be used and the Fatigue Points expended when a healer practices his art depend upon his Rank.

A healer gains one or more abilities at each Rank he achieves, according to the following schedule:

Rank	Ability(ies)
0	Empathy
1	Cure Infection, Disease, Headaches, Fever
2	Soothe Pain, Prolong Life
3	Heal Wounds, Transfer Fatigue
4	Neutralize Poison, Graft Skin
5	Repair Muscle, Preserve Dead
6	Repair Bones
7	Repair Tissues and Organs
8	Resurrect the Dead
9	Regenerate Limbs and Joints
10	Regenerate Trunk, Head and Vital Organs

A healer must expend as many Fatigue Points as the Rank at which he acquires an ability he uses (exception: see 59.2, paragraph 2).

Example: The regeneration of limbs (a Rank 9 ability) will cost the healer 9 Fatigue Points.

A healer may use only his empathy ability if he is handless. A healer may use any of his abilities (with the exception of resurrection) upon himself.

[59.2] A healer must "lay hands" (place his hands) on a being on whom he is to use any of his abilities but empathy. When he does so, he can automatically detect the surface emotions of the being he is healing.

A being's surface emotions are those that currently occupy his conscious mind. The GM informs the healer of the general feelings of the being with which he has empathy. **Example:** A healer lays hands on a comrade who has suffered a Grievous Injury. The GM informs the healer that his comrade feels great pain. If the healer lays hands on an assassin who is feigning injury to lull any suspicion the healer may have, the GM will inform the healer of the assassin's murderous intent just before he announces the result of the assassin's attack.

A healer may also choose the ability of

non-tactile empathy (though this has its disadvantages; see below). A healer with such empathy may attempt to detect the surface emotions of a being no more than $(2 \times \text{Rank})$ feet away from at a cost of 1 Fatigue Point. The healer's success percentage is equal to his $([\text{Perception}] + [10 \times \text{Rank}])$ if the other being consents to empathic communication. Subtract *twice* the being's Willpower if he Actively resists (see 31.2) the detection of his surface emotions.

If a healer chooses the non-tactile empathy ability, subtract his Rank from his Base Chance to strike in Close Combat, and subtract *one-half* his Rank in Melee Combat. **Example:** A healer of Rank 8 would have 8% subtracted from his Base Chance in Close Combat and 4% subtracted in Melee Combat. If a healer only has empathy when laying on hands, subtract *one-half* his Rank from his Base Chance in Close Combat, and *one-fifth* in Melee Combat. Round fractions down in all cases.

[59.3] A healer cures fevers and diseases, neutralizes poisons and grafts skin in much the same manner that medicines and antidotes do (see 54.7).

When a healer attempts to cure a being of an affliction (i.e., fever, disease, or skin problem), his success percentage is $([15 \times \text{Healer's Rank}] + [\text{Patient's Endurance}])$. The GM rolls percentile dice: if the roll is less than or equal to the success percentage, the patient subtracts 10 from his next dice-roll to see if he naturally recovers from his affliction (see 24 and 85.2).

A healer must spend $(30 - [2 \times \text{Rank}])$ minutes to implement any of the abilities covered in this rule.

A healer automatically neutralizes the effects of a natural venom. A healer can automatically neutralize the effects of a synthetic poison created by an alchemist of equal or lesser Rank. His success percentage to neutralize a synthetic poison produced by an alchemist of greater Rank than he is equal to $(50 - [5 \times \text{Difference in Rank}])\%$.

A healer does not cure any bodily damage (e.g., Endurance Point loss, broken bones) previous to his laying on hands on the patient with this particular ability (but see 59.8).

[59.4] A healer can soothe pain and prolong life.

When a healer uses his soothe pain ability, he numbs his patient's nervous system so that it will not transmit pain sensations to his brain. The ability also has a soporific effect upon the patient, so that he will not inadvertently injure himself while unable to distinguish hurtful actions. The GM can, at his discretion, permit the healer to use this ability as if he had fed or injected his patient with a local or general anesthetic, tranquilizer, etc. The effects of the soothe pain ability last for the healer's (Rank squared) hours.

When a healer uses the prolong life ability, add $D10 \times ([\text{Healer's Rank}] + [\text{Patient's Endurance}])$ days to the life of his patient. A patient's life cannot be prolonged to over three

times his natural life. A being with a prolonged life has a reduced chance of resurrection (see 59.7).

A healer must spend $(60 - [5 \times \text{Rank}])$ seconds to implement the soothe pain ability and a like number of minutes to implement the prolong life ability.

[59.5] A healer can cure Endurance Points and transfer Fatigue Points.

When a healer uses the cure wounds (i.e., Endurance Points) ability, the patient is cured of $D10 + (\text{Rank} - 5)$ Damage Points; that is, d10 through Rank 5, then +1 per additional Rank.

When a healer uses the transfer fatigue (points) ability, his patient gains *one* Fatigue Point for each Fatigue Point the healer expends (above the fatigue cost to use the ability).

A being cannot have more Fatigue or Endurance Points than the value of the relevant characteristic. Excess points cured by the healer have no effect upon the patient.

A healer cannot use the cure Endurance Points or transfer Fatigue Points abilities while on the Tactical Display (i.e., not while in combat). It requires $(11 - \text{Rank})$ minutes each time the healer implements either of these abilities.

[59.6] A healer can repair torn, damaged, or broken muscles, bones, tissues, and organs.

At least *one-half* of a muscle, bone, or organ to be repaired must remain in the patient's body if the healer is to use one of these abilities. Tissue can be grown from existing material in or on the patient's body. The healer must spend $(50 - [3 \times \text{Rank}])$ hours laying hands on the patient and the body part will be whole again.

Generally, these abilities will be used to repair the effects of Grievous Injuries.

A healer can act as a cosmetic surgeon. First, he sedates his patient with the soothe pain ability. He then slices and reshapes the skin, muscles, and bones that are deemed unsightly, and makes them whole with the appropriate repair ability. Unless the healer has gained the regeneration abilities (see 59.8), it is best that he work with a healer partner.

[59.7] A healer can preserve the body of a dead being in the hopes of having him resurrected.

A healer can attempt the resurrection of a being who is no more than $(10 \times \text{Healer's Rank})$ hours dead. However, a healer can suspend the time limit on a resurrection by preserving the dead body of a being. Each time a healer uses the preserve dead ability, the body will not "age" for a number of days equal to the healer's Rank. A healer must lay hands on a dead body for $(60 - [5 \times \text{Rank}])$ minutes to preserve it.

A healer must have a body part at least the size of a torso to attempt the resurrection of a being. A healer will not succeed if he attempts the resurrection of a living being from a severed body part (there is only one life-force). If a body is completely destroyed (per-

haps burned), which prevents the resurrection of the being, that thing may become a revenant (see 78.1).

When a healer attempts to use the resurrect the dead ability, the base success percentage is equal to $([8 \times \text{Healer's Rank}] + [\text{Patient's Endurance}])$. The base percentage is modified as follows:

1. Add 5% if the healer is life-aspected;
2. Add 5% if the patient is life-aspected;
3. Subtract 5% if the healer is death-aspected;
4. Subtract 5% if the patient is death-aspected;
5. Subtract 1% for each year (or fraction thereof) the patient's life has been prolonged;
6. Subtract 1% for each day of regeneration (see 59.8) it would normally require to make the patient's body whole;
7. Subtract 10% if the patient's body is whole but suffered Damage Points equal to or greater than twice his Endurance when he died (the patient's slayer can carve up the body to bring this provision into effect); and
8. Subtract 10% for each unsuccessful resurrection attempt since patient died.

The minimum success percentage for resurrection is equal to the Rank of the healer, regardless of the total modifiers.

If the roll in D100 is equal to or less than the success percentage, the patient is resurrected with his body whole. His Endurance is decreased by one, though all of his other values remain as before he died. If the roll is greater than the success percentage, the patient is not resurrected and his Endurance is decreased by one. His body is preserved for one full day after an unsuccessful resurrection attempt.

If the roll for resurrection is equal to or greater than $(90 + [\text{Healer's Rank}])$, the healer has summoned a malignant phantasm, rather than his patient's life-force. The phantasm will drain some power from the healer, reducing his Endurance value by D10 - 5 (minimum of 1). The phantasm will then return to the netherworld.

When a being's Endurance Value is reduced to zero or less, that being can no longer be resurrected. Presumably, what remains of his life-essence is absorbed by one of the Great Powers.

A dead character can take no action with his body. An Adept can compel his body to speak by spell, and his life-force can be placed in another body, which the player would then control.

If a character's life-force is placed in another's body, he retains any magical abilities, his skill Ranks are halved (rounding down), his combat abilities are those of the previous inhabitant of the body. The temporary union of life-force and body uses the value of the body's first four characteristics, and the value of the life-force's characteristics for the remainder.

[59.8] A healer can regenerate every portion of a being's body.

A being's vital organs are his heart, liver, stomach, small/large intestines, kidneys, genitals, brain, and eyes. A healer must spend $(15 - [\text{Rank}])$ days regenerating each vital

organ (i.e., creating a new one). A regenerated vital organ will immediately begin to function if enough of the rest of the being's body is in working order. Otherwise, the vital organ will be dormant until the leader can repair or regenerate the necessary body parts.

If a portion of the body has been severed, or there is a hole in a being's anatomy, the GM measures the body part of the *player* that corresponds to that which is missing from the character's body. The healer will require a number of days to regenerate the character's missing body part equal to the measurement in inches of the player's corresponding part. The character's race does not affect the time requirement; the circulatory system regenerates at a constant rate for every race. Example: A character's arm has been severed at the shoulder. His player's arm measures 24 inches. The healer can regenerate the character's arm in 24 (not necessarily consecutive) days.

[59.9] A healer can manufacture certain potions in conjunction with an alchemist (see 54).

Potion	Base Value
Cure Disease	600
Cure Fever	600
(Graft) Skin Salve	650
Neutralize Poison	700
(Specify Type)	
Cure Endurance Points	1500
Prolong Life	2500

60. MECHANICIAN

Quite sophisticated devices can be engineered without the aid of modern power sources and techniques. A mechanic's most complex products will involve pulley-, hydraulic-, or spring-based motor systems that cause the operation of well-greased moving parts. The mechanic is most often called on to devise locks and traps to foil the best efforts of thieves. His second most popular line includes mechanisms for domestic use (e.g., windmills).

Mechanicians often build complex, sometimes non-functional inventions. This is, in part, due to the prevailing view that mechanical gadgets are less efficient than magic at all but the simplest jobs. Thus, the job of mechanic is regarded more as an art than a skill.

A mechanic must know how to read and write in one language at Rank 6 if he wishes to advance beyond Rank 0.

[60.1] A mechanic's progress in his skill is inhibited by a low Manual Dexterity value, and aided by a high value in the characteristic.

A mechanic character must pay an additional experience Point increment of 10% to increase his Rank if his Manual Dexterity value is less than 15. Such a character decreases his Experience Point cost to increase his Rank by an increment of 10% if his Manual Dexterity value is greater than 22.

[60.2] A mechanic can build increasingly sophisticated traps as his Rank increases.

The difficulty of removing a trap is determined by its Rank. A mechanic can build a trap of up to his current Rank. The construction of such a trap requires $(25 - [2 \times \text{Mechanician's Rank}])$ hours and at least $(125 \times \text{Trap's Rank})$ Silver Pennies. The cost in Silver Pennies is just for the physical framework of the trap; if the trap is coated with poison, filled with an explosive, etc., the mechanic must pay for that material.

If a being fails to remove a trap, he has triggered it.

1. If it is a *physical* trap, the being suffers D10 + $[\text{Trap's Rank}]$ Damage Points. If the trap is poisoned, coated with acid, etc., the being will suffer additional damage.

2. If it is an *explosive* trap, it will release its contents in a $(10 + [\text{Trap's Rank}])$ foot-long cone. The base of the cone will be (Trap's Rank) feet across. The hands of the being who attempts to de-trap it will be in the cone. An explosive usually consists of a gas, or something on the order of Greek Fire.

3. If it is a *magical* trap (see 60.3), the stored spell is cast upon the being who triggered the trap. The spell is successful unless backfire occurs.

Once a trap is triggered, it cannot again be detonated until reset by a mechanic whose Rank is at least equal to that of the trap. A mechanic must spend $(12 - [\text{Mechanician's Rank}])$ hours to reset a trap. The only outlay he must make in Silver Pennies is to replace the contents. It is assumed that any repairs necessary are made when a trap is reset.

A mechanic cannot construct a trap of Rank 0.

[60.3] A mechanic can construct a magical trap, in which an Adept can store a spell.

The mechanic first must construct a Ranked trap. He then silvers and enchants it in conjunction with the mage, at a cost of $(100 \times \text{Spell Rank})$ additional Silver Pennies. The Adept must employ Ritual Magic for $([\text{Spell Rank} + 10] - [\text{Mechanician's Rank}])$ hours. The spell is stored in the trap, unless backfire occurs.

When a magical trap is triggered, the GM rolls percentile dice. If the roll is less than the Adept's chance of backfire at the time the trap was enchanted, the being who triggered the trap can only try to Resist (the spell). If the roll is within the backfire range, the silver on the trap transmutes to slag.

[60.4] A mechanic can construct a lock or a safe up to his Rank.

A mechanic must spend $(330 - [30 \times \text{Mechanic's Rank}])$ minutes and $(25 \times \text{Lock's Rank})$ Silver Pennies to construct a lock. A mechanic must spend $(15 \times \text{Mechanic's Rank})$ days and $(100 \times \text{safe's Rank})$ Silver Pennies to build a safe.

A mechanic can store up to *one-fifth* his Rank (round up) traps on or adjacent to a lock. A mechanic can store up to *one-half* his Rank (round up) traps on or adjacent to the lock mechanism of a safe. A trap that is on or adjacent to a lock is automatically triggered if not de-trapped before the lock or safe is opened.

[60.5] A mechanic can earn $(25 + [10 \times \text{Rank}])$ Silver Pennies per day for building or supervising the construction of domestic devices.

Domestic goods will usually be mundane products on the order of children's toys, mechanical scythes, pulley lifts, and so on. The mechanic must either establish himself in a town or promote his products for a few days if he wishes to be supplied with work.

[60.6] The GM can, at his discretion, allow a mechanic character to construct devices of use on adventures.

Under no circumstances can a mechanic build post-Renaissance weaponry.

[60.7] A mechanic can remove his own trap or open his own lock or safe without disturbing or harming his device in $(12 - \text{Rank})$ minutes.

A spy or thief (see 65.) is able to do the same to the constructs of others.

[60.8] A mechanic must pay $(150 + [150 \times \text{Rank}])$ Silver Pennies per year to supply himself with a tool kit, raw materials, and an area in which to work.

A mechanic who does not spend the above amount operates as if he were *two* Ranks less proficient. If the Rank of a mechanic is reduced to a negative number, the use of the skill is temporarily lost.

61. MERCHANT

Since adventurers are highly talented individuals who often risk their lives, and a person is usually compensated for the value of the work he does, the player characters will fare better than most economically. A merchant character, blessed with ability to earn even more Silver Pennies, has the best of all worlds. His business acumen enables him to command a stiff price for those goods he vends, and to acquire that which he covets at bargain rates. The merchant is not often fooled in monetary matters, for he can be an expert in evaluating the worth of rare and

costly goods.

The economies of most *DragonQuest*® game worlds do not promote the growth of capitalism. Basically, the nobility has a vested interest in all rural lands, which comprise the vast majority of human-settled areas. An ambitious, dynamic merchant could perhaps own the entirety of a large town, but it is quite likely that a jealous duke or prince would twist the king's justice to break the merchant's power. Therefore, it behooves a merchant to cultivate powerful allies when his holdings burgeon.

A merchant must be able to read and write in at least *three* languages at Rank 6 in order to use his assaying ability.

[61.1] The merchant's ability to buy and sell a particular item is dependent upon its type.

Any item will be classified as one of three types: common, uncommon, and rare or costly. Items listed on the Basic Goods Cost List (see 85.4) are of the common type. Jewelry set with semi-precious stones, spices from another continent, and fine paintings are examples of the uncommon type. Rare and costly items include magic-invested objects, diamonds, roc's eggs, giant slaves, etc. The GM must classify each item with which a merchant wishes to deal.

[61.2] A merchant can purchase items at a cost cheaper than the asking price.

Item Type	Discount to Merchant
Common	$[5 \times \text{Rank}] \%$
Uncommon	$[2 \times \text{Rank}] \%$
Costly or Rare	$[1 \times \text{Rank}] \%$

If the GM is actively playing the role of the seller, or another player is the seller, the merchant must do his own haggling. There will also be those items that the vendor cannot afford to sell at the usual discount to the merchant. The GM should use his discretion here.

[61.3] A merchant can mark up the price of an uncommon or rare item

A merchant can gain $(1.5 \times \text{Rank}) \%$ above the value of an uncommon item he is selling. He can gain $(0.5 \times \text{Rank}) \%$ above the value of a costly or rare item he is selling. Again, the proviso at the end of 61.2 holds true.

[61.4] A merchant can assay an item to determine its exact worth.

The player characters will generally receive a fair quote on the price of basic goods, but must accept the word of the being with whom they are dealing when conducting a transaction involving uncommon, rare, or costly items. The odds of the player characters being bilked increase as they venture forth from their native land(s). However, if a merchant is amongst them, he can assay the value of any item after $(11 - \text{Rank})$ minutes.

The success percentage for assaying a common item is equal to the merchant's $([\text{Perception}] + [12 \times \text{Rank}]) \%$, to assay an

uncommon item equal to $([\text{Perception}] + [9 \times \text{Rank}]) \%$, and to assay a rare or costly item equal to $([\text{Perception}] + [6 \times \text{Rank}]) \%$. If the GM's roll is equal to or less than the success percentages, the merchant character is told the exact value of the item in question. If the roll is greater than the success percentage, the GM's quote increasingly diverges from reality as the result approaches 100. If the result is *odd*, the quote is below the actual asking price; if *even*, it is above.

[61.5] A merchant character can use his skill to affect transactions involving up to $(250 + [50 \times \text{Rank Squared}])$ Silver Pennies per month, or a single transaction of any amount.

The merchant must buy and sell at the asking price for any transactions over his monthly limit.

[61.6] A merchant can specialize in a specific category of item assayal every time he achieves a positive Rank divisible by three.

The merchant chooses his specialty from the following list (and any specialties the GM decides to add):

1. Ancient Writings
2. Antiques
3. Archeological Finds
4. Art
5. Books
6. Gems
7. Jewelry
8. Land
9. Magic-Invested Items
10. Monster and Animal Products (e.g., furs, eggs)
11. Precious Metals
12. Slaves

When a merchant assays an item of a category in which he specializes, he adds $(2 \times \text{Rank}) \%$ to his success percentages. It is possible for a merchant to attain a 100% chance of accurately pricing a specialty item (exception to 52.4).

If a merchant wishes to add a new specialty after he attains Rank 10, he must expend 1500 Experience Points per specialty.

[61.7] A merchant must spend $(15 + [5 \times \text{Rank}])$ Silver Pennies per week to keep up appearances, and $(100 + [175 \times \text{Rank}])$ Silver Pennies per year to purchase assayal reference works.

If the merchant fails to spend the former amount, he operates as if he were *two* Ranks less proficient for a full month. If he does not spend the latter amount, he operates as if he were *four* Ranks less proficient when conducting an assayal (though he retains all specialties). If his Rank is reduced to a negative number, he temporarily loses the merchant ability.

62. MILITARY SCIENTIST

A military scientist can capably lead an increasing number of men as he improves his skill. He can prevent his men from fleeing after he has gained their confidence. The main ability of a military scientist is to anticipate and react to enemy maneuvers quickly because of his knowledge of tactics.

It is difficult for commander to remain in communication with his sub-commanders during a large battle. Traditionally, when an army exceeded 1500 men, the commander-in-chief would divide his forces into a center, left, and right flank. Once the fray begins in earnest, the din, dust clouds, and general confusion effectively isolates the commander from all but the troops immediately in front of him. Magic, of course, can abate this problem. However, any magic used to facilitate communications will not aid the troops in the field. Usually, the best tactic is to devote magic to the combat proper except when a critical message must be relayed. If this is the case, the outcome of the battle depends largely on the efforts of the individual sub-commanders.

A military scientist must be able to read and write in one language at Rank 6 if he wishes to advance beyond Rank 2.

[62.1] A military scientist can lead $[(3 + \text{Willpower}/2, \text{round down})] \times [\text{Rank Squared}]$ troops effectively in battle.

Any being can attempt to lead an unlimited number of troops in battle. However, any troops beyond a being's effective limit (assuming he is a military scientist) will usually become disorganized in the midst of battle. Generally, disorganized troops will be left to their own initiative, and the individual soldier is unlikely to be able to co-ordinate with his fellows when left to his own devices. At Rank 0, Willpower/3 troops can be led.

A military scientist can form a personal guard. After drilling for $(12 - \text{Rank})$ months, or being in combat for a like number of weeks, the military scientist can form a personal guard of up to $[(\text{Willpower}) \times (\text{Rank})]$ troops. These troops will steadfastly loyal to him, so he gains $(2 \times \text{Rank})\%$ above and beyond his normal success percentage when commanding only his personal guard. A personal guard will follow all rational commands from its leader (i.e., the military scientist) in all but stress situations.

[62.2] A military scientist can rally beings with whom he has drilled or adventured to prevent them from fleeing battle.

A military scientist must either have shared one adventure with or drilled for $(12 - \text{Rank})$ weeks with any being who he will attempt to rally.

The military scientist must declare how many beings he wishes to rally during one round. If he is on the Tactical Display, he must take a Pass action. His success percentage is his $[(\text{Willpower}) + (7 \times \text{Rank}) - [\text{Range in Feet}/10]\%$ (round down). If the GM's roll on percentile dice is less than or equal to the success percentage, the beings cease to flee and will

advance against the foe beginning next round (unless seriously injured, in which case they will hold a position a safe distance away from the nearest enemy being). If the roll is greater than the success percentage, the beings continue to flee.

The success percentage is decreased by 25% for each time a military scientist fails to rally a being(s) during one battle. If more than one military scientist is attempting to rally the same being, the highest success percentage of all is used, and the Ranks of the remaining military scientist(s) is added to that percentage.

A player must choose before the GM rolls percentile dice whether he wishes his character to be affected by a military scientist rally attempt.

[62.3] A military scientist can sometimes perceive the tactics employed by his enemy before they are put to use.

When a military scientist attempts to use his Perceive Tactics ability, his success percentage is his $[(\text{Perception}) + (9 \times \text{Rank})]\%$. The GM rolls D100; if his roll is equal to or less than the success percentage, he informs the player of the military scientist character of the enemy's plan in general terms. If the roll is greater than the success percentage plus $(2 \times \text{Rank})$, the military scientist is unsure of the enemy plan. If the roll is greater than or equal to the success percentage plus $(2 \times \text{Rank})$, the GM misleads the military scientist, with the information becoming completely false as the roll approaches 100.

The military scientist character must take a Pass action to use his perceive tactics ability in combat.

[62.4] A military scientist can add his Rank to the initiative die roll in combat.

This addition to the initiative die roll occurs only if the character is the Leader, is not Stunned or otherwise incapacitated, and is not engaged in Melee or Close combat. At Rank 8 he can add 1, even if engaged in Melee or Close combat.

[62.5] The player of a military scientist character can use more time to plan his character's (and companions') actions when on the Tactical Display.

Normally, the gamemaster will not allow the players any time to plan their actions between or during rounds. However, the player of a military scientist character can request a break period of $(20 + [10 \times \text{Rank}])$ seconds between each and every round.

No more than one military scientist character can use this ability per round.

[62.6] A military scientist can temporarily increase the Willpower value of the beings he leads.

A military scientist can increase the Willpower value of all beings that he leads by half his Rank (rounded down) as long as he takes a

Pass action the first of every two rounds. If the military scientist character is stunned or wounded during a round, his followers lose the Willpower bonus until he can Pass unmolested again.

[62.7] A military scientist must spend $(50 + [50 \times \text{Rank}])$ Silver Pennies per year to supply himself with texts on strategy and tactics.

If the military scientist fails to spend the above sum, he operates as if he were one Rank less proficient. If he is at Rank 0, he loses his perceive tactics ability.

63. NAVIGATOR

The art of piloting a sea-going vessel and that of ascertaining one's location are inextricably linked. Humanoids must venture across the waters in awkward ships, and are unable to survive immersion in the sea except for relatively short periods of time. Yet there are many beings who dwell beneath the surface of the ocean, and it is profitable for land-bound peoples to engage in commerce with them. Adventurers, with the assistance of an Adept, will probably choose to try to win some of the treasures of the deep.

A navigator can manage ships of increasing size as he becomes more experienced. There is a limit to the size of ships constructed because of their relative fragility (sea-creatures are also wont to destroy those vessels that are overly large). The navigator's other chief ability allows him to locate directions with instruments and read maps.

[63.1] A navigator can determine all compass directions if he can view the stars.

If the night is cloudy, or during the day, the navigator's chance of correctly locating the compass direction is $(25 + [7 \times \text{Rank}])\%$. If the roll is less than or equal to the success percentage, the navigator has an exact reading on the compass directions. If the roll is greater than the success percentage, his reading is off by one degree for each percentage point by which he exceeds his success percentage (the GM must decide in which direction the error is made).

[63.2] A navigator can always determine the compass direction of a landmark relative to his position.

A landmark is defined as any object that can be seen or to which a being can precisely point (presumably by either instinct or magic). A navigator can also judge the distance between his position and a landmark if he can see it. His success percentage to precisely gauge the distance is equal to his $[(\text{Perception}) + (10 \times \text{Rank})]\%$. If the GM's percentile roll is less than or equal to the success percentage, the navigator character is informed of the correct distance. When the roll exceeds the success percentage, the measurement is off by a percentage equal to the difference between the success percentage and the roll (the GM must decide whether long or short).

[63.3] A navigator can read a map if he can relate his physical surroundings to the symbols on that map.

If a navigator tries to read a map that is of the area in which he is presently located or is of an area with which he is quite familiar, his success percentage is equal to $([2 \times \text{Perception}] + [8 \times \text{Rank}])\%$. If the GM's roll on percentile dice is less than or equal to the success percentage, the navigator is told the orientation of the map (and his position, as near as can be estimated). If the roll is between the requires success percentage and $([4 \times \text{Perception}] + [10 \times \text{Rank}])\%$, the navigator is baffled by the map. If the roll is greater than or equal to the second percentage, the navigator character is given false information by the GM.

[63.4] A navigator can competently pilot a ship of up to $(25 + [25 \times \text{Rank}])$ feet in length.

A competent pilot of ship has a negligible chance of damaging or sinking a ship when faced with normal weather and sea conditions. When a ship is not steered by a competent pilot, it is in very real danger of experiencing an accident in choppy seas or during a storm.

[63.5] A navigator can consistently maintain a ship's speed at $(50 + [5 \times \text{Rank}])\%$ of its optimum speed.

If the ship is undercrewed, the optimum speed is calculated for the ship with its current crew complement.

[63.6] A navigator can predict weather at sea with a $([\text{Perception}] + [5 \times \text{Rank}])\%$ chance of accuracy.

The GM rolls percentile dice; if the roll is equal to or less than the success percentage, a navigator can correctly predict the weather for the following $(4 + [2 \times \text{Rank}])$ hours. If the roll is greater than the success percentage, the navigator's version of the upcoming weather becomes more and more inaccurate as the roll approaches 100.

[63.7] A navigator can sometimes recognize non-magical danger at sea before subjecting his ship to it.

A navigator's success percentage to use his perceive danger ability is $([3 \times \text{Perception}] + [7 \times \text{Rank}])\%$. If the GM's roll is equal to or less than *half* the success percentage (rounded down), the GM informs the navigator character of the precise danger his ship is facing. If the roll is between one-half and the full success percentage, the navigator intuitively senses the direction and distance of the danger. If the roll is greater than the success percentage, the navigator is unaware of impending doom.

[63.8] A navigator must spend $(250 + [25 \times \text{Rank}])$ Silver Pennies per

year to maintain the best directional equipment and nautical charts he can use.

If the navigator fails to spend the above sum, he operates as if he is *two* Ranks less proficient. If his Rank is reduced to a negative number, he temporarily loses the use of the navigator skill.

64. RANGER

A few hardy souls, known as rangers, are trained to survive unequipped in wilderness environments. A ranger develops an instinctive sense of direction. He will become extremely sensitive to signs of intrusion by humanoids, and so will become an expert tracker and recognizer of ambushes. The ranger is knowledgeable in herbalist lore, which allows him to distinguish the properties of plants. A ranger will become comfortable with one particular environment, and will operate best there.

[64.1] A ranger acquires a "bump" of direction as he increases his Rank.

A ranger instinctively knows the relationship of each of the cardinal directions (of the compass) to each other. He is able to pinpoint true north to within $(10 - \text{Rank})$ degrees. A ranger can also estimate the distance he has traveled overland to within $(90 + \text{Rank})\%$ accuracy. The maximum amount of travel that can be estimated by a ranger is $(1 + \text{Rank})$ consecutive week's worth (see 87.4). A check must be made to determine the accuracy of the Ranger's estimate each time he reaches his time limit. Both the above rules are exceptions to rule 52.4.

If a ranger is lost or wishes to travel out of a wilderness by a direction other than that by which he came, his success percentage to discover the shortest route out is his $([2 \times \text{Perception}] + [7 \times \text{Rank}])\%$. The GM rolls percentile dice, and if the roll is equal to or less than the success percentage, the ranger character chooses the quickest route. If the roll is between one and two times the success percentage, the ranger is unsure of which direction to go, and can check again in $(12 - \text{Rank})$ hours. If the roll is equal to or greater than twice the success percentage, the ranger has decided upon a random direction as the best.

[64.2] A ranger can sometimes recognize an ambush in a natural setting before he (or a fellow party member) blunders into it.

A ranger has a $([3 \times \text{Perception}] + [5 \times \text{Rank}])\%$ chance to detect an ambush or trap before he steps into it. Subtract 5% per Rank of the thief or ranger who set the trap or ambush from the success percentage.

[64.3] A ranger can attempt to track the progress of landbound beings through certain types of terrain.

A ranger can only try to track somebody

through terrain that will show traces of passage. For example, a human in armor can be tracked through underbrush, but not across a mountain, normally.

A ranger's success percentage to track, assuming that his quarry has attempted to obscure signs of his passage, is $([\text{Perception}] + [6 \times \text{Rank}])\%$. The percentage is *doubled* if the quarry did *not* attempt to cover his tracks; it is decreased by *four* times the Rank of a ranger who used his craft in covering the tracks. If the GM's roll on percentile dice is equal to or less than the success percentage, the ranger can track his quarry as far as the spoor goes. If the roll is greater than and success percentage, the ranger loses the trail an appreciable distance before he could run his quarry to ground.

If a quarry's tracks can weather the passage of time, a ranger can trace tracks of up to $(2 + [\text{Rank squared}])$ days ago.

[64.4] A ranger can usually recognize the effect a particular plant or animal product will have upon a humanoid.

A ranger can always recognize a common animal or plant product (e.g., pine cones, deer meat). When a ranger tries to determine the use of a less common animal or plant product, his success percentage is equal to $([\text{Perception}] + [10 \times \text{Rank}])\%$. If the GM's roll on percentile dice is equal to or less than the success percentage, the ranger discovers the properties of the substance under analysis. If the roll is between one and two times the success percentage, the ranger is unsure of the substance's use. If the roll is equal to or greater than twice the success percentage, the ranger mistakenly identifies the substance as something else that it could appear to be.

[64.5] A ranger can forage for curative plants in a woods habitat.

If a ranger specializing in Fields, Plains, or Woods (see 64.6) spends a full day (about 12 hours) foraging in a vegetated area, he has a $[60\% + (6 \times \text{Rank})]\%$ chance of finding useful herbs that will allow him to do one of the following:

1. Cure disease
2. Cure fever
3. Salve skin irritations
4. Restore lost Endurance Points

The herbs gathered by the ranger will, when he applies them to his patient for $(12 - \text{Rank})$ hours, cure as if he were a healer of *one-half* his ranger Rank (see 59.3 and 59.5).

His chance to forage is decreased by 20% in spring and fall and reduced by 50% in winter.

[64.6] A ranger can specialize in one particular environment.

When a ranger achieves Rank 2, he can choose one of the environments listed in 67.1 as his specialty. When a ranger performs an ability in the environment of his specialty, he gains $(2 \times \text{Rank})\%$ to his success percentage. A ranger cannot specialize in more than one environment.

[64.7] A ranger can increase the chance of a favorable reaction (see 64.) when encountering an animal in the environment of his specialty.

The reaction dice roll is increased by two for every Rank the ranger has achieved. The ranger forfeits this bonus if he (or any accompanying party member) takes hostile action towards the beast.

65. SPY AND THIEF

The spy and the thief practice their trades covertly, in order to avail themselves of the well-guarded wealth of the powerful. The spy represents himself as one worthy of his victim's trust to gain access to valuable information. He will continue his impersonation until the victim is sucked dry of everything of value or until the spy is discovered. The thief has a more prosaic task to accomplish: the (hopefully) undisturbed removal of property from a supposedly secure place of storage. A thief usually seeks monetary rewards for his efforts, and will cultivate contacts in the underworld of his area of operations. These contacts will enable him to discover where the choicest items are stored, and aid him in disposing of his ill-gotten gains.

If a spy or thief character wishes to use his skill while not accompanied by the rest of the party, the GM should run a solo adventure (unless the task the spy or thief sets himself is very easy). A thief who is caught in the act of burglary is liable to the stiff penalties of medieval times: a hand is removed for the first (known) offense, a second time merits the removal of the other hand or the eye opposite the missing hand, with a greater degree of dismemberment for each succeeding offense. A spy had best not be captured after discovery: the traditional punishment for an exposed spy was to draw and quarter the prisoner.

The abilities of the thief and spy are similar, but the two are *separate* skills. A thief must be able to read and write in one language at Rank 3 if he wishes to advance beyond Rank 3; a spy must be able to read and write in one language at Rank 4 if he wishes to advance beyond Rank 2.

When a character is both a spy and a thief, his player can use the better of the two percentages to perform a given ability.

[65.1] If a character's Rank as a spy is greater than his Rank as a thief, the character expends one-half the necessary Experience Points to acquire or improve the latter skill.

The reverse is also true.

[65.2] A spy or thief can pick a lock or open a safe with the aid of his tools.

The time a spy must spend to implement his pick lock ability is $(240 - [20 \times \text{Rank}])$ seconds, and $(30 - [2 \times \text{Rank}])$ minutes to use his open safe ability. A thief requires *half* the time listed to perform either ability.

If the GM's roll on percentile dice is equal to or less than the success percentage, the spy

or thief has opened the safe or picked the lock. If the roll is greater than the success percentage, the safe or lock resists the spy's or thief's best efforts. If any trap remains in place when a spy or thief attempts to open a safe or pick a lock, it is triggered by that action.

For Spy to Pick Lock
 $((\text{MD}) + [4 \times \text{Rank}] - [6 \times \text{Lock Rank}])$

For Spy to Open Safe
 $((\text{MD}) + [3 \times \text{Rank}] - [7 \times \text{Safe Rank}])$

For Thief to Pick Lock
 $((2 \times \text{MD}) + [6 \times \text{Rank}] - [6 \times \text{Lock Rank}])$

For Thief to Open Safe
 $((2 \times \text{MD}) + [5 \times \text{Rank}] - [7 \times \text{Safe Rank}])$

MD = Manual Dexterity

[65.3] A spy or thief can attempt to detect traps and, should the spy or thief succeed, can try to remove them.

A spy or thief can make one attempt to detect traps (which requires 10 seconds) in a particular location per day. A spy must spend $(24 - [2 \times \text{Rank}])$ minutes to use his remove trap ability, while a thief requires *half* that time.

The GM must make one percentile roll for each trap to see if the spy or thief detects it. If the roll is less than or equal to the success percentage, the spy or thief notices the location of the trap. If the roll is above the success percentage, he remains blissfully unaware of the trap's presence.

For Spy to Detect Trap
 $((2 \times \text{Perception}) + [7 \times \text{Rank}])$

For Spy to Remove Trap
 $((\text{MD}) + [7 \times \text{Rank}] - [5 \times \text{Trap Rank}])$

For Thief to Detect Trap
 $((\text{Perception}) + [11 \times \text{Rank}])$

For Thief to Remove Trap
 $((2 \times \text{MD}) + [11 \times \text{Rank}] - [5 \times \text{Trap Rank}])$

MD = Manual Dexterity

When a spy or thief attempts to remove a trap, the GM rolls percentile dice. If the roll is less than or equal to the success percentage, the spy or thief has removed the trap without triggering it. If the spy or thief has a trap container (see 65.9), he can store the removed trap. If the GM's roll is greater than the success percentage, the trap is triggered (see 64.2).

[65.4] A spy or thief can sometimes detect a secret or hidden aperture.

Any character can try to find a secret or hidden aperture if he spends time sounding and searching the appropriate wall, floor, or ceiling. A spy or a thief has a $((2 \times \text{Perception}) + [5 \times \text{Rank}])\%$ chance of noticing that a secret or hidden aperture is within $(5 + \text{Rank})$ feet of him.

If the GM's roll on percentile dice is equal to or less than the success percentage, the spy or thief character senses that at least one hid-

den or secret door is in his detection area (but is not told how many). If the roll is greater than the success percentage, the spy or thief does not notice the aperture(s).

[65.5] A spy or thief can attempt to pick the pocket of another being without being detected.

A spy or thief has a base success percentage of $((3 \times \text{Manual Dexterity}) + [6 \times \text{Rank}])\%$ to pickpocket a being. The following modifiers are applied to the success percentage:

The victim is unconscious	+50%
The victim is sleeping or stunned	+25%
The victim cannot see well in current circumstances (e.g., human at night)	+10%
The victim is inebriated	+5%

The pickpocket attempt is made in an uncrowded area and the victim has at least a slight suspicion of the spy or thief's intentions	-15%
The object to be pickpocketed is in a sealed pocket, pouch or compartment	-20%

The object to be pickpocketed is affixed to the victim's person or is something used constantly during the day by the victim	-30%
The object to be pickpocketed makes noise when moved	-25%

The victim wears metal armor or garments	5%
The victim is an assassin, thief or spy: Subtract $(5 \times \text{Victim's Rank})\%$	

It is assumed that the spy or thief attempting to pickpocket is not handicapped by his physical condition; if he is, the GM should modify the success percentage accordingly.

If the GM's roll on percentile dice is equal to or less than the success percentage, the spy or thief filches the object he desires without his victim noticing. If the roll is between one and two times the success percentage, the spy or thief is detected by the victim just after the object has been removed from its storage place. If the roll is equal to or greater than twice the success percentage, the spy or thief is caught with his hand in the victim's pocket.

[65.6] A spy or a thief will develop a photographic memory as he gains experience.

A spy's success percentage to employ his photographic memory ability is $((2 \times \text{Perception}) + [12 \times \text{Rank}])\%$. A thief's success percentage is $((\text{Perception}) + [10 \times \text{Rank}])\%$. A spy or thief can use the ability without error for up to $(1 + [1 \times \text{Rank}])$ days. When a spy or thief uses the ability after the error-free time limit is expired, reduce his Rank for success percentage calculation (only) by *one* for each day over that time limit.

If the GM's roll on percentile dice is equal to or less than the success percentage, the spy or thief can recall visual details, such as those of a room or a piece of parchment, etc., if he observed it for the requisite length of time. A spy must have observed the object in question for $(120 - [10 \times \text{Rank}])$ seconds to use the ability, and the thief must have spent twice that

time. If the roll is greater than the success percentage, the spy's or thief's memory has more and more gaps in it as the roll approaches 100. If the spy or thief is attempting recall past his error-free time limit, the GM introduces erroneous information into the memory gaps as the roll approaches 100.

A spy or thief tests his photographic memory ability whenever he tries to verbally describe an object or place, whenever he calls on his memory to gain a mental image of the object or place, or whenever he records it in writing. If a spy or thief fails to recall an object or place once, he cannot use the ability again to try to recall the image of that object or place unless he has since returned to it.

[65.7] A spy increases his chance of performing an action involving stealth (see 87.3) by 2% per Rank he has achieved; a thief increases his chance to perform stealth-related action by 1% per Rank.

[65.8] A spy or thief acquires an ability unique to his skill.

A spy can use his photographic memory ability to recall spoken phrases. Even if a spy does not know the language used, he can reproduce the phrases phonetically. Additionally, when a spy concentrates for $(60 - [5 \times \text{Rank}])$ seconds, he can extend his range of vision and hearing to $(100 + [5 \times \text{Rank}])\%$ of what it normally is.

A thief can, as long as he can find a purchase sufficient to bear his weight, climb any structure. His success chance when climbing on a structure not made for that purpose is $([4 \times \text{Manual Dexterity}] + [10 \times \text{Rank}] - [\text{Structure Height in Feet}/10])\%$. Round the structure height down. If the GM's roll is greater than the success percentage, the thief has fallen in climbing the structure. To determine the height at which the thief falls, roll D100. Round the number off to the nearest 10% (a roll of 5 is rounded down), and multiply the height the thief sought to attain by that percentage. A thief suffers $([\text{Structure Height in Feet}/10] \text{ Squared})$ Endurance Points damage when he falls.

[65.9] A spy or thief must spend $(250 + [150 \times \text{Rank}])$ Silver Pennies per year to maintain a proper set of thieving equipment.

A spy or thief who does not spend the above amount operates as if he were *two* Ranks less proficient when performing any of the abilities described in 65.2, 65.3 and 65.5. If his Rank for these abilities is temporarily reduced to a negative number, he cannot perform them until he meets expenses.

The above cost does not include any trap containers (see the Basic Goods Cost List, 81.4) that the spy or thief may wish to purchase.

66. TROUBADOR

In a *DragonQuest*® game world, a minstrel who wishes to be welcome for his entertainment abilities during his travels is known as a troubador.

A troubador becomes a multi-talented performer as he increases his experience in the field. The troubador is also a student of the people he visits, and is as knowledgeable as a scholar in the matter of customs. A troubador, being a skilled actor, can also be a master of disguise. The most useful ability a troubador will gain is his bardic voice, which enables him to influence the actions of all but the deaf.

The abilities subsumed in the troubador rules are usable by such a character in situations not explicitly covered in the next few pages. The GM should improvise and allow a troubador character to use his skill in appropriate instances.

[66.1] A troubador acquires one ability per Rank.

The character begins with one of the following abilities at Rank 0. All acquired abilities can be performed skillfully.

1. Play the instrument of the player's choice. The character *must* acquire this ability anew for each separate instrument he wishes to use.
2. Sing or chant.
3. Recite stories and legends.
4. Compose stories and legends.
5. Perform mime.
6. Mimic speech.
7. Act out skits or parody.
8. Tell and compose jokes.
9. Dance (especially folk dance).
10. Dress appropriately to all situations.
11. Simulate wide range of emotions.
12. Execute acrobatics.
13. Amuse small children.
14. Amuse semi-intelligent creatures.
15. Appear attractive.

A troubador can gain additional abilities after achieving Rank 10 by the expenditure of 500 Experience Points per ability.

[66.2] A troubador's chance of successfully performing minor magic (see 4.2) is increased by 2 per Rank.

[66.3] If a troubador is a mage of the College of Illusion (see 38), he adds 1 to his modified chance to cast a spell for every Rank he achieves.

[66.4] When a troubador uses his Perception value to gain information (see 4.3) about humanoids, add 2 per Rank he has achieved to his success percentage.

[66.5] A troubador can use disguise to appear of a different humanoid race, gender, or profession.

A troubador cannot disguise himself as a member of a race for which his size is inappropriate (e.g., an elf troubador cannot disguise himself as a halfling) or as practitioner of a profession for which he is physically unsuited (e.g., a frost giant troubador could not imitate a jockey). A troubador's disguise ability is intended to fool someone who does not know the humanoid the troubador is masquerading

as; if the troubador is attempting to pass himself off as an acquaintance of a particular being, the GM will have to determine the chance of the substitution being noticed.

A troubador's base success percentage to use his disguise ability is $(40 + 8 \times \text{Rank})\%$. Subtract:

1. *Two* times the Perception of the being to be deceived by the troubador if the troubador is impersonating a member of his own race.
2. *Four* times the Perception of the being to be deceived by the troubador if the troubador is impersonating a member of another race.
3. $(11 - [\text{Troubador's Rank}])$ if he impersonates a person of the opposite gender.

If the GM's roll on percentile dice is equal to or less than the troubador's success percentage, the being to whom the troubador is falsely representing himself is taken in. If the roll is greater than the success percentage, the being notices inconsistencies (with the role being assumed) in the troubador's appearance or behavior. The inconsistency becomes more glaring as the roll approaches 100.

If a troubador is using disguise in close proximity to a being, a check against his success percentage must be made every hour.

[66.6] A troubador can use his bardic voice to charm several beings at once.

A troubador can use his bardic voice on not more than $(2 + [2 \times \text{Rank}])$ beings who can understand the language that he speaks. The troubador can not use the voice ability in combat, but can use it against hostile beings. A Willpower check must be made for every being the troubador hopes to affect. The success percentage for the Willpower check is $([10 \times \text{Troubador's Rank}] - [2 \times \text{Being's Willpower}])\%$. If the roll is less than or equal to the success percentage, the being is charmed, as described in the College of Ensorcelments and Enchantments spell of the same name (see 36.). If the roll is greater than the success percentage, the being is not affected.

A troubador must expend $(15 - \text{Rank})$ Fatigue Points every time he uses the bardic voice ability.

[66.7] A troubador must spend $(50 + [100 \times \text{Rank}])$ Silver Pennies per year to supply himself with the props necessary for his trade.

A troubador who does not spend the above amount operates as if he were *two* Ranks less proficient. If the rank of a troubador is reduced to a negative number, the use of the skill is temporarily lost.

VIII. MONSTERS

The player characters represent only an infinitesimal fraction of the inhabitants of the *DragonQuest*® game world. The GM is responsible for playing the part of those inhabitants that the characters meet during their adventures. These inhabitants will be of roughly two types: non-player characters (NPC's) and monsters.

Non-player characters are those inhabitants who are of races or species from which a player character could also come or that are closely-related to those races. Monsters consist of those inhabitants who come from races or species from which a player character could not come. These two classes are further broken down into other categories depending upon the element in which the players are most likely to encounter them and whether or not they are common or fantastical. Common monsters are those that dwell throughout the *DragonQuest* game world (as interpreted by the GM), while fantastical monsters are those

rare species that are highly magical and will tend to be found only in isolated areas (especially areas that are mana rich).

The GM pregenerates some monsters and NPC's prior to play so that they can be brought into play whenever the players' characters arrive at their destination or otherwise stumble upon them. He need not keep detailed records on all monsters. Instead, he can write the most important information concerning a monster on a 3" x 5" index card, with a master list of all monsters kept on a single sheet. The GM may wish to save time and effort by using the same numbers for all NPC's/monsters of the same race or species found in the same place, possibly varied for one or two characteristics if additional flavor is desired. The GM creates these characters and monsters by choosing (or randomly generating) a number that falls within the parameters given for each type of character or monster under the monster descriptions in this Section.

Alternatively, the GM may wish to keep index cards for various monsters, and pull one at random whenever the characters are due to encounter an NPC/monster. The GM may wish to present his own monsters and NPC's to characters whenever they randomly encounter

wandering monsters or NPC's (those not placed in advance) or he may wish to use the mechanic provided in this rule section (see 71).

67. ENCOUNTERING MONSTERS AND NON-PLAYER CHARACTERS

The frequency with which players' characters will encounter monsters and NPC's will be determined by the GM. There are two types of encounters the players' characters can have: encounters with prepositioned monsters and NPC's (usually in a lair or dwelling) and encounters with wandering monsters and NPC's in a more or less random pattern. The GM can choose to use his own system for determining when and how the latter are encountered or he can choose to use the following system:

The GM secretly chooses the "Danger Level" of the area through which the party is adventuring. This level determines how frequently the GM checks to see if the characters encounter a random (not previously emplaced) monster or NPC, the Base Chance of encountering anything (dependent in part on the terrain), and the number that is added to the dice



roll to determine the type of encounter the characters have. All of these factors are included on the Danger Table (67.1). If an encounter takes place, the GM then consults the Encounter Table (67.2) to ascertain the exact nature of the monster or NPC encountered.

Whenever the Danger Table indicates that an Encounter Check is to be made, the GM indexes the Danger Level of the area with the type of terrain that is predominant. The intersection of line and column on the Danger Table results in the Base Chance of there being an Encounter. The GM then rolls D100, and if the result is less than or equal to the Base Chance of an encounter, an encounter occurs. The GM rolls D100 and adds to the resulting number the modifier listed on the Encounter line of the Danger Table for the Danger Level of the area in which the encounter takes place. The result is indexed with the appropriate terrain type on the Encounter Table to find the name of the monster or NPC the players encounter. Beside the name of each monster/NPC is a number that the GM adds to the result of a D10 die roll. The modified die result is the number of monsters of NPC's of the appropriate type that the characters encounter (minimum of 1). If the designation "Human" results, the GM must again roll D100 and add to the result the modifier given on the appropriate Encounter Line of the Danger Table. The resulting number is indexed with the Humans column on the Encounter Table to determine the class of humans the players encounter. Next to the class is a number that is added to the dice roll used to determine the initial reactions of the monsters or NPC's encountered (see 68). Note: modified results of greater than 125 are treated as 125. Results less than 1 are treated as 1.

The GM may wish to vary slightly the regularity with which he makes Encounter Checks so as to keep the players from anticipating danger too easily.

[67.1] **Danger Table**
(see page 102)

[67.2] **Encounter Table**
(see page 101)

68. REACTIONS TO ENCOUNTERS

Unless the GM has established a reaction for the NPC/monster the players characters has encountered, he consults the Reaction Table, rolling D100 and adding to or subtracting from the result whatever number he believes appropriate to the situation, in addition to those modifiers listed on the Humans column of the Encounter Table, where appropriate. The GM determines the modifier before rolling the dice. It should seldom exceed 30. The GM can add negative numbers to the dice roll. The modified dice roll number indicates the reaction of the monster(s) or NPC(s) to the encounter.

The nature and degree of any modification will depend upon the race or species of the monster or NPC encountered, on the manner in which the characters habitually treat entities they encounter, and on such unpredictable details as whether the monster currently has its young in tow and is thus primarily concerned with their welfare. Once the initial reaction has been determined, the ensuing interaction of the

characters with the monster or NPC will depend upon the actual interaction of the players and the GM, as modified by their respective perceptions of the prejudices, perceptions, and characteristics of their characters.

Dice Reaction

- 01-10 Enraged: Immediately attacks party.
11-20 Belligerent: Immediately attacks unless somehow mollified.
21-30 Wary: Inclined to attack, but does not immediately charge.
31-40 Unfriendly: Willing to communicate on a limited basis, but will not cooperate and may attack if patience is tried too severely.
41-61 Neutral;Willing to communicate or to allow the party to pass by without hindrance. Has no positive or negative feelings about the party.
61-75 Pleasant: Willing to communicate, including in his conversation useful hints about the area, but still intent upon his own business.
76-85 Friendly: Willing to communicate and provide minor assistance (such as providing temporary lodging).
86-95 Charmed: Willing to assist the party in any way that does not imperil the NPC/monster's own interests. He can even be talked into joining the party temporarily.
96-100 Eraptured: Willing to join the party immediately upon being asked. Will totally identify with the party and its interests even to his own peril.

[68.1] The Physical Beauty of a Monster (or lack thereof) can cause characters to react in unpredictable ways.

Whenever characters encounter a monster whose Physical Beauty is less than 6, they must make a Willpower check of (4×Willpower). If they roll above this result, they must then roll on the Fright Table (see 44.8), and apply any results before they take any other action. If affected they receive another Willpower check every second Pulse until they recover. Until that time, they will act as the result on the Fright Table indicates.

Note: The relative Physical Beauty of monsters will in part determine character interaction with them and will also determine in part the interaction of a party of characters accompanied by such a monster with other randomly-encountered NPC's or monsters.

69. HOW TO READ THE MONSTER DESCRIPTIONS

Sections 70 through 80 list the various types of fauna that can be encountered in the *DragonQuest* world. Each Section describes one type of fauna and provides detailed information on some specific representative examples of that type. These sample creatures are discussed in detail according to the format given above right.

Name: The name of the monster (or NPC type, hereafter called simply "monsters").

Natural Habitat: The environment(s) in which the monster is most likely to be found, includ-

ing subclasses of the 10 basic terrain types discussed in 67.

Frequency of Appearance: There are 4 designations given under this heading, each representing the relative rarity of the monster as a guide to the GM in placing them in his world. In ascending order of rarity, they are: Common, Uncommon, Rare, Very Rare.

Number: The average number of specimens of the monster that will be found together in one place, usually expressed as a span of numbers. In some cases, this span will be followed by a single number that indicates the number most frequently found together.

Description: A description of the monster as perceived by human senses.

Talents, Skills, and Magic: Includes a list and description of all the talents possessed by the monster as well as any skills mastered and whether the monster possesses any magical talents or is an Adept of a College of Magic.

Movement Rates: A list of the Flying, Swimming, Running, Climbing, Crawling, and Tunneling speeds of the monster. These are given in yards (usually hundreds) per minute. These numbers are used primarily in the Adventure Sequence for purposes of establishing chase speeds. The Movement Rate of humanoids is Running: 250.

PS: Physical Strength. **MD:** Manual Dexterity. **AG:** Agility. **MA:** Magical Aptitude. **EN:** Endurance. **FT:** Fatigue. **WP:** Willpower. **PC:** Perception. **PB:** Physical Beauty. **TMR:** Tactical Movement Rate. TMR's are listed in the same order as they are listed in Movement Rates. A monster's TMR is equal to its Movement Rate divided by 50. These characteristics function in the same manner as the characteristics of player characters except for Physical Beauty, which measures the relative emotional response (in ascending order of approval from 1) of player characters to the physical appearance of the monster (but not NPC). These characteristics are given as a span of numbers in most cases. The GM can choose to pick a number from the span or he can randomly generate a modifier to the lowest number in the span (which serves as a base).

NA: The monster's Natural Armor, given as the number of Damage Points (DP's) absorbed by the monster's skin, scales, etc., for each Strike.

Weapons: The natural weapons of the monster in the form of claws, teeth, talons, etc. The damage done by each natural weapon, its Base Chance and, in some cases, its possible Rank, are listed along with each weapon. Monsters always add their Manual Dexterity to their Base Chance with any natural weapon whether Ranked or not. For purposes of Grievous Injury, all teeth, horns, and tusks do type A damage. Talons and claws do type B damage. Hooves and other appendages to butt or kick do type C damage.

Comments: Any special characteristics of the monster, including its preferences in diet, treasure that it may have scavenged, etc., are discussed under this heading.

[67.2] ENCOUNTER TABLE Environment...

CAVERN	CRYPT	FIELD	MARSH	OCEAN	PLAIN	ROUGH	RUIN	WASTE	WOODS	Dice Roll	HUMANS
+3 Rat	+5 Rat	+3 Rat	+3 Rat	+1 Human	+2 Buzzard	+5 Gnome	+3 Rat	+1 Dingo	-8 Weasel	01-05	+10 Resident
+5 Rat	+7 Rat	-4 Human	+1 Mongoose	+3 Human	+5 Buzzard	+8 Groll	+8 Bat	+5 Dingo	-4 Weasel	06-10	+8 Resident
+12 Bat	+10 Bat	+1 Halfing	+1 Land Turtle	+5 Human	+3 Dingo	+12 Dwarf	+8 Groll	-1 Jackal	-8 Wildcat	11-15	+5 Resident
+5 Gnome	+8 Groll	+1 Brownie	-4 Wildcat	+10 Human	+8 Dingo	+6 Hobgoblin	+10 Hobgoblin	+2 Hyena	-6 Wildcat	16-20	+15 Merchant
+9 Gnome	+2 Hobgoblin	+1 Kobold	-8 Boar	+15 Human	-2 Jackal	-5 Human	-1 Ghost	+3 Buzzard	-8 Goshawk	21-25	+5 Merchant
+3 Kobold	+1 Ghost	+3 Kobold	-3 Human	-2 Barracuda	+1 Hyena	-3 Human	-5 Human	+8 Scorpion	-4 Goshawk	26-30	+15 Soldier
+8 Goblin	+3 Ghost	+2 Hobgoblin	-1 Human	+1 Shark	-4 Human	-1 Human	-3 Human	-2 Asp	-7 Owl	31-35	-5 Brigand
+12 Hobgoblin	+3 Ghoul	+6 Hobgoblin	+2 Human	+5 Shark	-3 Human	-6 Wildcat	-1 Human	-1 Camel	-4 Owl	36-40	-10 Brigand
-2 Human	+5 Ghoul	+1 Ghoul	+4 Hobgoblin	+25 Human	-2 Human	-6 Leopard	+3 Skeleton	+1 Camel	-6 Bear	41-45	+10 Soldier
-1 Human	+9 Ghoul	+3 Ghoul	+5 Groll	+30 Human	-1 Human	+3 Neanderthal	+5 Skeleton	+1 Jackal	-8 Bear	46-50	+5 Resident
+10 Dwarf	-4 Zombie	+5 Ghoul	+5 Crocodile	-6 Bel	+9 Elephant	+6 Neanderthal	+2 Zombie	+4 Jackal	-4 Wolf	51-54	+5 Adventurer
+15 Groll	+1 Zombie	+1 Groll	+10 Crocodile	-4 Bel	+9 Elephant	-7 Boar	+4 Zombie	+5 Hyena	-4 Human	55-58	+5 Soldier
+15 Orc	+3 Zombie	+3 Groll	-8 Python	-4 Octopus	+4 Mustang	-6 Bear	+3 Ghoul	+6 Buzzard	-2 Human	59-62	+5 Pilgrim
-4 Bear	+1 Skeleton	+2 Saur	-7 Mamba	-3 Octopus	+8 Mustang	-6 Troll	+5 Ghoul	+2 Tarantula	+1 Nymph	63-66	+5 Merchant
-6 Bear	+3 Skeleton	+4 Saur	-3 Cobra	+3 Manta Ray	+1 Human	+5 Human	-4 Troll	+4 Tarantula	+3 Saur	67-70	-5 Resident
+1 Wolf	-3 Human	-3 Ghost	+20 Piranha	+5 Manta Ray	+3 Human	-3 Ogre	-7 Troll	-1 Hobgoblin	-8 Python	71-74	+5 Adventurer
-7 ST. Tiger	-3 Night Gaunt	-1 Ghost	+40 Piranha	+1 Happy	-6 Cheetah	+20 Orc	-6 Ogre	+1 Hobgoblin	-6 Mamba	75-78	-10 Brigand
+6 Neanderthal	-1 Night Gaunt	-1 Human	-8 Troll	+3 Happy	-4 Lion	+1 Hill Giant	-5 Gargoyle	+3 Hobgoblin	-3 Cobra	79-82	-5 Reefer
-4 Minotaur	-3 Gargoyle	+1 Human	-7 Troll	+1 Killer Whale	+3 Dire Wolf	+5 Dire Wolf	-3 Gargoyle	+5 Hobgoblin	-8 Naia	83-86	+5 Merchant
-3 Manticores	-1 Gargoyle	+3 Human	+1 Fossegrim	+3 Killer Whale	+5 Dire Wolf	-3 Sasquatch	-1 Gargoyle	+5 Hobgoblin	+5 Leptechaur	87-90	-5 Adventurer
-1 Manticores	-1 Wight	-3 Elf	+3 Fossegrim	-1 Merfolk	+10 Baboon	-6 Manticores	+2 Human	-1 Orc	+10 Pixie	91-93	-10 Brigand
+1 Dire Wolf	+1 Wight	-1 Elf	+5 Nixie	+1 Merfolk	+20 Baboon	-8 Gryphon	+5 Human	-5 Human	-8 Dryad	94-96	-5 Soldier
+1 Ogre	+3 Wight	-1 Dire Wolf	+10 Nixie	+5 Merfolk	+30 Baboon	-7 Hydra	+9 Human	-1 Human	-8 Tiger	97-99	-5 Merchant
-7 Troll	-1 Wraith	-8 Troll	+15 Nixie	+8 Merfolk	+1 Centaur	-2 Stone Giant	+9 Gorilla	+5 Human	-6 Leopard	100-102	-10 Resident
-8 Chimera	+1 Wraith	+3 Orc	+20 Nixie	+10 Merfolk	+5 Centaur	+3 Frost Giant	+10 Orc	+10 Human	-7 Stag	103-105	-5 Pilgrim
+15 Gnome	-8 Doplganger	-8 Were	+1 Snarime	-6 Squid	+9 Centaur	-3 Hippogriff	+20 Orc	+15 Human	-5 Minotaur	106-107	-10 Adventurer
+15 Goblin	-5 Doplganger	-6 Vampire	+3 Snarime	-4 Squid	+15 Orc	-4 Cloud Giant	-4 Naga	+20 Human	-4 Sasquatch	108-109	-10 Reefer
+20 Hobgoblin	-1 Doplganger	-5 Vampire	+5 Snarime	-2 Squid	+5 Human	-4 Eagle	-8 Chimera	+10 Orc	+2 Human	110-111	-10 Soldier
+20 Groll	-8 Basilisk	-4 Vampire	+7 Snarime	-8 White Whale	+9 Human	-8 Chimera	-4 Night Gaunt	+20 Orc	+5 Gorilla	112-113	-5 Merchant
+20 Orc	-7 Basilisk	-3 Vampire	+9 Snarime	-8 White Whale	+12 Human	-8 Sylph	-3 Wight	+25 Orc	+10 Gorilla	114-115	-15 Resident
-2 Sasquatch	-1 Vampire	-8 Wight	-8 Wyvern	-8 Kraken	-8 Unicorn	-8 Pegasus	-2 Wraith	-8 Gryphon	+10 Elf	116-117	-30 Brigand
-7 Gorgon	+1 Vampire	-6 Wight	-7 Wyvern	-8 Kraken	-6 Unicorn	-8 Titan	-4 Vampire	-8 Basilisk	+20 Elf	118-119	-30 Reefer
-8 Doplganger	+3 Vampire	-7 Wraith	-6 Wyvern	-8 Kraken	-3 Woolly M.	-8 Roc	-7 Spectre	-8 Salamander	-6 Unicorn	120-121	-20 Resident
-7 Basilisk	-7 Spectre	-5 Wraith	-5 Wyvern	-8 Titan	-1 Woolly M.	-7 Storm Gaint	-8 Basilisk	-8 Phoenix	-4 Unicorn	122-123	-25 Resident
-8 Dragon	-5 Spectre	-3 Wraith	-4 Wyvern	-8 Titan	+1 Woolly M.	-8 Dragon	-8 Titan	-8 Sphinx	-8 Titan	124-125	-30 Resident

ENCOUNTER TABLE *(continued)*

KEY: The names in each terrain column are those of the species the characters encounter when the dice roll for that species occurs. The Humans column of the Encounter Table gives the class of the humans (or humanoids) encountered followed by a number that is added to the initial Reaction Check (see 64). Human classes include the following: **Resident:** The indigenous inhabitants of the area, including local tradesmen, farmers, nobles, witches, warlocks, village idiots, constables, etc. Except in extremely dangerous areas, the locals are likely to be friendly (or at least neutral) and to be generally mundane (few heroes or great mages will be found among them). There will be exceptions to this rule, especially when the players stumble upon isolated cots in the woods occupied by elderly women who keep cats. Substitute *merchant* for *resident* if at sea. **Merchant:** Those traders who travel long distances between trading centers, making high profits as a result of their willingness to risk venturing through wild areas to ply their wares. Merchants will almost always be accompanied by slaves and armed bodyguards. They will generally carry $[D + 5] \times 3,000$ Silver pennies worth of treasure or trade goods. Large parties (10 or more) will usually include an Adept and/or heroic fighter (a fighter with exceptional characteristics and Rank with weapons) hired by the merchant for protection. If encountered at sea, the value of any treasure or trade goods will be tripled and at least two-thirds of the party will be armed soldiers, with slaves and sailors making up the balance. Sea-going merchants will always have at least one (and possibly two or three) Adepts on board ship. **Soldier:** This class includes everything from individual messengers of the local potentate through medium-sized companies of condottieri. Soldier bands will include one heroic fighter for every 10 soldiers and one Adept and one military scientist in every band of 20 or more. Soldiers will usually be heavily armored (chainmail at the least) and armed and will often possess booty worth $[D - 2] \times 100$ Silver Pennies per man. If at sea, double the value of treasure carried. Soldiers encountered in military vessels at sea will always be accompanied by at least one (and sometimes more) military scientists and Adepts. **Brigands:** This class encompasses thieves, highwaymen, cutpurses, pirates, and other unsavory types indigenous to the area. They will usually be lightly armed and will seldom include in their ranks Adepts or military scientists, though heroic fighters will usually be present. Brigands will usually carry $[D - 3] \times 100$ Silver Pennies worth of coins and jewelry in addition to the value of their weapons (which are often bejewelled). Seaborne brigands will have twice the treasure of their landfaring brethren. Usually, brigands will be content to steal all of the worldly possessions of their victims and then allow them to depart with their lives. Seagoing brigands can, however, impress one or more of their victims as galley slaves and will sometimes amuse themselves by keelhauling the remainder of the party or otherwise killing them all. **Reavers;** Reavers are much like brigands except that they are not indigenous to the area and tend to enjoy slaughter almost as much as looting. Reavers will always be accompanied by 1 heroic fighter for every 8 men and 1 military scientist per 15 men. Each party will have one (and only one) Adept along (usually one versed in the Elemental Colleges). They will always be mounted if encountered on land. They will possess the same treasure and weapons as brigands, but will be more heavily armored (chainmail or leather in addition to a cloth armor undergarment). Reavers always kill their victims, usually by torture. If they haven't the time to torture their victims on the spot, they will carry them off and deal with them later. Seagoing reavers will lock any of their victims they do not make into galley slaves in the hold of the victims' ship, which they will then set afire. **Adventurer:** This class includes characters similar to those of the players, themselves. Adventurers will usually be in the company of one or more nonhumans or monsters. They will always be heavily armed and armored, will inevitably include one or more Adepts in their company and will possess $[D + 5] \times 300$ Silver Pennies each on the average. **Pilgrims:** All monks, holy men, wandering hermits and the like are included in this class along with religious pilgrims bound for one or another shrine. They will generally be lightly armed, wear little or no armor, and include no heroic fighters or military scientists. They may number an Adept or two (usually of little note) among their company. Except for hermits, they will possess $[D + 3] \times 100$ Silver Pennies each on the average. They will usually mind their own business, attacking only out of fear, and may sometimes allow themselves to be robbed without a fight. If a holy man or monk is part of the company, he may secretly lay a curse on any attackers if they do the pilgrims harm.

[67.1] DANGER TABLE

DANGER LEVEL	Low	Small	Moderate	High	Extreme
Frequency	168	72	24	6	2
Cavern	—	10%	20%	30%	45%
Crypt*	2%	17%	27%	37%	52%
Field	25%	40%	50%	60%	75%
Marsh	5%	15%	30%	40%	55%
Plain	—	10%	20%	30%	40%
Ocean	—	10%	25%	35%	55%
Rough	—	3%	13%	25%	40%
Ruin	—	10%	25%	35%	50%
Waste	—	5%	15%	25%	40%
Woods	—	15%	25%	40%	50%
Encounter	-25	-10	+5	+10	+25

Danger Level: The relative chance of an encounter with potentially hostile NPC's or monsters, given in five increments in ascending order of danger from Low to Extreme. **Frequency:** The frequency (in hours) with which the GM must make an Encounter Check depending upon the Danger Level of the area occupied by the characters. **Cavern, Crypt, etc.:** The 10 major terrain types in which the characters can adventure. The percentage found by indexing the terrain type with the Danger Level is the Base Chance of any encounter (of any type) occurring when the characters are in that type of terrain. **Cavern** includes all caves, tunnels, natural caverns, and other underground areas that are not part of an inhabited dwelling. **Crypt** includes all barrows, crypts, burial mounds, graveyards, and other places of interment for the dead. **Field** includes cultivated fields, vineyards, moors, heaths, etc. (usually near inhabited areas). **Marsh** includes all swamps, meres, ponds, etc. In addition, small streams and rivers are included herein, but 10 is subtracted from the Base Chance if checking for an encounter as a result of a stream or river crossing when other terrain of this type is not present. **Plain** refers to all plains, steppes, and other more or less open and flat or rolling terrain. **Ocean** includes oceans, seas, and large lakes. If the adventurers are on a lake, the Base Chance for this type of terrain is reduced by 10. **Rough** refers to both hills and mountains, but 20 is added to the Base Chance if the characters are in mountains instead of hills. **Ruin** includes all abandoned dwellings (cities, castles, monasteries, villages, etc.). **Waste** includes all deserts, wastelands, salt flats, etc., where life is not likely to be found in profusion. **Woods** refers to all wooded glens, forests, brush land, etc., where large amounts of common wildlife are likely to be found and where few humanoids dwell. If the area is deep forest, add 10 to the Base Chance of an encounter. **Encounter:** The number added to the dice roll on the Encounter Table, which is used to determine exactly what type of NPC or monster is encountered. **#%:** The Base Chance of an encounter in the terrain type the adventurers occupy at the current Danger Level. **(-):** No chance of an encounter occurring in this type of terrain at this Danger Level. **Note:** Inhabited dwellings, cities, towns, etc., have not been included on this table, since the GM will almost always prefer to inhabit these areas with monsters/NPC's of his own choice.

70. COMMON LAND MAMMALS

[70.1] Apes and Prehumans

Apes and prehumans include baboons, gorillas, and orang-outangs in addition to two classes of prehumans: neanderthals and sasquatches. All of these tend to be shy of humans and will usually dwell in high mountains or deep jungle. They have three times the stealth of an average human (30), are often adept at tracking, and have other talents sometimes associated with Ranger Skill.

BABOON

Natural Habitat: Plains

Frequency: Common **Number:** 1-100 (20)

Description: Baboons are medium-sized apes, usually no more than 4 feet tall, and 120 pounds in weight. They are characterized by their large heads and long sharp fangs. Baboons generally have light brown fur, but can have brightly-colored (orange, blue, purple, or red) faces and/or rumps (especially females).

Talents, Skills, and Magic: Baboons possess no special talents or skills. They are neither magic nor tool users and are only semi-intelligent.

Movement Rates: Running: 350

PS: 12-18	MD: 16-20	AG: 18-22	MA: None
EN: 6-10	FT: 10-15	WP: 7-9	PC: 17-21
PB: 6-9	TMR: 7	NA: Fur absorbs 2DP	

Weapons: Baboons cannot attack except in Close Combat. They will swarm over their victim, using their bite (Base Chance of 65%, damage of +4) to kill by increasing blood loss.

Comments: Baboons tend to be vicious and unpredictable, attacking without warning. They are tribal in nature and do not fear men when in company with the rest of the tribe. They can sometimes (30% chance) be assuaged by food (usually meat).

GORILLA (Mountain Gorilla/Great Ape)

Natural Habitat: Woods, Forest and Mountains

Frequency: Rare **Number:** 1-40 (20)

Description: Gorillas reach 650 pounds and 6+ feet in height. They usually have arm spans when full grown of over 10 feet. Gorillas tend to have black fur, but older males will often have gray or silver fur. Some species are entirely white. Both males and females have prominent canines and are vicious fighters. Due to their great weight, gorillas cannot move between trees in the manner of other apes.

Talents, Skills, and Magic: Gorillas have no special talents or skills. They are neither tool nor magic users.

Movement Rates: Running: 350

PS: 30-40	MD: 20-23	AG: 14-17	MA: None
EN: 28-33	FT: 33-38	WP: 6-8	PC: 12-18
PB: 3-7	TMR: 7	NA: Fur absorbs 3 DP	

Weapons: Gorillas can only attack via Close Combat. However, they can enter Close Combat with an entity whose combined modified Agility and Physical Strength is half or less their own by grabbing the victim and pulling him into their hex. This maneuver requires a Charge Action and is implemented in the same manner (except that the victim is pulled out of his hex into the gorilla's). Gorillas can bite (Base Chance of 30, -2 damage) or rend (Base Chance of 50%, +6 damage) in Close Combat, but not in the same pulse.

Comments: Gorillas will usually flee humanoids, but will occasionally attack if led by a large, powerful male.

NEANDERTHAL

Natural Habitat: Woods, Rough, Caverns

Frequency: Rare **Number:** 1-30 (8)

Description: Neanderthals are a species of pre-human characterized by sloping foreheads, hairy bodies, limited intelligence, and a semi-

erect posture.

Talents, Skills, and Magic: Neanderthals can have limited Beast Master skills and will possess most Ranger skills at Ranks 1-6 (some at higher Rank). They will have no talents and will not be magic users. Neanderthals will have only a limited tool-using capacity and will generally not use weapons more complicated than stones and clubs.

Movement Rates: Running: 300

PS: 18-25	MD: 13-15	AG: 12-14	MA: None
EN: 14-16	FT: 20-24	WP: 8-10	PC: 13-18
PB: 8-10	TMR: 6	NA: Skin absorbs 1 DP	

Weapons: Neanderthals will use rocks and sticks and sometimes simple clubs and axes. They will rarely (15%) pick up and use a dropped weapon of a more complex nature. They will be at a total loss to figure out the workings of such complex weapons as bows. They have prominent canines and will always attempt to enter Close Combat where they will bite (Base Chance of 30%, -3 damage) in addition to striking.

Comments: Neanderthals fear other humanoids and will flee them if possible. Some, however, are cannibals and will stalk other humanoids as prey.



ORANG-OUTANG (Man-Apes)

Natural Habitat: Woods, preferably deep Forest

Frequency: Uncommon **Number:** 1-3 (1)

Description: Orang-Outangs are 4-5 feet tall and can weigh up to 200 pounds. They are characterized by long, rust-colored fur over their entire body except for the chest and belly. They stand semi-erect and have long fore-limbs that reach almost to the ground. They use these limbs to assist them in running and in climbing.

Talents, Skills, and Magic: Orang-outangs possess no skills or talents and are neither magic nor tool users.

Movement Rates: Running: 300; Climbing: 100

PS: 15-15	MD: 16-22	AG: 18-23	MA: None
EN: 10-12	FT: 15-17	WP: 8-12	PC: 17-21
PB: 7-9	TMR: 6/2	NA: Fur absorbs 2 DP	

Weapons: Orang-outangs attack in Melee Combat in the same manner as humans (striking with bare hands). In Close Combat, they

receive 1 attack per Pulse at a Base Chance of 40% for -1 damage and with a possible Rank of 1-3.

Comments: Oran-outangs are not social in nature. They have a strong sense of territory and will waylay trespassers. They are vegetarians.

SASQUATCH (Yeti/Abominable Snow Man)

Natural Habitat: Woods, Rough (Lair in clearings or caverns)
Frequency: Very Rare **Number:** 1-6 (1)

Description: The sasquatch is a large humanoid being, very shy. It is covered in long brown fur that allows it to survive in even the coldest climes. The sasquatch tends to be shy of humans and will run or hide rather than attack except when its lair is threatened.

Talents, Skills, and Magic: The sasquatch is a natural tracker and forester and will possess Ranger skill at Ranks 1-8. The sasquatch will not, however, possess any magic abilities and will not employ any skill involving tools or weapons.

Movement Rates: Running: 300
PS: 24-30 MD: 15-25 AG: 14-18 MA: 1-6
EN: 25-35 FT: 30-40 WP: 10-15 PC: 22-26
PB: 5-8 TMR: 6 NA: Fur absorbs 3 DP

Weapons: Bare hands as per the Unarmed Combat rules, but with +1 damage. Hands cannot be Ranked.

Comments: The sasquatch is a fairly docile creature, but the Yeti (the mountain-dwelling version of the species) tends to be much larger and meaner and will attack instead of running when its privacy is invaded.

[70.2] Felines

The following felines are covered in this section: cheetahs, house cats, leopards, lions, sabertooth tigers, tigers and wildcats. Pumas, panthers, cougars, jaguars and mountain lions are all similar to leopards in their size and characteristics, though not in coloration. Lynx, bobcats and ocelots all have the same size and characteristics as the wildcat, though their appearance can differ somewhat. Siamese and Burmese Temple cats have the same general characteristics as house cats, but have a Base Chance of 5% of doing -5 damage.

With the exception of house cats, all felines attack in the same way. They have the option of either taking one bite or two claw attacks per Pulse in Melee Combat and can take one bite and four claw attacks in Close Combat. All cats will attempt to enter Close Combat when forced into battle. Individual modifiers and Base Chances are given for each feline. All felines will possess four times the stealth of the average human (40).

CHEETAH

Natural Habitat: Plains and (sometimes) Woods
Frequency: Rare **Number:** 1-4 (1)

Description: The cheetah is spotted, but without the characteristic pattern of the leopard. It is possessed of retractable claws and is leggy and slender. Its head is dog-like in appearance. The cheetah is usually a nocturnal hunter and will often advertise its presence by a hunting scream as it leaps upon its victim.

Talents, Skills, and Magic: Cheetahs have no talents or skills and are neither magic nor tool users.

Movement Rates: Running: 1200
PS: 20-23 MD: 22-25 AG: 30-34 MA: None
EN: 14-18 FT: 20-25 WP: 5-7 PC: 18-23
PB: 6-9 TMR: 24 NA: Fur absorbs 2 DP

Weapons: Bite does -2 damage in Close Combat (Base Chance of 25%). Claws do -3 damage (Base Chance of 30%, possible Rank of 1-5) in either Close or Melee Combat.

Comments: Cheetahs are extremely fast over short distances, but

tire rapidly. Their Movement should be quartered after their first few minutes at a dead run. If captured young, cheetahs are especially trainable. Cubs will generally sell for 300-400 Silver Pennies each.

HOUSE CAT

Natural Habitat: Fields (around people)
Frequency: Common **Number:** 1-20 (2)

Description: House cats will tend to be 10-24 inches long and weigh 12-35 pounds. The larger breeds of Siamese and Burmese cats are often bred for fighting ability and will appear more muscular and be much larger than the average house cat.

Talents, Skills, and Magic: House cats have no talents, skills, or magic. They are not tool users.

Movement Rates: Running: 450
PS: 3-4 MD: 19-21 AG: 22-24 MA: None
EN: 4-5 FT: 8-10 WP: 9-11 PC: 18-20
PB: 12-18 TMR: 9 NA: Fur absorbs 1 DP*

Weapons: House cats cannot Melee. They get one combined attack (teeth and claws) in Close Combat with a Base Chance of 20% and damage of -7.

Comments: *Applies only to Burmese and Siamese breeds. Familiars will frequently appear in the more or less permanent shape of house cats.

LEOPARD

Natural Habitat: Woods, Rough, Plains
Frequency: Rare **Number:** 1-4 (1)

Description: Leopards usually appear as butter-colored cats with black markings in 5-spot groups. Some leopards, however, have shiny black coats and are called black panthers. Each usually weighs 130-180 pounds. They hunt during both day and night, though they will usually be encountered at night.

Talents, Skills, and Magic: Leopards have no special skills or talents and are neither tool nor magic users. They do have the ability to climb trees and move between branches with ease and will follow prey into the upper branches of trees if necessary.

Movement Rates: Running: 400; Climbing: 200
PS: 22-26 MD: 24-30 AG: 28-32 MA: None
EN: 15-18 FT: 20-25 WP: 6-8 PC: 18-23
PB: 7-10 TMR: 8/4 NA: Fur absorbs 2 DP

Weapons: Bite has a Base Chance of 30% and damage of -2. Claws have a Base Chance of 30% and damage of -3. Claws can be Ranked 1-3.

Comments: Leopards haunt game trails near rivers and streams (they sometimes eat fish). They are stealthier than most other felines and will seldom be seen except when they attack. The fur of adult leopards is worth 200-300 Silver Pennies.

LION

Natural Habitat: Plains
Frequency: Uncommon **Number:** 1-8 (2)

Description: Lions are large, tan cats. The males usually have great black (sometimes red) manes and will usually scare game in the direction of the females who are the better fighters and hunters.

Talents, Skills, and Magic: Lions possess no skills or talents and are neither tool nor magic users.

Movement Rates: Running: 450
PS: 25-30 MD: 20-25 AG: 25-30 MA: None
EN: 20-25 FT: 25-30 WP: 12-16 PC: 18-23
PB: 5-10 TMR: 9 NA: Fur absorbs 3 DP

Weapons: Bite does +1 damage and has a Base Chance of 35%. Claws do -1 damage and have a Base Chance of 45%. Males can have 1-3 Rank with Claws. Females will have twice that Rank.

SABRETOOTH TIGER

Natural Habitat: Plains, Caverns

Frequency: Rare Number: 1-8 (1)

Description: Sabretooth tigers are huge, dark yellow or dun colored hunting cats with disproportionate fangs.

Talents, Skills, and Magic: Sabretooth Tigers have no special talents or abilities and use neither tools nor magic.

Movement Rates: Running: 600

PS: 30-32 MD: 18-20 AG: 23-35 MA: None
EN: 20-22 FT: 33-36 WP: 8-10 PC: 21-25
PB: 7-10 TMR: 12 NA: Hide absorbs 5 DP

Weapons: Bite has a Base Chance of 50% of doing +4 damage. Claws do +3 damage and have a Base Chance of 60% with possible Rank of 1-5.

Comments: These cats have no fear of humanoids. If hungry, they will readily attack a party of adventurers. They are valuable as curiosities, and live cubs fetch 400-500 Silver Pennies each, while mature cats fetch 3 times that amount.

TIGER (including Bengal Tiger and White Tiger)

Natural Habitat: Plains, Rough, Fields and Woods

Frequency: Uncommon Number: 1-4 (1)

Description: Tigers are usually orange with black stripes, though some types have thick, pale fur. All weretigers will have the latter coloring when in their tiger form. Though varying greatly in size, most tigers will be between 4 and 7 feet in length and weigh several hundred pounds.

Talents, Skills, and Magic: Tigers have no special talents or skills. They are neither tool nor magic users.

Movement Rates: Running: 450

PS: 30-32 MD: 22-26 AG: 23-25 MA: None
EN: 20-24 FT: 25-29 WP: 8-10 PC: 18-23
PB: 5-9 TMR: 9 NA: Fur absorbs 3 DP

Weapons: Bite has a Base Chance of 45% of doing +2 damage. Claws have a Base Chance of 30% of doing -1 damage and can be Ranked 1-2.

Comments: Tigers are solitary, nocturnal hunters. They will attack humanoids with little provocation, and some have been known to develop a positive craving for human flesh. They enjoy swimming and will be undeterred by a water barrier between them and their prey.

WILD CAT (Bobcat/Marsh Cat)

Natural Habitat: Plains, Woods, Marsh, Rough

Frequency: Uncommon Number: 1-6 (1)

Description: There is some form of wild cat in most climes. They will vary from 2 to 4 feet in length and from 25 to 90 pounds in weight. Most wild cats have blunt tails with black tips. They often have tufted ears and are sometimes spotted.

Talents, Skills, and Magic: Wild cats have no special talents or skills. They are neither tool nor magic users.

Movement Rates: Running: 300-400

PS: 12-17 MD: 14-20 AG: 18-24 MA: None
EN: 10-13 FT: 15-18 WP: 8-10 PC: 16-21
PB: 8-11 TMR: 6-8 NA: Fur absorbs 2 DP

Weapons: Bite has a Base Chance of 20% of doing -5 damage. Claws have a Base Chance of 25% of doing -6 damage and can be Ranked 1-4.

Comments: Wild cats will usually not stray far from their lair. They can be captured and sold as exotic pets in some areas, but will usually not fetch more than 100-150 Silver Pennies. There is a 70% chance that there will be D-1 young in their lair.

[70.3] Great Land Mammals

This section describes large mammals that adventurers are likely to encounter during land adventures. They include bears, boars, camels, elephants, oxen, stags, and wooly mammoths.

BEAR

Natural Habitat: Woods, Rough, Caverns

Frequency: Uncommon Number: 1-4

Description: Bears exist in any climate and have even been known to live in desert habitats. Arctic and mountain bears will be white. Other bears can vary in color from brown to black, and some will have creamy or rust tinged fur. They will generally weigh between 500 and 1500 pounds. They tend to walk on all four feet, but can stand on their hind legs to fight.

Talents, Skills, and Magic: Bears possess no special skills or talents. They are neither magic nor tool users. However, Shape-changers can use tools (and weapons) in their bear form.

Movement Rates: Running: 300

PS: 35-40 MD: 10-15 AG: 10-15 MA: None
EN: 30-35 FT: 35-40 WP: 8-10 PC: 8-2
PB: 6-10 TMR: 6 NA: Fur absorbs 4 DP

Weapons: Bears can make two claw attacks in Melee with a Base Chance of 35% of doing +2 damage and can achieve Ranks 1-4 with claws. They can bite in Close Combat with a Base Chance of 20% of doing +4 damage. Bears can bite and claw during the same Pulse while in Close Combat or they can attempt to "hug" their victim with a Base Chance of 60% of doing +8 damage.

Comments: Bears are omnivorous. They are also curious. They will, consequently, investigate and possibly attack a party of less than 6 humanoids. Larger parties will less likely be bothered. In spring, they will have 1-2 cubs in their lair. Each cub will fetch 400-800 Silver Pennies in an untrained state.

BOAR (Wild Pig)

Natural Habitat: Woods, Marsh, Rough

Frequency: Uncommon Number: 1-3 (1)

Description: Boars grow to 550 pounds, are covered in long, dark bristles and have long tusks. They tend to be both stupid and vicious.

Talents, Skills, and Magic: Boars have no special skills or talents and use neither tools nor magic.

Movement Rates: Running: 350

PS: 22-27 MD: 14-18 AG: 20-25 MA: None
EN: 20-25 FT: 25-30 WP: 4-10 PC: 12-16
PB: 6-10 TMR: 7 NA: Bristles absorb 4 DP

Weapons: Boars always attempt to charge their victims and either impale them on their tusks or knock them to the ground and trample them. Tusks do -1 damage with a Base Chance of 50% and Rank of 1-2. Feet do -3 damage with a Base Chance of 20%. A boar can only attack in Close Combat. He cannot trample and gore in the same Pulse.

Comments: Boars tend to be nocturnal and will seldom be encountered in daylight. They are omnivorous and will devour anything they find laying about or will kill humanoids for food.

CAMEL

Natural Habitat: Waste, Plains

Frequency: Common Number: 1-6 (3)

Description: A camel is a tawny, thin-legged creature often used as a riding beast. Camels will have either one large hump on their back or two. If the latter is in the case, the camel is called a dromedary.

Talents, Skills, and Magic: Camels' metabolisms allow them to retain large quantities of fat and water, so they are able to survive for long periods without eating or drinking. On average, a camel can live for a week to ten days without water without suffering sub-

stantial ill effects. While valued for this trait, they are difficult to train and so will bring little money in an untrained state. Trained camels will bring 700-900 Silver Pennies.

Movement Rates: Running: 600

PS: 25-30 MD: 12-15 AG: 11-14 MA: None
EN: 27-30 FT: 20-25 WP: 10-12 PC: 14-18
PB: 7-9 TMR: 12 NA: Hide absorbs 3 DP

Weapons: Bite has a Base Chance of 30% of doing -1 damage in Melee or Close Combat. Camels can kick instead of biting in Melee with a Base Chance of 25% of doing +4 damage. Camels can only kick into their rear hexes.

ELEPHANT

Natural Habitat: Plains

Frequency: Common

Number: 1-50 (20)

Description: Elephants are 10 to 14 feet high at the shoulder and weigh between 4 and 8 tons (with "Indian" elephants being much smaller on the average than "African" elephants). They tend to be gray in color, but can appear brown, yellow or red, depending upon what type of mud they have been wallowing in. Elephants are four-hex monsters.

Talents, Skills, and Magic: Elephants have no talents or skills and are not magic or tool users. They are dextrous with their trunks and can often use them to lift large burdens, shake trees, crush or throw objects (like people) without much accuracy. They have a highly developed sense of smell and poor eyesight.

Movement Rates: Running: 450

PS: 60-75 MD: 15-18 AG: 10-12 MA: None
EN: 40-50 FT: 45-55 WP: 10-14 PC: 10-12
PB: 6-8 TMR: 9 NA: Hide absorbs 5 DP

Weapons: The elephant's main weapons are his tusks, which can be used in Melee or Close Combat with a Base Chance of 15% of doing +2 damage. If the elephant is charging while making a tusk attack, the Base Chance is 60% and damage is +8. The elephant can also attack with his trunk during the same Pulse in which he Melee Attacks with tusks and has a Base Chance of 80% of doing -2 damage. If an elephant runs over an entity in Close Combat, he has a Base Chance of 50% of doing +6 damage (resolve one attack per foot, total of 4).

Comments: Elephants will usually shy away from humanoids unless provoked (70% chance that provocation short of attack will be ignored). If one elephant is attacked, all nearby elephants will come to his assistance, especially if the elephant is a cow or calf. Elephant tusks are valuable (D+3 Silver Pennies per pound of ivory with each tusk weighing 100 pounds). Calves will sell for 1000 Silver Pennies and adult bulls will sell for three times that if unharmed. Adult females can fetch 1500 Silver Pennies if still in their breeding years.

OX

Natural Habitat: Plains, Fields (but only near man)

Frequency: Common

Number: 1-2 (2)

Description: Oxen are literally castrated cattle. This heading subsumes all such forms of domesticated beasts (water buffalo, caribou, etc.) used for pulling wagons, carts, plows, etc., or for carrying burdens. Oxen generally have horns, but will seldom use them unless directly attacked.

Talents, Skills, and Magic: Oxen have no special talent or skill and are neither tool nor magic users. They will almost always be trained to pull a plow or wagon.

Movement Rate: Running: 250

PS: 50-60 MD: 7-9 AG: 8-10 MA: None
EN: 25-30 FT: 32-40 WP: 7-9 PC: 12-15
PB: 6-8 TMR: 5 NA: Hide absorbs 3 DP

Weapons: Oxen can attack in Melee with their horns for +3 damage (Base Chance of 20%). They can trample in Close Combat with a 40% Base Chance of doing +5 damage (4 attacks per Pulse possible).

STAG

Natural Habitat: Woods (especially deep woods or forest)

Frequency: Uncommon

Number: 1-5 (1)

Description: Stags are great male deer, boasting large racks of antlers. They will sometimes be accompanied by female deer and fawns (1-2 per couple). They generally have a tawny coat, but rare specimens are black.

Talents, Skills, and Magic: Stags have no special talents or skills and use neither tools nor magic.

Movement Rates: Running: 750

PS: 20-26 MD: 19-24 AG: 22-26 MA: None
EN: 15-20 FT: 20-25 WP: 10-11 PC: 20-25
PB: 12-13 TMR: 13 NA: Hide absorbs 3 DP

Weapons: Stags can attempt to horn with a Base Chance of 30% of doing +5 damage in Close or Melee Combat (possible Rank of 1-4). They can kick at a character occupying the hex opposite that they are facing in Melee Combat with a Base Chance of 50% of doing +3 damage.

Comments: Stags will be wary of humanoids, but will not flee them. Their racks are extremely valuable (worth D10 Gold Shillings +2 Gold Shillings per point). In addition, their hide will fetch 300 Silver Pennies (5 times that if the stag is black).

WOOLY MAMMOTH (Mastodon)

Natural Habitat: Plains (and sometimes Woods)

Frequency: Uncommon

Number: 1-10 (4)

Description: Mammoths are huge, hairy, evil-tempered elephantine animals growing to twice the size of elephants. Mastodons are generally longer and lower to the ground, but otherwise similar to the mammoth. Both mammoths and mastodons are four-hex monsters.

Talents, Skills, and Magic: Mammoths possess no talents, skills, or magic. They are not tool users.

Movement Rates: Running: 500

PS: 65-80 MD: 15-18 AG: 10-12 MA: None
EN: 50-60 FT: 55-65 WP: 10-14 PC: 10-12
PB: 5-7 TMR: 10 NA: Hide absorbs 6 DP

Weapons: Mammoths attack in exactly the same manner as elephants, but do 1 additional point of damage per attack.

Comments: Mammoths tend to be more irritable than elephants and will be quicker to attack, but are otherwise similar. Their tusks are valued the same as elephant tusks, but weigh only 50-80 pounds each.

[70.4] Small Land Mammals

This section describes those common small land mammals that adventurers are likely to encounter and includes the following: dingoes, hyenas, jackals, mongooses, rats, wolves, and weasels.

DINGO

Natural Habitat: Plains, Waste, Woods

Frequency: Common

Number: 1-12 (6)

Description: Dingoes are wild dogs, usually between 2 and 3 feet in length and sometimes marked in the same manner as jackals. The characteristics of dingoes are the same for all types of dogs, though, unlike dingoes, other types can be trained and sold without restriction (since they do not have the savage nature of wild dogs).

Talents, Skills, and Magic: Dingoes have no special talents or skills and do not use magic or tools.

Movement Rates: Running: 350

PS: 6-10 MD: 15-20 AG: 16-20 MA: None
EN: 5-10 FT: 10-15 WP: 6-10 PC: 18.22
PB: 10-14 TMR: 7 NA: Fur absorbs 2 DP

Weapons: Dingoes can bite in Close Combat with a Base Chance of 65% of doing -4 damage. They cannot otherwise attack.

Comments: Dingoes hunt in packs. They will usually refrain from attacking humanoids unless they catch an individual alone and are hungry. They can be trapped and the pups are trainable, but they cannot be sold to an individual who was not present at their training.

HYENA

Natural Habitat: Plains

Frequency: Common

Number: 1-10 (6)

Description: Hyenas are light brown, snub-snouted animals about 4 feet in length. Their hides are speckled with large dark brown rings. They have short tails and rounded ears. The forelegs of a hyena are longer than the rear legs, so when the animal stands, it seems to slope downward from its shoulders to its tail. At night, hyenas can be recognized by their barking howl.

Talents, Skills, and Magic: Hyenas have no special talents or skills. They do not use tools or magic.

Movement Rates: Running: 350

PS: 6-8 MD: 19-21 AG: 22-24 MA: None

EN: 7-9 FT: 11-13 WP: 8-10 PC: 19-23

PB: 6-8 TMR: 7 NA: Hide absorbs 3 DP

Weapons: Hyenas can only attack in Close Combat and then they bite with a Base Chance of 60% of doing -1 damage.

Comments: Hyenas are mainly scavengers, preying on the remains of carcasses left by the great cats and other hunters.

JACKAL

Natural Habitat: Plains

Frequency: Common

Number: 1-8 (2)

Description: A jackal looks like a cross between a fox and a wolf, has a speckled grey and brown coat, and is about 3 feet long.

Talents, Skills, and Magic: A jackal has no special talents or skills and does not use tools or magic.

Movement Rates: Running: 300

PS: 5-7 MD: 181-20 AG: 22-24 MA: None

EN: 6-8 FT: 9-12 WP: 7-9 PC: 0-23

PB: 7-9 TMR: 6 NA: Fur absorbs 2 DP

Weapons: Jackals can only attack in Close Combat. Their bite has a Base Chance of 60% of doing -2 damage.

Comments: Jackals, like hyenas, are scavengers, and are none too courageous. They are curious, and will occasionally raid a human camp searching for food, but they will run at the first sign of danger.

MONGOOSE

Natural Habitat: Woods, Rough, Marsh

Frequency: Common

Number: 1-20 (6)

Description: Mongooses have light gray fur and grow to a length of about two feet. They are very common rodents in some parts of the world, and are valued as snake-killers.

Talents, Skills, and Magic: Mongooses have no special skills or talents. They are neither tool nor magic users.

Movement Rates: Running: 400

PS: 2-3 MD: 6-32 AG: 26-32 MA: None

EN: 4-6 FT: 6-8 WP: 18-20 PC: 20-24

PB: 10-12 TMR: 8 NA: None

Weapons: Mongooses get one bite in Close Combat at a Base Chance of 80% of doing -6 damage.

Comments: Mongooses are especially valued as house pets and a mongoose that is trained to remain in the vicinity of a dwelling (and protect against snakes, especially cobras) will fetch 300-400 Silver Pennies. They are relatively easy to train for this task.

RAT

Natural Habitat: Caverns, Ruins, Crypts

Frequency: Common

Number: 1-100 (12)

Description: Usually about eight inches long, these animals can be any combination of shades of black, white, or brown. Some larger strains of rats can grow to 18 inches (with corresponding increase in the damage they can do and their Base Chance of biting during Close Combat — see below).

Talents, Skills, and Magic: Rats have no special talents, skills, or magical abilities.

Movement Rates: Running: 100

PS: 4-6 MD: 12-20 AG: 15-20 MA: None

EN: 1-2 FT: 2-3 WP: 8-16 PC: 17-20

PB: 4-8 TMR: 2 NA: None

Weapons: Rats have a Base Chance of 75% of doing -7 damage in Close Combat. They cannot attack in Melee Combat.

Comments: Rats are not tool-users, but they can dig holes and gnaw through substances as hard as sandstone and lead, given enough time. When in combat they tend to head for the eyes and other unprotected areas, so the armor protection Rating of characters defending against rats should be reduced by three or four points. A character has a 10% chance of contracting a disease if he is in contact with rats for any period of time. If a character is bitten by a rat, increase chance of infection by 20.

WEASEL

Natural Habitat: Woods

Frequency: Uncommon

Number: 1-2 (1)

Description: Weasels have a brown coat during the summer, which turns white as winter approaches. They are slim, and utterly vicious. The pelts of weasels taken during winter are worth 40-70 Silver Pennies each.

Talents, Skills, and Magic: Weasels are the only animals that can stand the gaze and breath of the basilisk, and thus they are often trained to kill them. They are, however, difficult to train and a trained Basilisk killer is worth 4,000-6,000 Silver Pennies. Other than this special ability, weasels have no talents or skills. They use neither tools nor magic.

Movement Rates: Running: 250

PS: 1-2 MD: 19-23 AG: 25-29 MA: None

EN: 1-2 FT: 3-4 WP: 18-23 PC: 17-23

PB: 10-13 TMR: 5 NA: Fur absorbs 1 DP

Weapons: Weasels can only attack in Close Combat by biting. Bite has a Base Chance of 75% of doing +4 damage.

Comments: Weasels are very curious, and they are thus fairly easy to trap. If a pair of weasels is found in spring, there is an 80% chance they will be accompanied by 4-8 young. Weasels are bloodthirsty, and will gladly take on much larger creatures.

WOLF

Natural Habitat: Woods

Frequency: Uncommon

Number: 2-24 (6)

Description: The color of wolves' fur varies greatly with environment, but they will usually be colored so as to blend in with their surrounding. The thickness of the fur depends on the season.

Talents, Skills, and Magic: Wolves have no skills, talents, or magical abilities and are not tool users. Wolves have incredible stamina, however, and can run for literally days at a time.

Movement Rates: All-out Run: 400; Steady Run: 250

PS: 10-12 MD: 18-20 AG: 18-20 MA: None

EN: 15-20 FT: 30-35 WP: 18-22 PC: 0-24

PB: 6-9 TMR: 8 NA: Fur absorbs 3 DP

Weapons: Wolves Melee Attack with their bite. (Base Chance of 60% +1 damage). In Close Combat, damage from biting goes up to +3.

Comments: Wolves travel in packs, although lone wolves can occasionally be found. During the spring, a wolf's lair will be occupied by from 3-12 cubs per female in the pack.

71. AVIANS

Avians include only those species listed in this rule Section, though other species have a flying capacity. The rules governing flying in this section apply to all species using that option.

Whenever an avian (or any other entity that is a flyer) is airborne, the character's height above the ground and/or any obstacle may have to be noted (especially in the case of combat situations). When calculating the range between two characters when one or both are airborne, the following special formula is used: $A^2 + B^2 = C^2$. A = the distance between the two characters in feet. B = the difference between the height of the two characters from the ground. C = the range between the characters. A character cannot attack another character in Melee Combat when one or both are airborne unless the Range between them is 5 feet or less. A character cannot attack a character in Close Combat when one or both are airborne unless they occupy the same hex and the height difference is 3 feet or less. A character cannot attack another character in Ranged Combat when one or both are airborne unless the range to the target as calculated in this Section is within the maximum range of the weapon or spell the attacker is using.

The Base Chance of hitting an airborne character is always reduced by 20. The Base Chance of an airborne character hitting a target on the ground is reduced by 15 and the Base Chance of an airborne character hitting another airborne character is reduced by 10. These reductions apply to all physical combat, but not to magic.

Whenever an airborne character occupies the same hex as another conscious, unstunned character and the height differential is 3 feet or less, they are automatically in Close Combat. An airborne character will be pulled from the air and made to adopt a Prone Position in Close Combat if the combined Physical Strength and Agility of the airborne character are less than the combined Physical Strength and Agility of the character on the ground. If both characters are flying or if the combined Physical Strength and Agility of the airborne character is equal to or greater than that of the non-airborne character, the Close Combat will be conducted with the airborne character remaining airborne and, possibly, with both characters airborne (GM's discretion as to how much weight a flying character can carry into the air in such circumstances).

An airborne character can enter the same hex as a stunned or unconscious character or as a character who is 5 feet or more above or below him without having to enter Close Combat. An airborne character can make a Charge Attack by "diving" on the target.

The larger avians can be used as steeds or will carry characters or objects in their talons or claws. Generally, except for eagles, only Fantastical Avians will carry characters or objects.

[71.1] Common Avians

Common Avians include buzzards, eagles, goshawks, owls.

BUZZARD

Natural Habitat: Plains, Waste

Frequency: Common **Number:** 1-60 (10)

Description: These birds have dark brown plumage and thin, unfeathered necks of a tannish color. Their beaks are black and snub-tipped. They prey on the dead and near-dead (especially if unconscious).

Talents, Skills, and Magic: Buzzards can see each other miles away, and thus when one buzzard descends for a meal, others soon follow. Except for their keen eyesight, buzzards possess no special talents, skills or magic. They are not tool users.

Movement Rates: Flying: 600

PS: 3-5	MD: 15-17	AG: 14-16	MA: None
EN: 6-7	FT: 9-11	WP: 8-10	PC: 17-20
PB: 8-10	TMR: 12	NA: Feathers absorb 1 DP	

Weapons: A buzzard attacks in Close Combat with its claws and beak. The claws' Base Chance is 45%, for -5 damage, while the bite's Base Chance is 40%, for -6 damage. A buzzard cannot attack in Melee Combat.

EAGLE

Natural Habitat: Rough (usually mountainous)

Frequency: Uncommon **Number:** 1-20 (1)

Description: Great Eagles are the largest of the birds of prey. They have a wingspan of 7 feet when full grown. Their feathers are gray except around neck and head (which is white).

Talents, Skills, and Magic: Eagles have no special talents or skills. They are not magic users and do not use tools. They do have keen eyesight.

Movement Rates: Flying: 1200

PS: 12-16	MD: 22-24	AG: 12-23	MA: None
EN: 9-12	FT: 17-20	WP: 11-13	PC: 20-24
PB: 10-12	TMR: 24	NA: Feathers absorb 2 DP	

Weapons: Eagles can attack only in Close Combat with either beak (Base Chance of 50% of doing -1 damage) or 2 talons (Base Chance of 70% of doing +1 damage) without penalty in the same Pulse. An eagle can achieve Ranks 1-3 with beak and 1-2 with talons.

Comments: Eagles avoid humans except to occasionally steal goats or other small animals from human flocks. They will sometimes attack a party that ventures too near their nest.

GOSHAWK

Natural Habitat: Woods

Frequency: Rare **Number:** 1-2 (1)

Description: Goshawks are the largest of the hawks. They are almost 2½ feet in length. The feathers of a goshawk are primarily brown, although the belly is pure white and some of the tail feathers are black. The sharp beak and claws are black.

Talents, Skills, and Magic: Other than their excellent eyesight, goshawks have no special talents, skills, or magical abilities and are not tool users.

Movement Rates: Flying: 1100

PS: 4-6	MD: 18-20	AG: 20-22	MA: None
EN: 6-7	FT: 9-11	WP: 8-10	PC: 20-21
PB: 10-12	TMR: 22	NA: Feathers absorb 1 DP	

Weapons: In Close Combat, a Goshawk can attack with two claws and its beak in the same Pulse without penalty. The claw attacks have a Base Chance of 80% and do -3 damage, while the beak attack has a Base Chance of 65% and does -4 damage. The goshawk cannot attack in Melee Combat.

Comments: Like the other birds of prey, the goshawk can be trained to serve man in captivity. It will bring 700-1200 Silver Pennies as a trained hunter. Other types of hunting birds (including boshawks and gyrfalcons) will have characteristics 1-2 less than the goshawk, will fly at speeds of 100-200 yards per minute less, and will have a value of 200-300 fewer Silver Pennies. They will otherwise be similar.

OWL

Natural Habitat: Woods

Frequency: Uncommon **Number:** 1-6 (1)

Description: Owls can be of several types, but in general they are between one and two feet in length. Coloring varies, but brown feathers speckled with grey is a common coloration. Owls' eyes are both on the front of the head, unlike most birds, and they tend to have large, dark rings around the eyes.

Talents, Skills, and Magic: Owls see well in the dark and have excellent hearing. They have no magical abilities, skills, or talents and are not tool users.

Movement Rates: Flying: 600

PS: 3-4 MD: 18-20 AG: 22-24 MA: None
 EN: 3-4 FT: 5-7 WP: 7-9 PC: 20-22
 PB: 9-11 TMR: 12 NA: Feathers absorb 1 DP

Weapons: In Close Combat, Owls can attack with one bite (Base Chance of 55% and damage -6) and two claws (Base Chance of 50% and -7 damage) in the same Pulse without penalty. Owls cannot attack in Melee Combat.

Comments: Owls are primarily nocturnal predators, hunting small mammals as well as birds. They are said to understand human speech and to be friendly to man, often providing travellers with valuable information.

[71.2] Fantastical Avians

Fantastical Avians include gargoyles, harpies, hippogriffs, pegasi, phoenixes, rocs, and gryphons.

GARGOYLE

Natural Habitat: Ruins, Caverns, Crypts

Description: Gargoyles are humanoid in form, but they have leathery wings, sharp claws, a horn, a tail, and spiked elbows and knees. Their skin is stony in appearance, and upon contact it feels very rough. Gargoyles have deep-set eyes, and sharp, small teeth.

Talents, Skills, and Magic: Gargoyles possess no special skills or talents. They have only limited magical abilities in general but can use tools and even weapons.

Movement Rates: Running: 200; Flying: 400

PS: 14-20 MD: 13-18 AG: 12-16 MA: 10-12
 EN: 7-10 FT: 18-20 WP: 9-13 PC: 12-16
 PB: 2-5 TMR: 4/8 NA: Hide absorbs 8 DP

Weapons: A gargoyle can use his horn, his claws, and his bite in Melee and Close Combat. In any one Pulse, he can make up to two strike attempts with any combinations of these weapons. Base Chance for the bite is 45%, +2 damage; Base Chance for the horn is 35%, +1 damage; Base Chance for the claws is 50%, -3 damage. Gargoyles sometimes (but not often) will use weapons (instead of claws).

Comments: Gargoyles are hopelessly evil, and will attack immediately any party that they think they have a fair chance of handling. They can sometimes be found in the service of a highly evil character, in which case they will usually show more restraint.

GRYPHON

Natural Habitat: Rough (especially mountainous)
Frequency: Very Rare **Number:** 1-7 (1)

Description: The gryphon is a large beast with the body of a lion, the head and wings of an eagle and back covered with feathers. The gryphon's claws are so large that they can be made into serviceable drinking horns. The gryphon is about 5 feet long and stands man-high when full grown. Gryphon eggs (2-5 possible per nest) are solid agate and quite valuable (4000-6000 Silver Pennies apiece).

Talents, Skills, and Magic: Gryphons have no special skills or magical abilities, but their special talent is locating buried treasure and their nest will quite often be built near such treasure that they will actively guard. A "domesticated" gryphon has a Base Chance of 60% of locating any buried treasure within a radius of 250 feet of it. Gryphons make valuable steeds, once tamed.

Movement Rates: Running: 200; Flying: 500

PS: 30-36 MD: 15-20 AG: 15-20 MA: 6-9
 EN: 25-30 FT: 30-35 WP: 12-16 PC: 16-22
 PB: 0-5 TMR: 4/10 NA: Hide absorbs 6 DP

Weapons: The gryphon is not a tool user, but has natural weapons in the form a beak (useable in Melee and Close Combat with a Base Chance of 65%, +5 damage, possible Rank of 1-3) and claws (useable in Melee and Close Combat with a Base Chance of 60%, damage of +5, possible Rank of 1-4). The gryphon can attack twice with claws and once with beak in the same Pulse.

Comments: Gryphons prefer solitude and will fly away when



approached if possible, but will always chase and attack horses (whose flesh they prize). They are extremely valuable for use as mounts and cost accordingly (16,000-20,000 Silver Pennies). They nest in cliffsides and build their nests of spun-gold (value 8,000-10,000 Silver Pennies).

HARPY

Natural Habitat: Rough (lair in caverns or cliffs near water)
Frequency: Rare **Number:** 1-20 (6)

Description: Harpies are buzzard-like birds with the upper bodies of women. They have long claws, and pale, thin faces. tremendous amount of noise flying, and have a horrible smell.

Talents, Skills, and Magic: Harpies can speak, but have limited magical abilities and no special skills or talents. They are occasionally prophetic, although they will only speak a prophecy if it is evil and they wish to torment the listener.

Movement Rates: Running: 50; Flying: 500

PS: 14-20 MD: 22-26 AG: 26-30 MA: 13-17
 EN: 8-10 FT: 14-19 WP: 17-20 PC: 10-16
 PB: 2-6 TMR: 1/10 NA: Feathers absorb 7 DP

Weapons: Unless cornered, harpies do not fight man. If they do fight, they have their long talons (Base Chance of 70% +5 damage) to strike with, both of which can strike twice in Melee or Close Combat in the same Pulse at no penalty to the harpy.

HIPPOGRIFF

Natural Habitat: Rough (especially mountains)
Frequency: Very Rare **Number:** 1-12 (2)

Description: Hippogriffs are similar to Pegasi in that they are basically winged horses, but their head is that of some great bird of prey, with a fearsome beak. The head differs from that of an eagle in that it has large, feathered ears, almost like wings, at the back of the head. The front legs of the hippogriff also resemble those of a bird of prey, with huge talons and feathers.

Talents, Skills, and Magic: Hippogriffs have no magical or other extra-ordinary abilities, talents, or skills, and are not tool users.

Movement Rates: Running: 200; Flying: 400

PS: 18-20 MD: 19-22 AG: 16-19 MA: None
 EN: 15-18 FT: 25-30 WP: 12-17 PC: 17-20
 PB: 8-11 TMR: 4/8 NA: Hide Absorbs 4 DP

Weapons: In Melee Combat, the hippogriff can attack with two claws and one bite in the same Pulse with no penalty. The bite has a Base Chance of 65% and is +4 on damage, while the claws have a Base Chance of 55% and do +2 damage. In Close Combat, the hippogriff can still attack with its claws normally, but the Base Chance on its bite is reduced to 35%.

Comments: Hippogriff do not like people, and generally shun any area that is inhabited. They are trainable with difficulty. Their value is 3,000-4,000 Silver Pennies untrained and 3 times that price trained. Hippogriff eggs are valuable (c. 800 Silver Pennies each) and very young hippogriffs are even more so (1400-2000 Silver Pennies).

PEGASUS

Natural Habitat: Rough (primarily mountain tops)
Frequency: Very Rare **Number:** 1-6 (1)

Description: Pegasi are winged horses with pure white coats tinged with silver around mane and flowing tail. They are intelligent for equines and can sometimes speak the Common tongue.

Talents, Skills, and Magic: Pegasi have no special talents or skills except for their flying ability. They are neither magic nor tool users.

Movement Rates: Running: 300; Flying: 500
 PS: 55-60 MD: 15-17 AG: 15-18 MA: None
 EN: 25-30 FT: 50-60 WP: 19-23 PC: 16-20
 PB: 16-20 TMR: 6/10 NA: Hide absorbs 3 DP

Weapons: In battle, a pegasus attacks as a heavy warhorse.

Comments: Wild pegasi are tameable with difficulty. They will only allow themselves to be bridled with gold, however. They can carry up to 300 pounds flying. They are worth 4,000 to 5,000 Silver Pennies untamed and 5 times that amount tamed.

PHOENIX

Natural Habitat:
Frequency: Very Rare **Number:** 1

Description: The Phoenix appears to be much like an eagle in profile but is 3 times the size of an eagle. The bird's plumage is partly red and partly gold, and is dazzlingly beautiful. The Phoenix is a four-hex monster.

Talents, Skills, and Magic: The Phoenix is highly intelligent, although it cannot speak. It does not have any magical abilities. The distinguishing ability of the Phoenix is its ability to reproduce itself (see Comments). Other than that it has no special talents or skills.

Movement Rates: Flying: 2000
 PS: 17-20 MD: 20-24 AG: 17-20 MA: None
 EN: 18-24 FT: 30-35 WP: 20-23 PC: 16-20
 PB: 20-24 TMR: 40 NA: Feathers absorb 6 DP

Weapons: Phoenix cannot attack except in Close Combat when they can make three attacks in one Pulse without penalty: one with beak (Base Chance of 60% +8 damage) and two with talons (Base Chance of 65% +6 damage).

Comments: Phoenix are famed for their longevity and their method of reproduction. When an old bird is nearing the end of its days (500 years) it builds a nest at the top of an oak or palm tree, and makes a pile of cinnamon and spikenard in the nest upon which it lays itself down to die. A worm springs out of the body of the dead phoenix, and after the worm has matured, it becomes a phoenix itself. It then bears the parent bird to the Altar of the Sun, where it is consumed in flames.

ROC

Natural Habitat: Mountain peaks
Frequency: Rare **Number:** 1-2 (1)

Description: Rocs are huge birds with wingspans of up to 250 feet. Except for their size, they much resemble eagles. Their body size is as a four-hex monster.

Talents, Skills, and Magic: Rocs have no special talents, skills, or magic, and are not tool users.

Movement Rates: Flying: 2000
 PS: 200-300 MD: 20-25 AG: 16-20 MA: None
 EN: 150-200 FT: 250-300 WP: 16-20 PC: 17-21
 PB: 3-7 TMR: 40 NA: Feathers absorb 8 DP

Weapons: Rocs are fearsome creatures in battle. They can engage in Melee Combat from a range of 3 hexes, and they can take three attacks in one Pulse without penalty. They attack once with a bite (Base Chance of 75%, +20 damage) and twice with claws (Base Chance 70%, +25 damage).

Comments: Rocs often swoop down from their nests to pick up elephants, etc., to take back to their lair and eat. A roc will sometimes attempt to steal a party's cart animals or riding animals, but will rarely carry off the characters themselves.

72. AQUATICS

Aquatics include only species described in this Section, though other species may have the ability to swim or breathe water. All aquatics except Dolphins and Whales can breathe water indefinitely. Dolphins and whales can remain submerged for 5 to 20 minutes only before having to rise to the surface for air. Fish must move at least once per minute or take D-3 damage to Fatigue due to suffocation. All aquatics move within the water the same way that avians move through the air and the rules for range and combat applying to avians (see 71) also apply to combat involving aquatics or others in an aquatic environment.

[72.1] Fish

Fish include barracuda, manta rays, pike, piranha and sharks. All fish except piranha are found in an oceanic environment. Piranha tend to be found in streams, rivers, marshes and lakes. Fish must keep a steady flow of water over their gills in order to breathe. They are non-intelligent, but very hostile.

BARRACUDA

Natural Habitat: Ocean
Frequency: Uncommon **Number:** 1-6 (1)

Description: Barracuda are predatory fish about 6 feet long.

Talents, Skills, and Magic: Barracuda possess no magical abilities or other special skills or talents.

Movement Rates: Swimming: 350
 PS: 12-14 MD: None AG: 17-20 MA: None
 EN: 6-8 FT: 11-14 WP: 8-10 PC: 14-16
 PB: 4-7 TMR: 7 NA: Skin absorbs 4 DP

Weapons: Barracuda attack with their bite (Base Chance of 50%, +1 damage).

Comments: Barracuda will not generally attack man unless threatened or particularly hungry. They might, however, mistake a person carrying jewelry or making quick movements for another fish and attack for that reason.

MANTA RAY

Natural Habitat: Ocean
Frequency: Uncommon **Number:** 1-100 (15)

Description: Manta rays are large, flat ocean creatures. Their bellies are white, while the top is dark blue. They are triangular in shape, and reach sizes more than 20 feet across, weighing up to 3000 pounds. The eyes are set forward in front of the body on two foot

long protuberances, between which rests the mouth. They have a long, very thin tail.

Talents, Skills, and Magic: Manta rays possess no special talents, skills, or magic.

Movement Rates: Swimming: 200

PS: 35-40 MD: None AG: 13-15 MA: None
EN: 16-19 FT: 24-28 WP: 10-12 PC: 12-14
PB: 5-8 TMR: 4 NA: Skin absorbs 4 DP

Weapons: Manta rays can deliver killing blows with their massive fins in Melee Combat, crushing the ribcages of swimmers, and breaking in the sides of boats. Base Chance for the Manta: 65%, +14 damage.

PIKE

Natural Habitat: Ponds, Lakes, Rivers, Streams, Marsh
Frequency: Common **Number:** 1-30 (1)

Description: Pike are 2 to 4 foot long fish that specialize in the solitary hunting of other fish. They have needle-like teeth and spiky fins and are covered with tough scales. Though usually not a danger to humans, they can be called in large numbers by nixies and will attack at the nixies' command.

Talents, Skills, and Magic: Pike have no skills, magic, or talents.

Movement Rates: Swimming: 300

PS: 8-11 MD: None AG: 20-25 MA: None
EN: 5-10 FT: 10-15 WP: 6-8 PC: 14-16
PB: 5-6 TMR: 6 NA: Scales absorb 1 DP

Weapons: Pike attack in Close Combat with a Base Chance of 30% of doing -4 damage. In schools, each group of 5 attacks with a Base Chance of 70% of doing +2 damage.

PIRANHA

Natural Habitat: River
Frequency: Rare **Number:** 1-200 (50)

Description: Piranha are small fish with very sharp teeth and a vicious temper.

Talents, Skills, and Magic: Piranha have no magic abilities, talents, or skills.

Movement Rates: Swimming: 300

PS: 1-2 MD: None AG: 20-23 MA: None
EN: 1 FT: 1-2 WP: 4-5 PC: 14-16
PB: 5-6 TMR: 6 NA: None

Weapons: Piranha attack in schools. Every group of ten gets one attack (Base Chance of 80%, +4 damage). They can only attack in Close Combat.

Comments: Piranha are voracious. They can devour an elephant in minutes, and will immediately attack anything edible (primarily meat-bearing) that falls into the water with them.

SHARK

Natural Habitat: Ocean
Frequency: Uncommon **Number:** 1-50 (5)

Description: Sharks are long fish with very sharp teeth and tough skin. A shark's color varies from light blue to white to range, depending on the waters that they are swimming in. Sharks reach sizes in excess of 40 feet, at which point they are threats to boats as well as to swimmers. Sharks are normally two-hex monsters.

Talents, Skills, and Magic: Sharks can detect the presence of blood in the water from extremely long distances, and they will gather around the blood, working themselves up into a killing frenzy. They can also sense motion in water, especially in the form of the types of disturbances caused by swimmers.

Movement Rates: Swimming: 350

PS: 35-45 MD: None AG: 12-16 MA: None
EN: 25-30 FT: 40-50 WP: 8-10 PC: 9-12

PB: 6-8 TMR: 7 NA: Skin Absorbs 7 DP

Weapons: Sharks attack via their bite (Base Chance of 40%, +8 damage).

Comments: As soon as blood is drawn in waters containing sharks (most waters do) there is a 60% chance that 10-60 sharks will be attracted. Sharks teeth are fairly valuable (a set might go for 100 Silver Pennies) as charms.

[72.2] Aquatic Mammals

Aquatic mammals include dolphins, great white whales, killer whales, and merfolk. They are generally moderately intelligent and neutral or, even, friendly to adventurers. Except for merfolk, they cannot remain submerged indefinitely. Merfolk must keep a steady flow of water over their gills in the same manner as fish.

DOLPHIN

Natural Habitat: Ocean
Frequency: Common **Number:** 1-20 (4)

Description: Dolphins are mammals of the sea. They grow to 12 feet in length and are basically fish-like in form (although their bodies are more cylindrical than most fish). They have long, thin snouts, and are generally greyish in color. Dolphins are two-hex monsters.

Talents, Skills, and Magic: Dolphins have no talents, skills or magic.

Movement Rates: Swimming: 400

PS: 25-30 MD: None AG: 24-26 MA: None
EN: 12-15 FT: 20-25 WP: 15-17 PC: 14-17
PB: 12-15 TMR: 8 NA: Skin absorbs 4 DP

Weapons: Dolphins attack in Melee Combat by ramming with their snouts with a Base Chance of 40% and -1 damage.

Comments: Dolphins will sometimes aid humans in need, and will remember with a vengeance those humans who have harmed them in the past. They will never attack humans unless provoked.

GREAT WHITE WHALE

Natural Habitat: Ocean
Frequency: Very Rare **Number:** 1

Description: These creatures are the largest mammals found on sea or on land. They reach lengths of 200-300 feet, and are a truly spectacular sight when they rise three-quarters of the way out of the water, sending spray hundreds of yards in all directions. These whales are pure white in color.

Talents, Skills, and Magic: Great white whales cannot use magic and have no special talents or skills.

Movement Rates: Swimming: 700

PS: 700-1000 MD: None AG: 8-9 MA: None
EN: 300-400 FT: 500-600 WP: 8-10 PC: 12-15
PB: 4-6 TMR: 14 NA: Hide absorbs 8 DP

Weapons: Rather than doing actual damage to most creatures, the great white whale simply swallows them alive (Base Chance 50%). If a creature is swallowed alive, it is presumed dead unless it is somehow magically saved. If a creature is large enough so that it cannot be swallowed by the creature's 30 foot wide gullet, then the whale does D +10 damage. The great white whale can only attack in Melee Combat.

KILLER WHALE

Natural Habitat: Ocean (generally arctic waters)
Frequency: Rare **Number:** 1-25 (20)

Description: Killer whales are black on top and white on their bellies. They have fins on either side of their body, as well as one fin that sticks up from their back much like the fin of a shark. Large males reach 30 feet in length. Killer whales are 14-hex monsters.

Talents, Skills, and Magic: Killer whales have no special talents, skills, or magic.

Movement Rates: Swimming: 400

PS: 40-45 MD: None AG: 13-15 MA: None
 EN: 35-40 FT: 60-70 WP: 12-13 PC: 15-17
 PB: 10-12 TMR: 8 NA: Hide absorbs 3 DP

Weapons: Killer whales can attack either in Melee or Close Combat with their bite (Base Chance of 50%, +10 damage).

MERFOLK (Sea People)

Natural Habitat: Ocean

Frequency: Rare

Number: 1-100 (1)

Description: Merfolk are half human, half fish, the top half being the human half. Merfolk lose 3 points of Fatigue (and Endurance when Fatigue is exhausted) for each hour they remain out of water.

Talents, Skills, and Magic: Merfolk get along very well with the indigenous life of the sea, and they can summon fish of various types, although they will only rarely summon the larger predators. Some merfolk will have powerful magic, while others will be ignorant of magic. All breathe both air and water.

Movement Rates: Swimming: 350

PS: 10-25 MD: 14-25 AG: 16-21 MA: 13-23
 EN: 12-14 FT: 20-24 WP: 13-18 PC: 14-20
 PB: 18-30 TMR: 7 NA: Skin absorbs 2 DP

Weapons: The merfolk ride seahorses and can use weapons underwater. They prefer pole-type weapons (especially tridents) and stabbing knives and swords. They will wear fish-skin armor (similar to leather armor) or laminated seashell armor (Prot: 4, Wt: 4, AG Loss: -2) when going to war.

Comments: Merfolks will often sit on a beach, waiting to ensnare a human of the opposite sex, whom they will then bring down into the deeps with them as lovers. They give the human a cap woven of gold that has magical properties that allow the human to live and breath under water. Down under the sea, the merfolk will have cities and societies much like those on the surface, with wars, diplomacy, trade, etc. Great treasure will often be found in the sea-peoples' underwater lairs, often including gold from sunken wrecks. The merfolk are not usually hostile to man, but they will occasionally force a boat to turn back if it is trespassing on water they consider sacred or otherwise not appropriate for man.

[72.3] Others

This section includes eels, kraken, octopi, and squids. These creatures are often intelligent and usually hostile to adventurers.

EEL

Natural Habitat: Ocean

Frequency: Uncommon

Number: 1-4 (1)

Description: Eels are long, thin, grayish fish up to 7 feet in length.

Talents, Skills, and Magic: Eels have no special talents, skills, or magic.

Movement Rates: Swimming: 300

PS: 18-20 MD: None AG: 14-17 MA: None
 EN: 8-10 FT: 14-16 WP: 10-11 PC: 17-20
 PB: 6-8 TMR: 6 NA: Skin absorbs 3 DP

Weapons: An eel attacks with its bite (Base Chance of 50%, +2 damage), which it can only use in Close Combat.

KRAKEN

Natural Habitat: Ocean

Frequency: Very Rare

Number: 1-2 (1)

Description: Kraken are huge, black, fierce octopods. They have a pointed beak and large, red eyes. A kraken's body is 30-40 feet long, and its 8 tentacles are about as long as its body. Their hide is thick and horny and they are 14-hex monsters.

Talents, Skills, and Magic: The kraken's most fearsome attribute is

its ability to rip ships apart with its hideously strong tentacles. It can usually handle ships up to 40 feet in length, shredding and then entirely consuming them and their contents within (D+2) minutes after it emerges from the depths. In addition, a kraken can use the maelstrom spell from the College of Water Magics at Rank 8-10.

Movement Rates: Swimming: 600

PS: 100-200 MD: 15-20 AG: 12-14 MA: 12-15
 EN: 60-80 FT: 80-100 WP: 25-30 PC: 17-20
 PB: 1-3 TMR: 12 NA: Hide absorbs 6 DP

Weapons: In any given Pulse a kraken can attack with up to 5 of its 8 tentacles. It has two options as to what it can do with these tentacles: it can either try to damage a character with the tentacles themselves at Base Chance of 70%, and damage of +4, or it can attempt to draw the adversary towards its beak at a Base Chance of 30%, and +15 damage. Either option can be taken with any of the tentacles.

Comments: Krakens typically live by the shores of large, saltwater bodies, pulling swimmers and small vessels down to their demise. If a kraken's lair is found, it will frequently (80%) have a large treasure (25,000-35,000 Silver Pennies in value) stockpiled. Krakens tend to be unintelligent, but grow larger and more intelligent in cold water.

OCTOPUS

Natural Habitat: Ocean

Frequency: Uncommon

Number: 1-6 (1)

Description: Octopi are small bags of flesh with eight long thin tentacles attached. They rarely grow to larger than 6 feet, from tentacle-tip to tentacle-tip. Their color shifts with their surroundings to provide the maximum camouflage. The body is highly malleable, and can usually fit into small cracks in coral beds. Rare species of giant octopi can grow to 3 times normal size.

Talents, Skills, and Magic: When frightened, octopi can squirt a jet of dark substance into the water, obscuring vision while they make their escape.

Movement Rates: Swimming: 150; Climbing on Rocks: 75

PS: 8-12 MD: 15-17 AG: 14-16 MA: None
 EN: 5-6 FT: 10-11 WP: 6-8 PC: 17-19
 PB: 5-7 TMR: 3/1 NA: Skin absorbs 2 DP

Weapons: In Close Combat, an octopus can attack once using its tentacles (Base Chance of 80%, -2 damage).

SQUID

Natural Habitat:

Frequency: Rare

Number: 1-10 (1)

Description: These creatures are bullet-shaped, with 10 tentacles streaming from the base of the bullet. They grow to 50 feet in length, and their color changes according to the waters that they inhabit. The Squid also has a beak and large, round eyes. Squids are 14-hex monsters.

Talents, Skills, and Magic: The squid has no magic or special skills or talents.

Movement Rates: Swimming: 600

PS: 60-70 MD: 25-30 AG: 10-13 MA: None
 EN: 50-60 FT: 65-70 WP: 10-12 PC: 10-12
 PB: 6-8 TMR: 12 NA: Hide absorbs 5 DP

Weapons: Squids attack with their tentacles, drawing their prey in toward their beak. A squid can make up to 5 attacks each Pulse using its tentacles, but the first time that it hits something, it must cease attacks for that Pulse as it can only bite one thing at a time. The Base Chance for each attack is 25%, with +1 damage. The squid can also choose not to attempt to bite and merely squeeze with its tentacles, in which case the Base Chance is 50%, and damage is at -1. It can score up to 5 hits in this way.

Comments: Large squid generally prefer very deep water, and will rarely be found at the shallower depths. Squid are carnivorous, and will eat almost any meat (including man) that they may find.

73. LIZARDS, SNAKES AND INSECTS

[73.1] Lizards and Kindred

The following are included in this section: basilisks, crocodiles, giant land turtles, gila monsters, hydras, land iguanas, salamanders, suarime, and wyverns. Except for wyverns and suarime, these species will be unintelligent.

BASILISK (Cockatrice)

Natural Habitat: All habitats except Plains and Oceans

Frequency: Uncommon Number: 1-2 (1)

Description: The basilisk is a fat reptilian creature about 5 feet long and 2 feet in height. These are slow, heavily-armored lizards with limited intelligence. They have strong jaws with two-inch fangs. They are maneaters, but infinitely prefer fish when they can get it. Basilisks are usually brownish in color with lighter underbellies.

Talents, Skills, and Magic: A basilisk has no skills or magical abilities to speak of, but does possess the special talent of turning a target to stone with a glance. Anyone who is within 50 feet of the basilisk can be attacked in this manner. The basilisk expends a Fire action and the figure against whom the action is directed undergoes an attack as if from a Thrown Weapon (Base Chance of 60%). A basilisk breathes a cone of poison gas 5 feet by 3 feet wide at its base.

Movement Rates: Running: 125

PS: 6-12	MD: None	AG: 7-11	MA: None
EN: 12-14	FT: 15-20	WP: 12-16	PC: 15-20
PB: 5-7	TMR: 2	NA: Skin absorbs 6 DP	

Weapons: The basilisk does not use weapons, but can bite (Base Chance of 40%, damage +3) during Close Combat and can use its gaze in Ranged, Melee, and Close Combat and breathe in Melee or Close Combat. Any hit scored with its breath does D+10 damage due to poisoning (this damage is not absorbed by armor). If a basilisk's gaze is reflected back at itself (at the gaze Basic Chance), it is killed.

Comments: Basilisks are solitary creatures, but they are willing to serve others in exchange for lavish supplies of food (12 pounds or more per day).

CROCODILE

Natural Habitat: Marsh, Lakes, Rivers

Frequency: Common Number: 1-50 (20)

Description: Crocodiles are heavily scaled lizards with small sharp teeth. They attain lengths of 8 feet, and weights of up to 180 pounds. Their scales are a very dark greenish-brown that blends in well with the muddy water that they love to inhabit.

Talents, Skills, and Magic: Crocodiles have no special talents, skills, or magic.

Movement Rates: Running: 100; Swimming: 200

PS: 17-19	MD: 5-8	AG: 7-9	MA: None
EN: 7-9	FT: 15-18	WP: 7-9	PC: 8-10
PB: 7-9	TMR: 2/4	NA: Scales absorb 6 DP	

Weapons: Crocodiles cannot attack except in Close Combat and they attack with two claws (Base Chance of 50%, -6 damage) and their bite (Base Chance of 10%, +1 damage).

Comments: Crocodiles often lurk just below the surface of murky waters, waiting for a tidbit to enter the water. On land, however, crocodiles are rather timid, and they will slip off into the water if they sense something approaching. If a crocodile's jaws are grasped while they are still closed, it only takes a PS of 12 to hold them closed, rendering the crocodile's bite useless. The crocodile's skin is used to make primitive armor (equal to leather) and the teeth (about 60) are valuable (10 Silver Pennies each) as charms.

GIANT LAND TURTLE

Natural Habitat: Marsh (or beach)

Frequency: Rare Number: 1-30 (6)

Description: Giant land turtles have the form of an ordinary turtle, with a thick green shell and claws instead of webbed digits. They are about 5 feet long, and weigh about 700 pounds.

Talents, Skills, and Magic: Giant land turtles can withdraw their head, tail, and limbs inside their shell in times of danger. They have no magical or other special abilities. If the turtle is not withdrawn into its shell, there is an 80% chance that any blow will strike the shell anyway. If the turtle is inside its shell, all strikes will be softened by the shell.

Movement Rates: Running or Swimming: 100

PS: 20-25	MD: None	AG: 5-7	MA: None
EN: 15-17	FT: 22-24	WP: 10-11	PC: 13-15
PB: 7-9	TMR: 2	NA: Shell absorbs 8 DP	

Weapons: The land turtle can only attack by biting in Close Combat. Its Base Chance is 50% and its damage is -2.

Comments: Despite their name, land turtles spend much of their time in the water, where they will frequently be found. A land turtle is capable of carrying a large burden (up to 400 lbs.) is one is willing to keep a pace that the turtle can follow.

GILA MONSTER

Natural Habitat: Waste

Frequency: Rare Number: 1-8 (1)

Description: Gila monsters are black and yellow lizards with short, thin limbs and a striped stubby tail.

Talents, Skills, and Magic: The gila monster has no special talents, skills, or magic.

Movement Rates: Running: 100

PS: 3-4	MD: 8-10	AG: 7-8	MA: None
EN: 4-5	FT: 8-10	WP: 7-9	PC: 15-17
PB: 7-9	TMR: 2	NA: Hide absorbs 2 DP	

Weapons: Gila monsters can bite in Close Combat, but they cannot attack in Ranged or Melee Combat. The Base Chance for their bite is 50%, and it does -3 damage. If the bite penetrates any armor that might be worn to do actual damage to Fatigue or Endurance, the target takes 2 DP/Pulse (not absorbed by armor) for the next D10 Pulses, or until an antidote to the gila monster's poison is administered.

HYDRA

Natural Habitat: Marsh, Caverns

Frequency: Very Rare Number: 1-3 (1)

Description: A hydra is a nine-headed snake. They are 12 to 15 feet long, and have thick green scales. Hydras also have a foul smell and venomous breath. Hydras are four-hex creatures.

Talents, Skills, and Magic: If a hydra is hit in combat for four or more points of damage (after subtracting for the defensive benefits of the hydra's scales) there is a 70% chance that one of the hydra's heads has been destroyed. Two Pulses after a head is destroyed, two more grow back, and on the beginning of the next Pulse after that they can attack in combat. One of the hydra's original nine heads will be immortal. This head cannot be killed, and does not regenerate as do the others. Instead, if a hydra has no Endurance remaining, the head is assumed to have been cut off. If the head is cut off, it can no longer move or attack except in Close Combat. The only way to kill one of the hydra's mortal heads is to burn it while it is regenerating (a successful Strike with a torch will do this). Each time a head regenerates, the Hydra gains three points of Endurance. (Note that this will occasionally mean that a hydra will have more Endurance points at the end of a battle than before). In any event, if a hydra's Endurance is ever reduced to zero or below, all of the heads die except the immortal one mentioned above.

Movement Rates: Crawling: 200

PS: 18-22 **MD:** 19-24 **AG:** 14-16 **MA:** None
EN: 30-35 **FT:** 40-45 **WP:** 18-23 **PC:** 14-17
PB: 4-6 **TMR:** 4 **NA:** Scales absorb 7 DP

Weapons: A hydra can attack once with each of its heads. Up to six heads can attack without penalty in either Close or Melee Combat. The Base Chance for one of a hydra's heads is 55%, and each bite does +2 damage. In addition, if a bite penetrates a target's armor to do damage to Fatigue or Endurance, the target takes 5 DP/Pulse for the next D10 pulses due to the hydra's poison, which is deadly. Only antidotes specifically designed for hydra poison will be effective against their venom.

Comments: Hydras are vicious, but they are not overly intelligent. They will attack anything that approaches their lair. A hydra's poison lasts even after the creature dies, and can be absorbed through the skin without a puncture.

LAND IGUANA

Natural Habitat: Woods and Waste

Frequency: Uncommon **Number:** 1-4 (2)

Description: Iguanas are large lizards, sometimes reaching more than 3 feet in length. They are sandy to brown in color, and have ridges along their back. They have a short, thick tail, and wrinkled skin around their neck. Giant iguanas can be up to 3 times normal size and have double or triple PS, EN, and FT.

Talents, Skills, and Magic: Iguanas have no magical abilities or special talents.

Movement Rates: Crawling: 250

PS: 9-11 **MD:** None **AG:** 14-16 **MA:** None
EN: 4-6 **FT:** 8-10 **WP:** 6-8 **PC:** 10-12
PB: 6-8 **TMR:** 5 **NA:** Hide absorbs 3 DP

Weapons: Iguanas can only attack in Close Combat. They get one attack with their bite, which has a Base Chance of 50%, and does +4 damage.

SALAMANDER

Natural Habitat: Waste (particularly deserts)

Frequency: Rare **Number:** 1-2 (1)

Description: A salamander is a three foot long lizard, reddish brown in color, with fiery red eyes.

Talents, Skills, and Magic: Salamanders have the ability to set things on fire by concentrating their gaze. The action is deliberate, in that something will not be burnt unless the salamander wishes to burn it. Only flammable items can be ignited. If a salamander concentrates its gaze on a living creature, the creature takes D + 12 damage. The gaze can be resisted, and only one creature can be stared at at any one time. Treat the gaze as a Fire action on the Tactical Display.

Movement Rates: Running: 350

PS: 14-17 **MD:** 8-10 **AG:** 17-20 **MA:** None
EN: 12-14 **FT:** 15-20 **WP:** 21-24 **PC:** 18-21
PB: 5-7 **TMR:** 7 **NA:** Scales absorb 4 DP

Weapons: A salamander can use its gaze in Close, Ranged, and Melee Combat (range: 200 feet). In addition, a salamander can make a bite attack in Close Combat with a Base Chance of 40%, doing +2 damage.

Comments: Salamanders love to set things on fire in a seemingly random fashion.

SUARIME (Lizard Man)

Natural Habitat: Marsh, Caverns (near water)

Frequency: Rare **Number:** 1-50 (8)

Description: Suarime are basically humanoid, but they are reptilian in outward appearance. They have heavy scales along the entire body, and have a long, heavy tail that they can use as a weapon to knock down their victims. They also have claws and a long forked tongue. They stand 7 feet tall, and are greenish-yellow in color.

Talents, Skills, and Magic: Suarime can fight normally under water, but they must come up for air eventually, although they can hold their breath for periods of more than 5 minutes. They have their own language, but will rarely (5%) speak anything comprehensible to men. They do not normally use magic, although intelligence varies widely.

Movement Rates: Running: 100; Swimming: 300.

PS: 23-36 **MD:** 8-11 **AG:** 8-12 **MA:** 10-15
EN: 14-16 **FT:** 20-24 **WP:** 14-18 **PC:** 10-14
PB: 8-11 **TMR:** 2/6 **NA:** Scales absorb 6 DP

Weapons: Lizard men generally use simple weapons like spears or clubs. The larger the weapon, the more the suarime prefer it as they greatly enjoy using their strength to the utmost. Suarime will use shields if they find them or capture them. Their claws have a Base Chance of 35% of doing +1 damage.

Comments: Suarime will eat anything and they feed on marsh birds and underwater creatures, but they have a fondness for human flesh.

WYVERN (Mere Dragon)

Natural Habitat: Rough (hills mostly), Woods, Marsh

Frequency: Uncommon **Number:** 1-5 (2)

Description: Wyverns are distant cousins of dragons, but are smaller and not blessed with the intelligence of dragons. Usually, 6 to 10 feet tall, the wyvern is portrayed as a one-hex character with its tail extending into its Rear hex a short distance (just enough so that it can knock a character standing in that hex off his feet). Wyverns are slate gray in color and have tough armored hides.

Talents, Skills, and Magic: Wyverns, unlike their larger cousins, are non-magical. Their shriveled front limbs are not suitable for grasping much except already subdued prey. The wyvern's tail contains a scorpion-like sting that can be used to inject a target in the hex the wyvern is facing with poison (the sting is used in an over-the-head attack). It cannot be used to attack characters behind it.

Movement Rates: Running: 75 Flying: 150

PS: 20-30 **MD:** 10-12 **AG:** 12-16 **MA:** 8-10
EN: 25-35 **FT:** 30-40 **WP:** 10-16 **PC:** 18-25
PB: 3-5 **TMR:** 1/3 **NA:** Hide absorbs 8 DP

Weapons: In addition to its tail, which can be used in Melee (Base Chance of 45%, quick-acting poison instead of damage, no Rank) the wyvern can bite in Melee and Close Combat (Base Chance of 40% damage of +4, no Rank). A wyvern cannot sting and bite in the same Pulse. A wyvern can attempt to knock down a character in its Rear hex using its tail. This type of attack is executed like a Shield Attack.

Comments: Wyverns do not know magic, but crave magical items and will often be found to be hoarding or wearing the same. Dragons despise wyverns and wyverns fear dragons; the two will never be found in each other's company. Wyverns are, by nature, somewhat cowardly.

[73.2] Snakes

All snakes included in this section are non-intelligent and extremely hostile. Most are poisonous. They include: asps, king cobras, mambas, pythons, and spitting najas. Snakes tend to lie in wait for prey and will usually strike only from ambush or if startled.

ASP

Natural Habitat: Rough, Plains

Frequency: Rare **Number:** 1-7 (1)

Description: The asp measures up to 2 1/2 feet in length. It has a triangular head, flattened towards the rear, and a short, thin tail.

Talents, Skills, and Magic: Asps have no talents, skills, or magic.

Movement Rates: Crawling: 150

PS: 2-3 **MD:** None **AG:** 16-19 **MA:** None
EN: 1-2 **FT:** 3-4 **WP:** 14-18 **PC:** 14-17
PB: 8-10 **TMR:** 3 **NA:** None

Weapons: The asp can only attack in Close Combat (Base Chance of 65%, -3 damage). Any effective damage is ignored, the victim instead suffers 2 DP/Pulse until he takes an antidote to the venom.

Comments: These snakes hibernate together during the winter, and thus very large groups can be found during hibernation.

KING COBRA

Natural Habitat: Plains, Woods, Marsh, Routh
Frequency: Rare **Number:** 1-8 (1)

Description: Growing to 20 feet, the king cobra is the largest of all poisonous snakes. It is usually dark brown in color, with a collapsible hood behind its head with a sort of horseshoe marking on its back. The king cobra is the mortal enemy of the mongoose.

Talents, Skills, and Magic: King cobras possess no talents, skills, or magic.

Movement Rates: Crawling: 200

PS: 20-25	MD: None	AG: 15-18	MA: None
EN: 12-14	FT: 5-20	WP: 14-18	PC: 12-17
PB: 7-9	TMR: 4	NA: None	

Weapons: Despite its size, the king cobra cannot attack unless it is in Close Combat. In Close Combat it attacks via its bite (Base Chance of 75%, +4 damage). Damage is used only for determining armor penetration; damage is ignored and the victim is poisoned, suffering 2 DP/Pulse, as per nerve venom.

MAMBA

Natural Habitat: Woods, Marsh
Frequency: Rare **Number:** 1-4 (1)

Description: These snakes are not very large (less than 3 feet), but their poison fangs grow to great size. They come in either green or black, with the former a forest species, and the latter a marsh snake.

Talents, Skills, and Magic: Mambas possess no talents, skills, or magic.

Movement Rates: Crawling: 100

PS: 2-3	MD: None	AG: 12-15	MA: None
EN: 4-5	FT: 6-8	WP: 14-18	PC: 12-16
PB: 8-11	TMR: 2	NA: None	

Weapons: The mamba cannot attack in Melee Combat. In Close Combat it can bite (Base Chance 50%, -2 damage). Damage is only used to determine if the snake did in fact penetrate armor with its fangs for the purpose of injecting its poison. Mamba poison is among the most deadly found in nature: a victim takes 4 DP/Pulse until an antidote is taken.

PYTHON

Natural Habitat: Woods, Marsh
Frequency: Rare **Number:** 1-2 (1)

Description: The python is green and black, and sometimes reaches a length of 33 feet.

Talents, Skills, and Magic: The Python can climb trees (large ones) although slowly. It has no magical abilities, skills or talents.

Movement Rates: Crawling: 150

PS: 45-50	MD: None	AG: 8-12	MA: None
EN: 25-30	FT: 30-35	WP: 12-16	PC: 14-18
PB: 6-9	TMR: 3	NA: Scales absorb 3 DP	

Weapons: Pythons can only attack in Close Combat. Pythons attack by biting (Base Chance of 65%, +6 damage). If the bite penetrates armor, it hangs on without causing damage, and at the next opportunity wraps itself around its adversary, crushing the life out of it. Wrap: Base Chance of 80%, +8 damage per Pulse the snake squeezes, no roll needed to hit once initial squeeze has been made. Once the snake is squeezing, it can no longer bite until it has squeezed its prey to death.

SPITTING NAJA

Natural Habitat: Rough, Woods
Frequency: Rare **Number:** 1-2 (1)

Description: The spitting naja is a form of Cobra, without the hood, but with the ability to spit their venom. Their scales are usually dark brown in color.

Talents, Skills, and Magic: The spitting naja possesses no talents, skills, or magic.

Movement Rates: Crawling: 150

PS: 10-12	MD: None	AG: 6-18	MA: None
EN: 8-10	FT: 12-17	WP: 12-16	PC: 11-16
PB: 8-11	TMR: 3	NA: Scales absorb 1 DP	

Weapons: In Melee Combat, spitting najas can only spit (Base Chance of 40%). If they hit, (aiming at the eye) the person hit is blinded until the eye is thoroughly washed. Unless the eye is washed promptly, the blindness becomes permanent. In Close Combat, the naja gets a bite (Base Chance of 65%, -2 damage for purposes of armor penetration). The bite's damage is not actually sustained, but is rather used to determine if the snake has penetrated armor so as to allow its venom to work. The venom does 1 DP/Pulse (in addition to blinding the victim) until an antidote is administered.

[73.3] Insects and Spiders

The species included in this section tend to be non-lethal to human-sized beings individually, but most will be found, if at all, in large numbers. They include the black widow spider, the fire ant, the killer bee, scorpions and tarantulas.

BLACK WIDOW SPIDER

Natural Habitat: Waste, Rough
Frequency: Very Rare **Number:** 1-4 (1)

Description: Black widows are small, black spiders with thin hairless legs and a red hourglass marking on their backs. They are 2-3 inches long.

Talents, Skills, and Magic: Black widows have no special talents, skills, or magical abilities. They are not tool users, but they do spin webs.

Movement Rates: Running: 75

PS: 1	MS: None	AG: 18-20	MA: None
EN: 1	FT: None	WP: 4-6	PC: 10-12
PB: 3-5	TMR: 1	NA: None	

Weapons: A black widow spider can only attack in Close Combat, using its bite with a Base Chance of 30%. If a hit is indicated, do not check for damage, but instead follow this procedure: Roll D10; if the die roll is greater than the bitten creature's Armor Protection Rating, then the creature has been bitten and suffers the effects of the spider's poison: otherwise there is no effect. A black widow's poison does 3 DP/Pulse for D10 Pulses until an antidote is applied.

FIRE ANT

Natural Habitat: Plains
Frequency: Uncommon **Number:** 500-5000 (500)

Description: A fire ant is a bright red ant about 2 inches long.

Talents, Skills, and Magic: Fire ants have no magic, skills, talents, or other special abilities. They are not tool users, but they will use twigs and leaves to cross bodies of water.

Movement Rates: Running: 150

PS: 1	MD: None	AG: 11-13	MA: None
EN: 1	FT: None	WP: 5-7	PC: 10-12
PB: 2-4	TMR: 3	NA: None	

Weapons: A fire ant can only attack in Close Combat. It bites with a Base Chance of 24%. If the bite hits, roll D10. If the number rolled is more than the bitten character's Armor Protection Rating, the character takes 2 DP. Otherwise there is no effect.

Comments: Fire ants tend to form into columns that eat through anything in their way. These insects dislike the smell of oil, and if it is put in the ants' path, they will go around it if possible.

KILLER BEE

Natural Habitat: Woods, Plains

Frequency: Uncommon **Number:** 1-300 (200)

Description: A killer bee looks like a normal bee except that it is about an inch and a half long.

Talents, Skills, and Magic: Killer bees have no magic abilities, special talents, or skills. They are not tool users, but do build hives.

Movement Rates: Flying: 500

PS: 1	MD: None	AG: 20-22	MA: None
EN: 1	FT: None	WP: 7-9	PC: 15-17
PB: 6-8	TMR: 10	NA: None	

Weapons: Killer bees can only attack in Close Combat, in which they can sting with a Base Chance of 50%. If a bee succeeds in stinging roll D10. If the roll is more than the Armor Protection Rating of the stung character, the character takes D - 6 damage (not absorbed by armor). As soon as a bee hits a character (not necessarily penetrating armor via the die roll above) it dies.

SCORPION

Natural Habitat: Waste, Rough

Frequency: Rare **Number:** 1-20 (1)

Description: A scorpion is a black-colored arachnid about 4 inches long. The most prominent feature of a scorpion is its tail, which stretches over its back.

Talents, Skills, and Magic: Scorpions have no special talents, skills, or magic.

Movement Rates: Crawling: 150

PS: 1	MD: None	AG: 18-10	MA: None
EN: 1	FT: 1	SP: 8-10	PC: 11-13
PB: 4-5	TMR: 3	NA: None	

Weapons: A scorpion can only attack in Close Combat, in which it uses its tail with a Base Chance of 65%. If the tail hits, roll D10. If the die roll is more than the Armor Protection Rating of the character stung, the character takes 4 DP/Pulse for D5 Pulses, or until an antidote is applied.

Comments: An alchemist can use a scorpion's tail to distill poison, and so a scorpion can be sold for about 50 Silver Pennies in a major town.

TARANTULA

Natural Habitat: Waste

Frequency: Rare **Number:** 1-6 (1)

Description: Tarantulas are large, very hairy spiders about 4 inches across.

Talents, Skills, and Magic: Tarantulas have no special talents, skills, or magic abilities. They are not tool users and do not build webs.

Movement Rates: Running: 75

PS: 1	MD: None	AG: 16-18	MA: None
EN: 1	FT: None	WP: 4-6	PC: 9-11
PB: 2-4	TMR: 1	NA: None	

Weapons: Tarantulas only attack in Close Combat, biting with a Base Chance of 25%. If a creature is bitten, roll D10, and if the roll is greater than or equal to the bitten creature's Armor Protection Rating, the creature suffers D - 4 damage due to the tarantula's poison.

74. GIANTS, FAIRIES, AND EARTH DWELLERS

[74.1] Giant Humanoids

This Section includes all larger than average size humanoid species. Included are 6 flavors of Giants (cloud, fire, frost, hill, stone, and storm). All types of Giants except storm giants and hill giants can be played by players. In general, the characteristics of Giants are the same as those included under Character Generation (IV). Other giant humanoids include ogres, trolls and titans.

CLOUD GIANT

Natural Habitat: Rough

Frequency: Very Rare **Number:** 1-4 (1)

Description: Cloud giants are huge humanoids between 15 and 20 feet tall. Cloud giants will often build sky-castles on mountain tops. These will seem to float on pillars of cloud and can only be reached by a stone stairwell inside the pillars on which it floats. The pillars and the clouds on which the castle rests will be substantial (capable of bearing weight), though they will appear to be clouds. Cloud giants are 3-hex figures.

Talents, Skills, and Magic: See 6.6

Movement Rates: Running: 600-700

PS: 24-42	MD: 4-22	AG: 3-21	MA: 4-22
EN: 30-48	FT: 18-24	WP: 4-22	PC: 5-23
PB: 5-23	TMR: 12-14	NA: None	

Weapons: Cloud giants favor the club and the sword, and will have Rank 2-4 with these weapons. They will sometimes wear armor, although it is rare to see a giant clothed in anything heavier than leather.

FIRE GIANT

Natural Habitat: Rough, Caverns

Frequency: Rare **Number:** 1-4 (1)

Description: Fire giants are large humanoids about 12 feet tall.

Talents, Skills, and Magic: See 6.6.

Movement Rates: Running: 400-500

PS: 15-33	MD: 4-22	AG: 3-21	MA: 4-22
EN: 20-38	FT: 18-24	SP: 4-22	PC: 5-23
PB: 5-23	TMR: 8-10	NA: None	

Weapons: Fire giants prefer the club and sword, and will have Rank 1-3 with these weapons. Armor heavier than leather is rare, although it does occur.

HILL GIANT

Natural Habitat: Rough

Frequency: Rare **Number:** 1-10 (5)

Description: Hill giants are humanoids about nine feet tall. Their features will usually be uncommonly gnarled.

Talents, Skills, and Magic: See 6.6. But note that a hill giant is not affiliated with any element in particular, and thus has expanded options as to his choice of College. His mastery of a College will usually be minimal (about Rank 3) if he does belong to a College (25% chance).

Movement Rates: Running: 350-400

PS: 12-30	MD: 4-22	AG: 3-21	MA: 4-22
EN: 13-31	FT: 18-24	WP: 4-22	PC: 5-23
PB: 5-23	TMR: 7-8	NA: Thick hide absorbs 1 DP	

Weapons: Hill giants will use all weapons, although they generally prefer simple crushing weapons like the club or mace. They will have Rank 1-5 with these weapons. Hill giants rarely wear armor, although they will occasionally (20%) wear chainmail or leather.

FROST GIANT

Natural Habitat: Rough (especially mountains)
Frequency: Rare **Number:** 1-25 (6)

Description: Frost giants are large humanoids between 15 and 20 feet in height. Frost giants are 3-hex figures.

Talents, Skills, and Magic: See 6.6.

Movement Rates: Running: 600-700

PS: 24-42 MD: 4-22 AG: 3-21 MA: 4-22
 EN: 25-43 FT: 18-24 WP: 4-22 PC: 5-23
 PB: 5-23 TMR: 12-14 NA: None

Weapons: Frost giants generally use swords and axes, and will frequently achieve Rank 4 or higher with these weapons. Frost giants will wear any type of armor, with metallic armor being common.

STONE GIANT

Natural Habitat: Rough, Caverns
Frequency: Rare **Number:** 1-6 (3)

Description: Stone giants are humanoids about 10 feet tall.

Talents, Skills, and Magic: See 6.6

Movement Rates: Running: 400-500

PS: 13-31 MD: 4-22 AG: 3-21 MA: 4-22
 EN: 15-25 FT: 18-24 WP: 4-22 PC: 5-23
 PB: 5-23 TMR: 8-10 NA: None

Weapons: Stone giants prefer heavy weapons like hammers and clubs. They will have Rank 3-5 with these weapons. Stone giants frequently wear leather armor and carry shields.

STORM GIANT

Natural Habitat: Rough (especially mountaintops)
Frequency: Very Rare **Number:** 1-3 (1)

Description: Storm giants are huge humanoids about 20 feet tall. Storm giants are 3-hex figures.

Talents, Skills, and Magic: Storm giants have all the talents, skills, magic, and other abilities noted in 6.6. In addition, they can control the weather, bringing rain, wind, thunderstorms, and even a fair sky. Depending on the difference between the weather they are trying to create and the weather state at the time that they are doing so, it will be from one to three hours until the effects of their control become evident. Note that storm giants are not particularly affiliated with any of the Elementals. There is a 50% chance that a storm giant will be a member of a College. If he is a member of a College, a storm giant will have Rank 3-7 with General Knowledge spells, and Rank 2-5 with those Special Knowledge spells that he knows (GM's option).

Movement Rate: Running: 700-750

PS: 27-45 MD: 4-22 AG: 3-21 MA: 4-22
 EN: 30-48 FT: 18-24 WP: 4-22 PC: 5-23
 PB: 5-23 TMR: 14-15 NA: None

Weapons: Storm giants prefer edged weapons, with axes being the weapons they most commonly use. They will have Rank four or better with the type of weapon that they use most frequently. Storm giants can be found in any sort of armor, although chainmail is the norm.

Comments: True to their name, storm giants enjoy turbulent weather, and there will frequently be a thunderstorm about their mountainous home. Those traits mentioned in 6.6 are also applicable to storm giants.

OGRE

Natural Habitat: Rough, Woods
Frequency: Rare **Number:** 1-20 (4)

Description: Ogres are large, ugly humanoids. They are 8 feet tall, have flattened noses and large, sharp teeth. They will usually be wearing rags.

Talents, Skills, and Magic: Ogres generally shun magic, although there is a 5% chance that an ogre will belong to the College of Earth Magics if he has an MA of 15. The highest Rank that an ogre will ever attain with any spell is 5, and this only rarely.

Movement Rates: Running: 450

PS: 25-30 MD: 11-13 AG: 8-10 MA: 10-15
 EN: 20-23 FT: 28-30 WP: 18-20 PC: 11-14
 PB: 6-9 TMR: 9 NA: Thick skin absorbs 4 DP

Weapons: Ogres prefer to use large clubs over other weapons. Ranged weapons are rare, but possible. Ogres will also use shields and wear armor 80% of the time. If they do wear armor, it will usually be chainmail or lighter. In Close Combat or in the absence of a weapon ogres can also bite (Base Chance of 65%, +4 damage).

Comments: Ogres eat those travellers that they waylay and take their treasure. They are intelligent enough so that they will not attack a party if they are hopelessly outclassed, but they are stupid enough so that they can also be easily outwitted. Ogres will usually have treasure in the form of gold and gems. This treasure has a value of $(D-5) \times 100$ Silver Pennies.

TITAN

Natural Habitat: See below
Frequency: Very Rare **Number:** 1-2 (1)

Description: Titans are basically human, but they are between 20 feet and 24 feet tall. They are also unusually muscular, and appear strikingly handsome or beautiful. They can be of either sex. Titans are 3-hex figures.

Talents, Skills, and Magic: Titans are highly magical. They can turn invisible, disappear from this plane, and move through the air by willing it. They can also use the spells, talents, and rituals of any one College. They are protected from physical attack by a magical aura that surrounds them. This aura also adds 40 to their Magic Resistance. They will know General and Special Knowledge of their College at Rank 10 and above.

Movement Rates: Running: 600; Flying: 300

PS: 60-70 MD: 12-16 AG: 13-17 MA: 19-26
 EN: 30-40 FT: 50-60 WP: 17-20 PC: 16-18
 PB: 19-21 TMR: 12/6 NA: Aura absorbs 12 DP

Weapons: Titans use human-type weapons of 4× normal size (improve Base Chance by 20%, multiply damage by 4 after modification). They will sometimes wear armor (which functions in addition to their aura) if they are doing something which is pre-meditated, and they know will be very dangerous.

Comments: Titans are basically good in nature, and they will help people on occasion. They are often very touchy, however, and if they think a human is being insolent they will not hesitate to kill him, although sometimes (30%) they will just vanish. If a titan is inhabiting this plane for some reason, it will have a large castle, very substantial treasure, and numerous storm giant guards.

TROLL

Natural Habitat: Rough, Caverns, Ruins, Fields, Marshes
Frequency: Uncommon **Number:** 1-3 (1)

Description: Trolls are large, green, vaguely humanoid beings with greenish-black heads and extremities. They are well-muscled and long-limbed with thick, leathery skin. Their large teeth and claws are ideally suited to rending the "manflesh" they so highly prize. A full-grown troll may stand almost 15 feet high. Trolls are 3-hex monsters.

Talents, Skills, and Magic: Trolls possess no skills to speak of and are not magic-users. They can use simple weapons, but cannot achieve any Rank with a weapon. Trolls possess the ability to regenerate themselves at the rate of 1 Damage Point healed each Pulse. Any damage inflicted by fire is, however, permanent and cannot be healed by regeneration. Trolls are not afraid of fire.

Movement Rates: Running: 300

PS: 30-50 MD: 10-14 AG: 12-16 MA: 5-8
 EN: 30-40 FT: 40-50 WP: 18-25 PC: 20-25
 PB: Always 0 TMR: 6 NA: Skin absorbs 5 DP

Weapons: A troll can use its hands (Base Chance of 55%, damage of +6, no Rank) to Melee Attack or can use hands and teeth (Base Chance of 35%, damage of +4, no Rank) in Close Combat. It can Strike twice with hands and once with teeth each Pulse.

Comments: Trolls become enraged by the presence of fire and will kill anyone who uses it if possible. A severed portion of a troll's body will produce a new troll in 20 Pulses. The only way to prevent this or to keep a troll from regenerating after death is to burn the troll's corpse (or any stray pieces). A troll is unlikely to possess or guard treasure, but can have a few "pretties" in his possession (gold or jewelry and such). The net worth of such items will usually be no more than 500 Silver Pennies, but could equal 1,000 in rare instances.

[74.2] Fairy Folk

Fairy folk include brownies, dryads, elves, fossergrims, leprechauns, nixies, nymphs, pixies, satyrs, and sylphs. They are all roughly related, though their natures have diverged since the time when they could claim a common ancestor. Brownies, leprechauns, nixies, pixies and sylphs all take D-2 damage from physical contact with cold iron in addition to any other damage that can be inflicted by a weapon made of that substance. This damage is due to burning. Other fairy folk do not suffer this effect, but prefer to use substances other than cold iron for tools and artifacts. Only the elves have overcome their fear of the substance to the extent of habitually forging and using fine iron and steel weapons.

BROWNIE (House Spirit)

Natural Habitat: Fields (usually around man or his dwellings)
Frequency: Uncommon **Number:** 1-30 (6)

Description: Brownies are "little people" similar to leprechauns, but more sociable. They tend to be benevolent toward those who are not of Faerie (unlike their wilder kindred who despise humans).

Talents, Skills, and Magic: Brownies specialize in using minor magics to assist in keeping order, repairing minor damage, and doing light work around human dwellings. They can bless or curse crops (Base Chance 45%, Duration 1 year +1/Rank, crops fail in 1 acre +1/Rank, 20% +1/Rank chance of failure in years after the first and crops that do not fail will be stunted). This can be done to any cultivated or orchard within sight. Their small help can also be turned to mischief if they are affronted in any way. This might take the form of falling roof tiles, collapsing floorboards, or other small disasters.

Movement Rates: Running: 150

PS: 7-8 MD: 20-25 AG: 20-25 MA: 17-19
 EN: 4-5 FT: 10-11 WP: 17-19 PC: 16-19
 PB: 12-16 TMR: 3 NA: None

Weapons: Brownies have no natural weapons. They carry small swords (treat as daggers), but do not use armor. They may also carry bows that will have the same characteristics as the Small Bow (see Weapons Table).

Comments: Brownies will aid the human inhabitants of an area in exchange for food (a dish of milk left out each night). If disaffected, they will seek out and give information to the household's enemies.

DRYAD

Natural Habitat: Woods
Frequency: Common

Number: 1-30 (10)

Description: Dryads are insubstantial spirits living within the wood of a specific tree. They can leave their tree and wander about, but cannot stray more than a mile from the tree. They usually appear in small colonies.

Talents, Skills, and Magic: Dryads tend to be Adepts of the College of Earth Magics, though some can be members of the Colleges of Illusion

or the Sorceries of the Mind. They will not usually be very powerful in Colleges other than Earth, however. They have the special ability of being able to take refuge deep within their tree if threatened.

Movement Rates: Running: 200

PS: None MD: None AG: None MA: 8-20
 EN: None FT: None WP: 12-16 PC: 12-15
 PB: 16-24 TMR: 4 NA: None. But see below

Weapons: Dryads use no weapons of any kind.

Comments: Dryads can only be harmed if their tree is killed by chopping or burning it down. They will usually aid travellers, but are mainly concerned with the well being of their trees.

ELF

Natural Habitat: Woods
Frequency: Uncommon

Number: 1-200 (20)

Description: An elf is a lithe humanoid, slightly smaller than man-sized. They are unusually fair in appearance.

Talents, Skills, and Magic: See 6.5

Movement Rates: Running: 275

PS: 4-22 MD: 5-23 AG: 6-24 MA: 4-22
 EN: 4-22 FT: 19-25 WP: 6-25 PC: 6-24
 PB: 8-26 TMR: 6 NA: None

Weapons: Elves prefer bow weapons, and will have Rank 4-6 with them. Spears are also commonly used. Elves will not generally wear metallic armor, although they can do so in unusual cases. The listed characteristic ranges are for NPC elves only.

FOSSERGRIM

Natural Habitat: Streams, Rivers (especially near white water)
Frequency: Very Rare **Number:** 6-12 (8)

Description: Fossersgrims look much like gnomes and are about the same size. However, they are water dwellers and have a water-breathing capacity in addition to their air-breathing capacity. They will always be found in or near their lairs, which will be located at the foot of waterfalls or rapids wherever possible.

Talents, Skills, and Magic: Fossersgrims have the ability to cast very weak and limited illusions over water so as to make shoals and rapids appear to be safe channels. They also have the ability to cast a charm over an individual, causing him to swim into their lair (which will be in an underwater cave) and be drowned. This works like a talent with a Range of sight; however, the victim must be standing or swimming in the water. Victims must roll 2× Will-power or less or succumb to the charm.

Movement Rates: Running: 150; Swimming: 100

PS: 8-12 MD: 18-20 AG: 15-17 MA: 12-14
 EN: 8-10 FT: 16-20 WP: 16-18 PC: 15-17
 PB: 8-10 TMR: 3/2 NA: None

Weapons: Fossersgrims attack with their teeth in Close Combat and have a Base Chance of 46% of doing -2 damage. They may also use small simple non-missile weapons (knives, short swords, and the like).

Comments: Fossersgrims are carnivores and especially delight in feasting on "the bigs" as they call humans, elves, and their kindred. Except for their special magical abilities that they use to lure the unwary into their halls, they possess little magic and few skills or talents. What other magic they possess will be Water Magic.

LEPRECHAUN**Natural Habitat:** Plains, Woods, Fields**Frequency:** Very Rare **Number:** 1-30 (8)

Description: Leprechauns are similar in almost all ways to brownies, but wilder and shyer of man. They tend to dress in muted shades of brown and green and to seek out the deep woods where they are most at home. They have 3 to 4 times the stealth of an average human (30-40) and will, as a result, seldom be seen unless they wish to speak with a party.

Talents, Skills, and Magic: Leprechauns possess the same Talent Magic as Brownies. In addition, they will usually be masters of either the College of Illusions or the College of Earth Magics (pacifistic). They have the ability to teleport themselves limited distances (no more than a few yards) by blinking. Leprechauns also have special skill with the Spell of Enchanted Sleep (G-3, p.38) regardless of their College, and add 10 to the Base Chance for the spell.

Movement Rates: Running: 200

PS: 7-8 MD: 19-22 AG: 25-28 MA: 19-21

EN: 5-6 FT: 10-12 WP: 15-18 PC: 14-17

PB: 9-14 TMR: 4 NA: None

Weapons: Leprechauns have no natural weapons. They will usually have short swords (similar to daggers) and will use small bows.

Comments: If a leprechaun is captured and cannot escape, he will buy his freedom either by revealing the location of his treasure (300-400 Gold Shillings) or by granting the warder three wishes that the leprechaun will attempt to grant in such a way that they turn to the disadvantage of the recipient (usually in some really grisly way).

NIXIE**Natural Habitat:** Marsh**Frequency:** Rare **Number:** 1-40 (20)

Description: Nixies are water-dwellers with pale skin (through which can often be seen green veins), golden hair, webbed fingers and toes, and gills. They have a limited air breathing capacity similar to merfolk. They are recognizable by their sharp teeth covered in green slime.

Talents, Skills, and Magic: Nixies will almost always have limited abilities as Adepts of the College of Water Magics. They will have no skills to speak of, but will have the talent of being able to automatically summon [D+1] × Rank with their talent (1, if unranked) large pike to their aid. Since these "water wolves", as they are called, have a special fondness for nixies, there will always be pike in the area.

Movement Rates: Running: 100; Swimming: 350

PS: 13-23 MD: 10-20 AG: 14-21 MA: 10-18

EN: 10-18 FT: 12-24 WP: 14-20 PC: 14-22

PB: 8-18 TMR: 2/7 NA: None

Weapons: Nixies do -2 damage (Base Chance of 35%) in Close Combat with their bite. In addition, they will often carry fishbone weapons and shields and (rarely) wear fishskin armor (equal to leather armor).

Comments: They are capricious and cowardly and prefer to destroy their prey by guile whenever possible. An invitation to a nixie feast is usually a prelude to treachery.

NYMPH**Natural Habitat:** Woods, Fields (usually found with Satyrs)**Frequency:** Rare **Number:** 1-30 (6)

Description: Nymphs are beautiful humanoids with goat-like lower limbs covered in soft curly hair. They generally prefer to go about naked, but will wear light robes in cold weather.

Talents, Skills, and Magic: Nymphs will have some abilities of either the College of Illusions or of the College of Earth Magics. They will have twice the stealth of humans (20). In addition, any male character who looks at a naked Nymph must roll 4 × his Willpower or less or he will be charmed and will desire only to spend his days frolick-

ing with the Nymph (or her sisters).

Movement Rates: Running: 250

PS: 10-12 MD: 14-18 AG: 14-22 MA: 18-22

EN: 8-12 FT: 16-24 WP: 18-24 PC: 18-24

PB: 25-33 TMR: 5 NA: None

Weapons: Nymphs do not use weapons or fight in any way. They rely exclusively on their beauty and magic for protection.

Comments: Nymphs dislike the intrusion of humans, but will attempt to charm and seduce a particularly handsome man with their beauty (40% chance) if they do not first flee (50% chance). If they flee, they will attempt to punish those who frightened them. Nymphs can move from place to place by entering the trunks of trees and then teleporting from one trunk to another. It takes them 30 seconds to enter the trunk of a tree and 1 second to teleport to any other trunk within 100 feet of the tree they currently occupy.

PIXIE**Natural Habitat:** Woods**Frequency:** Very Rare **Number:** 1-100 (10)

Description: Pixies are small people about 2 feet in height, with transparent wings, pointed ears, and almond-shaped eyes.

Talents, Skills, and Magic: Pixies are naturally invisible, but can become visible at will. They can create full-fledged visible and audible illusions, and can appear to change their forms. They are also able to use most counterspells, read peoples' minds, and cause disorientation and the inability to think clearly in the victims of their pranks.

Movement Rates: Running: 150; Flying: 250

PS: 3-4 MD: 18-21 AG: 17-20 MA: 10-15

EN: 3-4 FT: 8-10 WP: 12-16 PC: 10-14

PB: 10-17 TMR: 3/5 NA: None

Weapons: Pixies use daggers and bows of short range (50 feet) but with great effect. They have three types of arrow: one that does [D10] - 6 damage, one that puts their victims to sleep unless they roll 4 × Willpower or less, and one that removes all memory from the victim for [D10] - 4 days unless he rolls 4 × Willpower or less. Pixies have a Base Chance of 60% with the bow. They can wear leather armor.

Comments: Pixies are very hard to hit in combat (-30 from Base Chance in addition to Defense). They are highly mischievous, and they will often play pranks to annoy the foolish traveller who enters a forest where pixies are said to dwell.

SATYR (Faun)**Natural Habitat:** Woods, Plains**Frequency:** Uncommon **Number:** 1-10 (6)

Description: Satyrs have the upper half of a man and the legs of a goat or horse. They have bristly hair, and short, black horns. Their skin is a deep mahogany in color.

Talents, Skills, and Magic: Satyrs are somewhat magical. Their magical abilities are usually focused through a pipe that they play to charm, delight, or otherwise influence those around them. They are also 3 times as stealthy as humans (30), and can blend in with surrounding trees (90% chance they will be undetected if they remain still).

Movement Rates: Running: 400

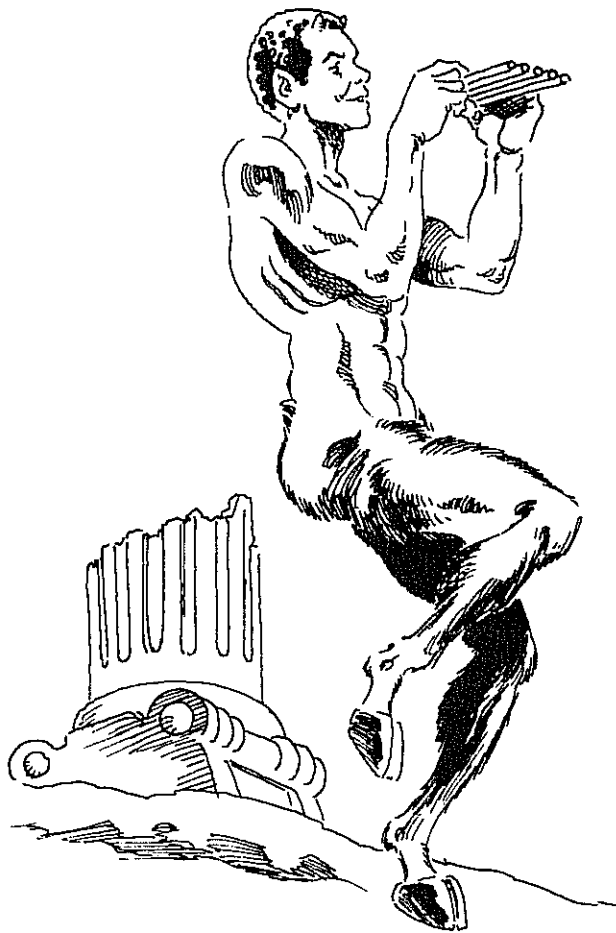
PS: 12-22 MD: 19-22 AG: 18-20 MA: 15-18

EN: 10-18 FT: 18-28 WP: 15-18 PC: 18-20

PB: 9-12 TMR: 8 NA: Skin absorbs 2 DP

Weapons: Satyrs use simple weapons like spears. Usually they will have Rank 1-5 with the weapons they use.

Comments: Satyrs are much like centaurs in mentality: they enjoy drinking, dancing and generally making merry. In general they dislike men. They will usually be accompanied by nymphs.



SYLPH

Natural Habitat: Rough (especially mountain tops).
Frequency: Very Rare **Number:** 1-2 (1)

Description: Sylphs appear as human females, but have large, almost transparent wings. They are usually very beautiful.

Talents, Skills, and Magic: Sylphs can turn themselves invisible, and they are usually able to sense a party's intentions towards them, and so avoid harm. Sylphs are also able magicians, specializing in the powers of the College of Air Magics.

Movement Rates: Running: 250; Flying: 700;
PS: 10-13 **MD:** 18-22 **AG:** 20-24 **MA:** 18-20
EN: 9-12 **FT:** 18-20 **WP:** 14-18 **PC:** 18-20
PB: 21-25 **TMR:** 5/14 **NA:** None

Weapons: Sylphs do not use weapons or attack. They use only their magic to defend themselves.

Comments: Sylphs will aid a humanoid in need or befriend one to whom they take a fancy. If somehow coerced they will have a large treasure with which they can buy their freedom but it will usually be hidden on a mountain top. It will be worth $[D + 5] \times 300$ Silver Pennies.

[74.3] Earth Dwellers

This section deals with those species who prefer dwelling in caverns or earthen barrows, but who are distantly related to the Fairy Folk. They include: dwarves, gnolls, gnomes, goblins, halfings, hobgoblins, kobolds, and orcs. These beings all tend to prefer cool shadows to bright sunlight, and all except dwarves and halfings positively dislike sunlight and will not willingly venture into it.

DWARF

Natural Habitat: Rough, Caverns
Frequency: Uncommon **Number:** 1-500 (10)

Description: Dwarves are short, stout humanoids. They usually have long beards.

Talents, Skills, and Magic: See 6.4.

Movement Rates: Running: 225
PS: 6-24 **MD:** 5-23 **AG:** 4-22 **MA:** 3-21
EN: 6-24 **FT:** 17-23 **WP:** 7-25 **PC:** 6-24
PB: 4-22 **TMR:** 4 **NA:** None

Weapons: Dwarves delight in axes and hammers and they will have Rank 2-4 with these weapons. They also commonly wear heavy armor, with chainmail being the type most frequently worn, although plate is also occasionally used. The listed characteristic ranges are for NPC dwarves only.

GNOLL

Natural Habitat: All but Waste and Ocean (usually Caverns)
Frequency: Uncommon **Number:** 1-300 (40)

Description: Gnolls are dog-faced humanoids about 7 feet tall. They are very strong, and usually wear armor. Their skin is fuzzy, and yellowish-brown in color.

Talents, Skills, and Magic: Gnolls are good diggers if forced to do so, but they will rarely attempt mining on their own, even though they like caves. They have no magical abilities, although they will sometimes have magical items that they will rarely know how to use.

Movement Rates: Running: 250
PS: 20-23 **MD:** 13-15 **AG:** 12-14 **MA:** None
EN: 12-14 **FT:** 20-24 **WP:** 10-12 **PC:** 12-16
PB: 6-9 **TMR:** 5 **NA:** Hide absorbs 2 DP

Weapons: Gnolls tend toward the larger weapons, usually axes. They will use ranged weapons, however, and any large contingent will have a fair number of archers. They usually wear light armor (leather or cloth) but strong members of a group will sometimes have better armor.

Comments: Gnolls are very disorganized and travel in loose bands. They like to raid towns and travellers to gain plunder, as they disdain to work themselves. Large bands will often have (value: $[D + 5] \times 100$ Silver Pennies per Gnoll) treasure that has been previously looted.

GNOME

Natural Habitat: Rough, Caverns
Frequency: Rare **Number:** 1-200 (50)

Description: Gnomes are short, stocky humanoids, much like dwarves, but even shorter (3 feet). Typically they will be dressed in chainmail or leather armor, with a heavy skullcap, although powerful gnomes occasionally wear heavier armor as they "make light of burden". Gnomes are usually brownish in color with hair between grey and white.

Talents, Skills, and Magic: Gnomes are excellent stoneworkers, and as such they can detect many things that have to do with the construction of a building or the quality of a builder's job. Gnomes have a 30% chance to detect secret doors, traps, and passages.

Movement Rates: Running: 150
PS: 10-14 **MD:** 10-13 **AG:** 14-16 **MA:** 13-17
EN: 8-10 **FT:** 16-20 **WP:** 19-22 **PC:** 14-18
PB: 10-13 **TMR:** 3 **NA:** None

Weapons: Gnomes will use daggers, short swords, clubs, and any other weapons that they can carry easily.

Comments: Gnomes have a strong dislike for goblins, and will always attempt to attack them. Gnomes are organized into bands, each of which is competitive with the others, although not actually hostile. They are usually friendly to man, and they are very friendly

with the dwarves, their cousins, although they have a mild dislike of elves. Large bands of gnomes will often (80%) have a fair amount of treasure (value: $[D+3] \times 100$ Silver Pennies per gnome). Gnomes found in their lair will have more treasure (value $[D+3] \times 300$ Silver Pennies per gnome) as gnomes are fond of hoarding.

GOBLIN

Natural Habitat: Caverns
Frequency: Uncommon

Number: 4-1000 (20)

Description: Goblins are humanoid in form, but have large fangs, pointed ears, and skin ranging from brown to pallid grey. They are usually very ugly, have foul breath, and an unpleasant odor. They wear garments made out of dirty cloth, and usually wear leather armor, carrying shields. More powerful goblins will sometimes wear better armor. They are about 4 feet tall.

Talents, Skills, and Magic: Goblins are good at working with stone if forced into it, and so they are good at detecting facts having to do with stone (40% chance of detecting anything unusual or dangerous). They can see in the dark. They are excellent at torture, which they delight in. A goblin will in rare instances be an Adept of one of the Entities.

Movement Rates: Running: 150

PS: 9-13 MD: 8-12 AG: 7-12 MA: 10-18
EN: 6-8 FT: 10-13 WP: 8-11 PC: 7-12
PB: 8-10 TMR: 3 NA: Skin absorbs 1 DP

Weapons: Goblins will use any sort of weapon that their strength allows, although they generally prefer simple swords or clubs. They will also often use crossbows and slings. They can have Rank 1-3 with these weapons.

Comments: Goblins are highly evil, and will often waylay a party, killing and looting. They love to cause discord, and will be deceitful where violence will not work. Their lair (and treasure) will be well guarded. Goblins dislike sunlight, and fight at a reduction in the Base Chance of 10 when under a bright sun. They hate dwarves and gnomes, and will attack them whenever possible. Goblins will usually be in league with dire wolves (see 76) if there are any in the neighborhood.

HALFLING

Natural Habitat: Caverns (Burrows), Fields

Frequency: Uncommon Number: 1-50 (6)

Description: Halflings are small humanoids, usually less than three feet in height. They are inclined to be fat.

Talents, Skills, and Magic: See 6.7

Movement Rates: Running: 200

PS: 3-21 MD: 7-25 AG: 6-24 MA: 4-22
EN: 3-21 FT: 17-23 WP: 6-24 PC: 5-23
PB: 5-23 TMR: 4 NA: None

Weapons: Halflings prefer small weapons, maces and slings being the common, although short swords and daggers will also sometimes be used. There is a 50% chance that a halfling will have Rank with at least one of the weapons that he is carrying. Rank with a weapon will never be higher than Rank 4. The listed characteristic ranges are for NPC halflings.

HOBGOBLIN

Natural Habitat: Anywhere
Frequency: Rare

Number: 1-500 (30)

Description: Hobgoblins are particularly large and vicious creatures of basically the same strain as goblins. They have the same fangs and pointed ears as goblins, but they grow to larger than man sized, almost 7 feet. They are also usually equipped with better armor (chainmail being the mean) as they are very strong and can more easily carry its weight. Their skin is more hairy than goblins', although it is the same brown to greyish color.

Talents, Skills, and Magic: Hobgoblins have goblins' stoneworking ability and their ability to see in the dark, but they do not dislike sunlight, and often go out in the day on raiding parties. They have the same magical abilities as goblins.

Movement Rates: Running: 250

PS: 17-21 MD: 14-16 AG: 13-15 MA: 12-20
EN: 14-16 FT: 20-23 WP: 10-12 PC: 14-16
PB: 6-9 TMR: 5 NA: Hide absorbs 2 DP

Weapons: Hobgoblins use all weapons, and will usually use the largest weapon their strength allows. They like whips and spears with long, barbed points that break off in the wound. Hobgoblins rarely use bows, although they will use slings and javelins. Hobgoblins will have Ranks 1-3 with their favored weapons.

Comments: Hobgoblins are organized into Clans that are highly competitive with each other and with their relatives, the goblins and orcs. The Clans are headed by the strongest member of the group, and fights for leader of the Clan are common. Hobgoblins are often hired to lead bands of goblins and orcs, as their strength and size ensures that discipline will be maintained.

KOBOLD

Natural Habitat: Fields, Caverns

Frequency: Rare

Number: 1-10 (5)

Description: Kobolds are small, elderly-appearing dwarvish types who wear hoods of bright colors. They are about 2½ feet tall, and have highly gnarled faces.

Talents, Skills, and Magic: Kobolds are very useful around the house or farm, for they will perform many tasks relating to maintenance of property or animals. They have no special magical powers, and they are not as good at working with stone and at detecting unusual constructions as the dwarves. They can see in the dark.

Movement Rates: Running: 100

PS: 7-9 MD: 14-17 AG: 15-18 MA: None
EN: 6-8 FT: 12-14 WP: 14-17 PC: 12-16
PB: 8-11 TMR: 2 NA: None

Weapons: Kobolds carry daggers and hammers (Base Chance of 40%, -2 damage). They do not wear armor.

Comments: A kobold in the house is a blessing, for they will perform all sorts of menial or semi-skilled tasks with great willingness and ability, where such is possible. They will work for only shelter and food. While travelling, they will most likely run away if they see a party at a distance, but there is a 25% chance that they will be willing to trade information and befriend a character. In general, kobolds will almost never have treasure, although if they do it will usually be something of value only to them.

ORC

Natural Habitat: Caverns, Rough

Frequency: Common

Number: 1-1000 (25)

Description: An orc is an ugly, stoop shouldered humanoid, much like a goblin or hobgoblin (to whom they are related).

Talents, Skills, and Magic: See 6.8.

Movement Rates: 250

PS: 6-24 MD: 5-23 AG: 5-23 MA: 3-21
EN: 6-24 FT: 17-23 WP: 3-21 PC: 5-23
PB: 2-20 TMR: 5 NA: None

Weapons: The scimitar is the favorite weapon of the orcs (Rank 1-4 with the weapon is typical) although other weapons will occasionally be used. Short bows are the most common form of missile weapon. Orcs will wear armor, with leather being the prevalent type. Orcs will also commonly carry shields.

75. FANTASTICAL MONSTERS

Fantastical Monsters include a number of beings of legend, not often seen by humans and related species. They tend to make their homes in inaccessible areas where few men go. These species include: centaurs, chimaerae, giant amoebas, gorgons, manticores, minotaurs, nagas, sphinxes, and unicorns. Due to their rarity, live specimens are usually of great value in the marketplace.

CENTAUR

Natural Habitat: Woods, Marsh, Rough, Caverns, Plains
Frequency: Uncommon **Number:** 2-20 (4)

Description: Centaurs are half-man, half-horse. They are human down to the hips, but they join the body of a horse where the neck would normally be. Their lower half has hide, just as a horse's, while their top half is that of a normal man.

Talents, Skills, and Magic: Centaurs can have all the abilities and skills of a human. Centaurs in general are good with bows and at hunting, and have an affinity for healing and the art of prophecy.

Movement Rates: Running: 600

PS: 10-30	MD: 5-20	AG: 10-23	MA: 5-23
EN: 12-20	FT: 20-30	WP: 7-26	PC: 10-30
PB: 12-17	TMR: 12	NA: Hide absorbs 3 DP	

Weapons: Centaurs use weapons as do men. They can hold up to two Readiness Points worth of weapons, and they will usually have Rank in one or more of their weapons.

Comments: Centaurs cannot resist alcohol and become violent when drunk. Centaurs will only rarely let a human ride them, and only then at pressing need.

CHIMAERA

Natural Habitat: Woods, Rough, Caverns, Ruins
Frequency: Very Rare **Number:** 1-3 (1)

Description: The chimaera has the head of a goat, the foreparts of a lion, and the rear section of a dragon. Chimaerae are large (up to 12 feet long) and breathe fire. They are 3-hex monsters.

Talents, Skills, and Magic: The chimaera can breathe a cone of fire. Other than that, it has no special skills or magical ability.

Movement Rates: Running: 500

PS: 28-32	MD: 25-28	AG: 14-19	MA: None
EN: 20-22	FT: 30-34	WP: 14-19	PC: 13-20
PB: 3-7	TMR: 10	NA: Hide absorbs 8 DP	

Weapons: The chimaera has a fire breath that it can use in Ranged and Melee Combat. The range of the cone of breath is 50 feet and at the base the cone is 20 feet in diameter. All within the cone suffer D + 15 damage. A chimaera must execute a Fire action to breathe in this fashion. In Melee Combat and Close Combat, the chimaera has a bite like that of a huge lion (Base Chance of 75% + 8 damage).

Comments: Chimaera thrive on ruin, and the area surrounding one of their lairs will be a burned wasteland. In the area surrounding the lair, or occasionally in the lair itself, there may be victims with some treasure (25%, 1-6 bodies with 100-600 Silver Pennies, 25% each has something else of value), but otherwise chimaera do not hoard wealth as do dragons.

GIANT AMOEBA

Natural Habitat: Caverns, Ruins
Frequency: Uncommon **Number:** 1-6 (1)

Description: A giant amoeba is a shapeless, flowing creature between 6 inches and 6 feet in diameter.

Talents, Skills, and Magic: A giant amoeba can sense any organic material within 25 feet, and will move toward the closest such material that it can sense. Giant amoeba are able to eat anything they come in contact with. They can slip under doors and through very small cracks.

Movement Rates: Crawling: 50

PS: None	MD: None	AG: 3-4	MA: None
EN: 10-12	FT: 20-24	WP: 6-8	PC: 6-8
PB: 3-5	TMR: 1	NA: None	

Weapons: A giant amoeba does not attack, per se, but rather attempts to consume anything in its way. If a giant amoeba is ever in the same hex on the Tactical Display as any living creature, that creature takes 2 DP/Pulse until it leaves the hex occupied by the amoeba. Note that if a creature is fully consumed, any weapons and other non-organic materials will be left behind, although all bones will be consumed.

Comments: If a giant amoeba is reduced to 0 Endurance as a result of the attacks of normal (non-magical) weapons, the amoeba merely splits into two amoebas, each with half the size, Endurance, and Fatigue of the original amoeba. Magical weapons and magical attacks affect the amoeba normally.

GORGON (Medusa)

Natural Habitat: Woods and Wilderness (lair in Caverns)
Frequency: Very rare **Number:** 1-3 (1)

Description: Gorgons are physically humanoid, but boast a headful of writhing green snakes of a venomous nature. They also have hypnotic, burning red eyes. Gorgons like to appear as comely maidens and often wear the attire of human females. They have large brazen claws and hog-like teeth. They specialize in enticing males who they then turn to stone.

Talents, Skills, and Magic: Gorgons possess no special skills or magic as a rule, but can learn human skills and magic. They have the special talent of turning those that look directly into their eyes to stone. Any character facing a gorgon must roll four times his Willpower or less each Pulse that he faces the beast or he succumbs to her blandishments, looks into her eyes and is turned to stone.

Movement Rates: Running: 250

PS: 10-13	MD: 12-15	AG: 10-14	MA: 15-18
EN: 10-14	FT: 15-19	WP: 16-20	PC: 16-18
PB: Always 0	TMR: 5	NA: None	

Weapons: In addition to her eyes, the gorgon can Melee Attack with claws (Base Chance of 50%, +4 damage, Rank of 1-5) or Close Combat using claws, teeth and hair (Base Chance of 30%, 0 damage modification, but possible poisoning as from an asp bite and no Rank). Gorgons can attack using hair, teeth and claws in the same Pulse. The gorgon can attempt to turn a character to stone any time.

Comments: The gorgon's eyes only become visible at a range of 100 feet, and she cannot turn a character to stone beyond that range. The attempt to turn a character to stone is automatic whenever a character faces the gorgon's front and requires no action.

MANTICORE

Natural Habitat: Rough, Caverns
Frequency: Rare **Number:** 1-6 (1)

Description: Manticores have the body of a lion, bat-like wings, and the head of a human, although larger to fit their bodies. At the tip of their tail they have up to 12 spikes, which they can launch as missile weapons.

Talents, Skills, and Magic: Manticores have no magical properties, and no special abilities other than the ability to launch their tail spikes.

Movement Rates: Running: 350; Flying: 500

PS: 28-32	MD: 20-25	AG: 26-30	MA: None
EN: 12-14	FT: 20-25	WP: 12-18	PC: 12-18
PB: 3-6	TMR: 7/10	NA: Fur absorbs 8 DP	

Weapons: Manticores can use their tail spikes in Ranged Combat as if they were heavy crossbows. They are able to launch up to 6 of the spikes at any one time as long as the spikes are all aimed at spots within 6 feet of each other. In Melee Combat, the manticore can attack with its two claws (Base Chance of 60%, +5 damage). Once their tail spikes are exhausted (they regenerate in about a day) man-

ticores try to enter Close Combat as soon as possible, where they can use their claws.

Comments: Manticores like to hunt, and their favorite prey is man. They will lie in wait for a party, and then send their spikes whirling into it. If the manticore's lair is found, there is a chance (30%) that it will have dragged bodies with treasure on them into its cave.



MINOTAUR

Natural Habitat: Caverns, Woods, Rough
Frequency: Very Rare **Number:** 1-6 (1)

Description: Minotaurs are humanoid, with the head of a bull and a very hairy hide. They have a tail, just like that of a bull.

Talents, Skills, and Magic: The minotaur has no special magical abilities or talents. They are tool users and will sometimes use simple weapons.

Movement Rates: Running: 300

PS: 22-26	MD: 18-20	AG: 14-17	MA: None
EN: 14-16	FT: 22-25	WP: 14-16	PC: 18-20
PB: 4-7	TMR: 6	NA: Hide absorbs 6 DP	

Weapons: A minotaur can attack by butting with his horns, biting, or attacking with a weapon. Butt: Base Chance of 40%, +3 damage. Bite: Base Chance of 30%, -1 damage. A minotaur will hold Rank 1-5 with whatever weapon it uses. The minotaur can use any combination of two of these attacks in any one Pulse without penalty. In Close Combat the minotaur can use only his bite, but the Base Chance goes up to 50%.

Comments: Minotaurs are particularly vicious, and will attack virtually anything that their dim intelligence tells them they have even a mediocre chance of beating. These beasts generally like the dark, and will only rarely be found in the open after sunup.

NAGA

Natural Habitat: Crypts, Marsh
Frequency: Very Rare **Number:** 1-6 (1)

Description: Nagas are humanoid above the waist, and have the body of a serpent below. Male nagas have the upper half of a man, while nagians (female nagas) have the upper half of a woman. Both types will usually be 10-12 feet long.

Talents, Skills, and Magic: Nagas are frequently (85%) members of one of the Colleges of Thaumaturgies. If a naga is a magic user, it will have Rank 2-8 with each of the General Knowledge spells, talents, and rituals, and will have Rank 1-5 with those Special Knowledge spells and rituals that they know (usually 5-10 will be known). Naga can also read the minds of any that they can see, understanding both the thoughts and intentions of the subject. This talent cannot be resisted.

Movement Rates: Crawling: 300; Swimming: 400

PS: 20-25	MD: 17-21	AG: 12-16	MA: 16-20
EN: 25-32	FT: 20-25	WP: 20-24	PC: 19-23
PB: 13-17	TMR: 6/8	NA: Scales absorb 5 DP	

Weapons: Naga will use ordinary edged weapons 50% of the time, and if they do use a weapon, they will have Rank 4-6 with it. If they do not use a weapon, they can attack with a bite or a constriction attack. The bite has a Base Chance of 55% and does +4 damage, while the constriction has a Base Chance of 40% and does +8 damage. The bite can be used in either Close or Melee Combat, while the constriction can only be used in Close Combat. If a naga's bite penetrates an enemy's armor (i.e., does damage to the character's Fatigue or Endurance), then the victim takes an additional 2 DP/Pulse for D10 Pulses because of the naga's poison. Only an antidote specifically designed for naga venom will neutralize this poison. A naga can also spit this poison up to a range of 40 feet. The spittle has a Base Chance of 30% (modified for range as an ordinary hurled weapon) and does D+4 damage.

Comments: Nagas are often the guardians and keepers of knowledge. They seek to preserve powerful knowledge from the use of those who would not use it properly, and at the same time they try to deliver it to those who could best use it for the cause of good. This knowledge might be magical in nature, or of some other type. Nagas will use force to defend the knowledge that they guard (which will usually be in the form of a written tome) but will warn intruders beforehand, and allow them a chance to get away.

SPHINX

Natural Habitat: Rough, Woods
Frequency: Very Rare **Number:** 1

Description: A sphinx has the body of a winged lion, with the head and breasts of a woman. A sphinx is usually about 12 feet long. A sphinx has large, sharp teeth, and is a two-hex monster.

Talents, Skills, and Magic: Most sphinxes are accomplished members of a College of Magic, usually one of the Thaumaturgies. They will know all General Knowledge spells at Rank 6-9, and will know all Special Knowledge spells at Rank 3-6. In addition, a sphinx will know D10 counterspells from other Colleges. Sphinxes also have excellent senses of smell. They will be able to track as if they had Rank 8 in the Ranger ability, and they will be able to detect the presence of hidden or invisible characters 75% of the time.

Movement Rates: Running: 500; Flying: 600

PS: 30-35	MD: 22-24	AG: 17-19	MA: 12-22
EN: 40-50	FT: 60-75	WP: 20-23	PC: 17-19
PB: 4-6	TMR: 10/12	NA: Hide absorbs 6 DP	

Weapons: A sphinx can attack three times (once with a bite, and twice with its claws) in the same Pulse without penalty. The bite has a Base Chance of 75% and does +8 damage. The claws have a Base Chance of 60% and do +4 damage.

Comments: Sphinxes are proverbial riddle-lovers. They love to learn new riddles, and will sometimes let a passerby live in exchange for a good one. They also like to ask riddles, however. When a

sphinx asks a riddle, it will state what will happen to a character who does not answer the riddle successfully, and what reward (usually just free passage) will be given to those who do. A sphinx will always try to keep its word as to what it will do if the riddle is answered, although there is a 2% chance that it will simply kill itself if the riddle is answered correctly.

UNICORN

Natural Habitat: Woods, Plains
Frequency: Rare **Number:** 1-8 (2)

Description: Unicorns are white equines with a single, long horn coming out of their forehead. They have a single black, 2 foot long horn set in a deer's head, very thick feet, and the tail of a boar.

Talents, Skills, and Magic: Unicorns are immune to poison and a character who possesses one of their horns is also so immune. They are also almost impossible to trap as they are very intelligent and wary. They have 5 times the strength of an average human. They are unable to cast spells in the usual sense.

Movement Rates: Running: 600
PS: 55-60 MD: None AG: 16-19 MA: None
EN: 25-30 FT: 50-60 WP: 20-25 PC: 25-30
PB: 18-20 TMR: 12 NA: Hide absorbs 4 DP

Weapons: In Melee Combat, a unicorn uses its horn (Base Chance of 60%, +7 damage). In Close Combat, it can attack with its hooves as a warhorse.

Comments: Unicorns are virtually untameable by ordinary men, but a unicorn can occasionally be tamed by a virgin (40%) as unicorns love purity and innocence.

76. CREATURES OF NIGHT AND SHADOW

The species portrayed herein include those primarily connected with night and shadow and the Powers of Darkness. They include weres, doppelgangers, bats, and dire wolves. Other species that may be nocturnal hunters or may be at their most powerful at night are not included in this heading and are not affected by magic designed to call, communicate with, or control creatures of night and shadow. Only the species listed herein are affected by these types of magic.

BAT

Natural Habitat: Caverns
Frequency: Uncommon **Number:** 1-400 (100)

Description: Bats are rodents with leathery wings. They are greyish-black in color. They are found in dark places only as they are afraid of light and fire.

Talents, Skills, and Magic: Bats can determine directions in the dark by emitting high-frequency "pips" that reflect off of the surrounding walls. They have no magical abilities or other special talents and are not tool users.

Movement Rates: Flying: 500
PS: 2-3 MD: None AG: 18-21 MA: None
EN: 1-2 FT: 2-3 WP: 6-8 PC: 14-17
PB: 7-9 TMR: 10 NA: None

Weapons: Bats can only attack in Close Combat, where their bite has a Base Chance of 40% and does -7 damage. A character bitten by a bat has a 10% chance of contracting rabies or some other loathsome disease in addition to the possibility of infection.

DIRE WOLF

Natural Habitat: Woods, Rough, Plains, Field, Caverns
Frequency: Rare **Number:** 1-10 (3)

Description: Dire wolves are wolves the size of ponies. Dire wolves will be in league with the powers of darkness and will have almost human intelligence. Their corpses disappear back into the nether-

world (from which they are said to have sprung originally) if they are killed.

Talents, Skills, and Magic: Dire wolves have no special abilities but they are exceptional trackers. They also never forget a smell. They can possess knowledge of a limited number of spells of the College of Enspellments and Enchantments or the College of the Sorceries of the Mind.

Movement Rates: Running: 400
PS: 22-25 MD: 24-26 AG: 18-22 MA: 8-12
EN: 20-23 FT: 25-30 WP: 8-12 PC: 19-23
PB: 4-8 TMR: 8 NA: Fur absorbs 5 DP

Weapons: Dire wolves can attack, either in Melee Combat or in Close Combat with their huge teeth (Base Chance of 65%, +6 damage).

DOPPELGANGER

Natural Habitat: Caverns, Rough, Crypts, Woods
Frequency: Very Rare **Number:** 1-8 (1)

Description: In their natural form, doppelgangers appear humanoid, with thin arms, and sharp teeth and claws. They have thick, rubbery, grey skin, and glowing eyes.

Talents, Skills, and Magic: Doppelgangers have the ability to form themselves to look and act like any humanoid creature that is approximately their size and body weight (150-250 lbs.). Even the clothes and equipment of a person can be imitated, although magical properties will not, of course, adhere to the duplicates. Doppelgangers read the minds of the people they will later imitate so as to learn things they will need to know to duplicate the person properly. There is a 10% chance that a doppelganger's imitation will be detectable. See the rules governing multi-sense illusions in the College of Illusions.

PS: 12-16 MD: 14-17 AG: 16-18 MA: 20-25
EN: 8-10 FT: 15-20 WP: 22-25 PC: 15-17
PB: 4-8 TMR: 5 NA: Skin absorbs 4 DP

Weapons: In their natural form, doppelgangers can make one attack with their bite (Base Chance of 50%, +3 damage). Once having imitated something, they fight as it does/did, using the same weapons at a Rank *two less* than that achieved by the character being imitated.

Comments: Once a doppelganger has imitated someone, they will try to kill that individual, attacking by surprise. They will then replace that individual until they try the same maneuver with another member of the party.

WERES

Weres are humans or humanoids who are afflicted with a specific disease: Lycanthropy. They are adversely affected by the full moon and on nights when Luna (the primary moon in worlds with more than one) is full they change shape, becoming one of 5 types of creatures. The were can become a bear, boar, tiger, snake or wolf. The actual type of beast the character becomes will depend on the type of beast from which he contracted his illness. The only way that a character can become a lycanthrope is if he is bitten for at least 1 point of effective damage by a character who is already a lycanthrope while that character is in his beast form. The victim will then during the next full moon (and all succeeding full moons until he is killed) assume the shape of the beast that bit him (wolf, snake, etc.). If a character is killed by a lycanthrope, he does not become a lycanthrope himself; instead, he usually becomes dinner.

A lycanthrope in his were form is always a beast. He has the characteristics of the strongest specimen of the species whose form he has assumed. A werewolf would have the highest possible characteristics for a dire wolf, for example. A weresnake assumes the form of a python, but with the bite (and venom) of the king cobra. Werebears, wereboars and weretigers will have the highest possible characteristics for their type (+2 to PS, EN and FT, usually).

When in their beast form, weres are semi-intelligent. Their human side is suppressed and the character is played by the GM.

Weres are primarily concerned with feeding and simple survival. They will spend the entire period when the moon is full either laid up in a lair or hunting. They will attack the character's friends as readily as any other prey.

Once a were returns to his normal human shape, he will be enfeebled for D10 +4 hours, desiring only to sleep. Upon waking, he will remember what he did in his beast form (usually with regret).

A character can be cured of lycanthropy in exactly the same manner as he is cured of a major curse (see Consequences, 88.5) The curse does not end with death; should a slain lycanthrope be revived, he remains a lycanthrope.

When in beast form, a were can only be harmed or killed by magic or by silvered weapons.

77. SUMMONABLES

This section includes those entities that normally do not appear on this plane, but are summonable from their own dimension. These entities include: djinns, efreeti, elementals (earth, air, fire and water), and hellhounds.

Generally, an entity summoned from another dimension will require from 1 to 10 Pulses (5 to 50 seconds) to materialize once summoned. In some cases, entities appear in a noncorporeal form and must be commanded to take on substantial form. An insubstantial entity has no power on this plane, but cannot be harmed. An entity in substantial form, however, can be harmed and can harm others. An entity summoned by spell is banished back to its own dimension by the casting of the proper counterspell. The entity can Actively Resist. If the entity was summoned by a ritual, see 39.5, page 44.

DJINN

Natural Habitat: Other planes

Frequency: Very Rare Number: 1

Description: A djinn is a male humanoid about ten feet tall, with darkly tanned skin and a black beard.

Talents, Skills, and Magic: A djinn has all the abilities of an air elemental summoned by a magician with Rank 8 in the Ritual of Summoning Air Elementals. In addition, a djinn can create matter weighing up to 200 pounds. This ability can be used once per day. The material created will have varying permanence, depending upon its solidity. Wood, cloth and other light materials will last for as long as a week, while steel, gold, or other hard substances will last only hours. Djinni cannot be harmed by non-magical weapons.

Movement Rates: Running: 350; Flying: 700

PS: 35-40	MD: 20-24	AG: 17-21	MA: 12-18
EN: 20-25	FT: 30-38	WP: 20-25	PC: 16-21
PB: 11-14	TMR: 7/14	NA: Skin absorbs 6 DP	

Weapons: Djinni prefer large, curved weapons, with a double-sized scimitar being the weapon most commonly used. Add 10 to the Base Chance of any weapon a djinn uses, and double damage done because of its size. A djinn will usually have Rank 4 or better with a scimitar.

Comments: Like an efreet, if a djinn is discovered on this plane it will either be in the service of some character or else be trapped in some sealed container. If the container is opened, the djinn will serve whomever released it as a slave, provided that it is not asked to do anything suicidal. Having a djinn in a party can occasionally cause problems because other creatures, such as efreeti (who are deadly enemies of the djinni) will be attracted to the party.

EFREET

Natural Habitat: Other Planes

Frequency: Very Rare Number: 1

Description: Efreeti are creatures of flame that have been trapped on this plane. They are humanoid in form, about 12 feet tall, and their dark-brown skin flickers as if it were about to burst into flame at

any moment.

Talents, Skills, and Magic: An efreet has all the talents and abilities of a fire elemental summoned at Rank 12. In addition, an efreet can grant three wishes under certain conditions (see below). Efreeti can also become invisible at will. Efreeti cannot be harmed by non-magical attacks.

Movement Rates: Running: 350; Flying: 750

PS: 40-45	MD: 17-20	AG: 15-18	MA: 12-18
EN: 28-32	FT: 45-50	WP: 23-29	PC: 16-21
PB: 8-10	TMR: 7/15	NA: Skin absorbs 6 DP	

Weapons: Efreeti use edged weapons of ordinary shape but twice normal size and weight. Improve the weapon's Base Chance by 10, and double any damage done. An efreet will have Rank 4 or higher with whatever weapon it uses. In Close Combat an efreet can immobilize an opponent. Such an attack has a Base Chance of 65%, and does D +10 fire damage.

Comments: If discovered on this plane, an efreet will either be in the service of some character, or trapped in a sealed container, such as a bottle. If the latter is the case and the finder of the efreet releases it from its captivity, there is a 95% chance that the efreet will serve him willingly. The other 5% of the time the efreet will attack. If the efreet decides to serve, it will either grant three wishes, or become the character's slave for a period of 1001 days (at the liberator's option). If three wishes are chosen, they must be used by the end of the day on which the efreet was released. If service is chosen, the efreet will perform any task asked of it that is not obviously suicidal. If a request involving physical danger to the efreet is made of the efreet, there is a 10% chance (+10 for each additional request) that the efreet will rebel against its master and attack him.

Efreeti are creatures of fire, and thus they will not go to or be found in frigid climates or underwater.

ELEMENTALS

Elementals are the physical manifestations of the four primary elements: fire, earth, air, and water. They do not normally exist on this plane, but are summoned by members of the Elemental Colleges. They will always be hostile to their summoner, and will attempt to kill him if they are released from his control.

Elementals are impervious to attacks made with non-magical weapons. Magic does affect them. Each is vulnerable to its opposite element and can be damaged by attacks involving that opposite. Water and fire are opposite members, as are earth and air.

An elemental's Endurance, Fatigue, and Strength vary according to its summoner's Rank with the Ritual of Summoning Elementals. Endurance and Fatigue vary as described in 42.7, while an elemental's Physical Strength equals a base number for each of the elementals plus five for each Rank the summoner has attained.

AIR ELEMENTAL

Natural Habitat: Other Planes

Frequency: Very Rare Number: 1

Description: Air elementals appear as a whirlwind of a height equal to their Endurance. They have facial features, which will appear on one side of the whirlwind.

Talents, Skills, and Magic: Air elementals can predict weather with complete accuracy. They can increase the speed of winds up to equal of their Endurance, blowing in a line ten times their Endurance in width (measured in feet). They can also create windstorms per the Windstorm Spell (College of Air Magics, S-1) at a Rank equal to their summoner's Rank plus 4. They do not need to cast the spell, but rather they can cause the windstorm just by willing it.

Movement Rates: Flying: 500 + (50 × Summoner's Rank)

PS: Base 15	MD: 25-30	AG: 32-37	MA: None
EN: 5-50	FT: 10-85	WP: 14-18	PC: 19-23
PB: 10-12	TMR: 10 + (Adept's Rank)	NA: None	

Weapons: Air elementals can materialize their fists to strike at their

opponents. They can take two attacks in the same Pulse without penalty. The attacks have a Base Chance of 65%, and do D10 damage, +1 per Rank of their summoner.

EARTH ELEMENTAL

Natural Habitat: Other Planes
Frequency: Very Rare

Number: 1

Description: Earth elementals appear as humanoids with dirt-colored skin and gravelly eyes. They will be as tall, in feet, as their Endurance.

Talents, Skills, and Magic: Earth elementals can sink into any substance made of rock or dirt, and remain hidden with only 5% chance of being detected. They have a chance equal to their Endurance of knowing the location of any intelligent creature standing on earth or rock. They can move through the earth (without creating a tunnel or disturbing it in any way). Earth elementals can destroy stone structures by boring through stone at the rate of two cubic feet per Pulse for each point of Physical Strength available to the elemental. Rock bored through in this way will be turned to dust incapable of supporting anything.

Movement Rates: Running: 200; Tunneling: 100

PS: Base 30 MD: 10-15 AG: 12-17 MA: None
EN: 5-50 FT: 10-85 WP: 14-18 PC: 16-20
PB: 5-8 TMR: 4/2 NA: 8 DP

Weapons: Earth elementals pound their adversaries with their massive fists. They can attack twice in the same Pulse without penalty, and do D + 6 damage if they hit, +1 additional point for each Rank of their summoner.

FIRE ELEMENTAL

Natural Habitat: Other Planes
Frequency: Very Rare

Number: 1

Description: Fire elementals appear as leaping flames of a height in feet equal to their Endurance. The flames are humanoid in form.

Talents, Skills, and Magic: Any flammable substances (exclusive of human-size or larger beings) that a fire elemental touches bursts into flames, while non-flammable substances will experience a rise in temperature equal to the elemental's Endurance for every 10 seconds (2 Pulses) the elemental is in contact with the substance. Elementals can instantly extinguish any normal fire within 100 feet. They can create a wall of smoke, (as per spell G-6 of the College of Fire Magics) at a Rank equal to their summoner's Rank plus ten. They can also produce a wall of fire (as per spell S-1 of the College of Fire Magics) at a Rank equal to their summoner's Rank plus five. Both of the above two walls can be created as talents, without the necessity of preparing or casting a spell. Only one wall of each type can be maintained at any one time, however.

Movement Rates: Running: 400 + 10 × Summoner's Rank

PS: Base 20 MD: 20-25 AG: 25-30 MA: None
EN: 5-50 FT: 10-85 WP: 14-18 PC: 14-17
PB: 5-7 TMR: 8 + (Adept's Rank/5) NA: 3 DP

Weapons: Fire elementals can attempt to immolate their adversaries. The Base Chance for such an attack is 70%, and if the attack succeeds D + 2 damage is done, with an additional point added for each Rank of their summoner. If the attack is made in Close Combat, double the damage done.

WATER ELEMENTAL

Natural Habitat: Other Planes
Frequency: Very Rare

Number: 1

Description: Water elementals appear as waves, although the water does take on a basically humanoid form. The waves will be one-half as tall, in feet, as the elemental's Endurance.

Talents, Skills, and Magic: Water elementals can disappear into any body of water and become completely undetectable. They can increase the size of waves and swells as per the Spell of Wave Making (G-2) from the College of Water Magics at a Rank equal to their

summoner's Rank plus four. They can also produce a whirlpool as per the Maelstrom spell from the same College (S-11), at a Rank equal to their summoner's. Neither spell has to be prepared or cast, but only one can be maintained at a time.

Movement Rates: Swimming: 500 + (25 × Summoner's Rank)

PS: Base 25 MD: 17-23 AG: 16-20 MA: None
EN: 5-50 FT: 10-85 WP: 14-18 PC: 15-20
PB: 6-8 TMR: 10 + (Adept's Rank/2) NA: 4 DP

Weapons: Water elementals form huge fists out of the waves. They can attack twice in a Pulse without penalty, and do D + 4 damage, plus one additional point of damage for each Rank of their summoner.

HELLHOUND

Natural Habitat: (See below)

Frequency: Very Rare

Number: 1-10 (5)

Description: Hellhounds have the outward appearance of a Dire Wolf with reddish-brown fur and bright red eyes.

Talents, Skills, and Magic: Hellhounds will have some ability in the powers of either the College of Illusions or of the Sorceries of the Mind. They are able to breathe fire in a cone 20 feet long by 10 feet wide at the base, doing D + 8 damage to all within Range. The cone will also ignite any inflammables. While on the Tactical Display it takes a Pulse for a Hellhound to breathe fire.

Movement Rates: Running: 450

PS: 14-16 MD: 18-21 AG: 19-22 MA: 12-20
EN: 10-11 FT: 20-22 WP: 17-19 PC: 25-30
PB: 4-6 TMR: 9 NA: Fur absorbs 6 DP

Weapons: In Close Combat hellhounds attack with their bite (Base Chance of 65%, +6 damage). They cannot attack in Melee or Ranged Combat.

Comments: Hellhounds do not normally appear on this plane. They are usually brought here by an evil being to guard some treasure. It is in this general capacity that hellhounds are normally found, although they are occasionally released to wander the world and cause misery as they may. Hellhounds are highly evil. They love to kill and maim, burn crops, and ruin buildings.

78. UNDEAD

Undead are player characters or NPC's who are neither alive nor dead. They cannot be killed by normal means since they are not alive. Instead, they can be destroyed by magic and by silvered weapons, in most cases. Lesser Undead include ghosts, ghouls, revenants, skeletons, and zombies. Greater Undead include nightgaunts, spectres, vampires, wights, and wraiths. Greater Undead have the power to drain life force (in the form of Endurance and Fatigue) from living victims. They cannot affect other undead in this manner, nor can they affect extra-dimensional beings (djinn, efreet, etc.).

It is possible for characters to become undead in certain cases. When this occurs, the character's abilities will be altered somewhat, depending upon the type of undead he becomes. His characteristics can be decreased or increased to fall within the appropriate range for the class of undead to which he belongs, but should be altered by the GM as little as possible. For example, a character with a Physical Strength of 10 who became a vampire would have his PS increased, but probably not by more than 5 (so as to possess the Minimum Physical Strength for a vampire). A character who becomes undead retains his Rank in all skills, talents and magic that are useable to him in an undead state. They can continue to acquire Experience and Rank, but all Experience costs are doubled for undead characters. Undead beings recover automatically from being stunned at the beginning of each Pulse, if they have not already recovered.

[78.1] Lesser Undead

Lesser Undead include all undead who do not have the power to drain life force from the living of this plane.

GHOST

Natural Habitat: Where human beings can be found
Frequency: Uncommon **Number** 1-36 (1)

Description: A ghost is the insubstantial form taken by the spirit of a recently deceased individual. It can appear in exactly the form the individual himself took in life except for a certain shimmering quality and the fact that a ghost seen in direct sunlight will tend to fade into the background. Ghosts are usually produced when an individual dies in particularly traumatic circumstances.

Talents, Skills, and Magic: Ghosts have no skills or magical powers and cannot harm living beings directly since they are insubstantial. However, they can frighten living beings (especially the unwary) into flight. A character facing a ghost must roll 3 × his Willpower or less on D100 to keep from panicking and fleeing from the ghost's presence. Add 20 to the dice roll if the ghost was unexpected.

Movement Rates: Flying: 250

PS: None	MD: None	AG: None	MA: 5-23
EN: None	FT: None	WP: 5-23	PC: 5-23
PB: 5-23	TMR: 5	NA: None	

Weapons: Ghosts have no natural weapons and can use no man-made weapons. They cannot harm others directly and cannot be themselves harmed by physical means.

Comments: Ghosts can be sources of information that can be wholly or partially false. They may aid characters who are willing to assist them in finishing any business they may have left uncompleted in their former life and that is in whole or in part the cause of their inability to find peace. For example, they may seek revenge on the individual(s) who brought about their end or may desire the welfare of a still living former lover to be attended to. Ghosts are usually chained to a place or object connected with their death or the fulfillment of their desires. They cannot leave that place until put to rest unless wronged or cheated by a character. They will then become tied to that character, following him about, haunting him and warning his enemies of his approach until he rights the wrong he has done to them. Ghosts have only one aim: to alter the circumstances that have made them ghosts. They can temporarily assist characters in their own goals as a means of getting the characters' assistance in their quest, but only in a very limited sphere. Once their problem has been solved, they are laid to rest and immediately dissipate.

GHOUL

Natural Habitat: Crypts, Ruins, Fields
Frequency: Uncommon **Number:** 3-30 (6)

Description: Ghouls are a form of undead who specialize in devouring the flesh of the living or of recently dead characters. They are physically humanoid in all respects except that they may be ravaged by sickness or maimed by the wounds that killed them. Their undead status has robbed them of most of their intelligence and agility, but has also made them fearless.

Talents, Skills, and Magic: Ghouls possess no skills or magic. They possess two special characteristics. Any character bitten by a ghoul will automatically die if the wound becomes infected and will rise at dawn on the day after his death as a ghoul. Ghouls can only be killed by destroying their motor center. Thus, they are unaffected by specific Grievous Injuries.

Movement Rates: Running: 150

PS: 14-18	MD: 8-12	AG: 6-12	MA: None
EN: 18-24	FT: 25-30	WP: 18-25	PC: 10-14
PB: 1-2	TMR: 3	NA: None	

Weapons: Ghouls can use their hands in Melee or Close Combat as unranked weapons. They can only Strike once per Pulse (i.e., no double Strikes). Ghouls can Strike twice per Pulse in Close Combat (once with hands and once with teeth). Their bite has a Base Chance

of 40%, damage of -4 (but with +20 to Infection Checks in addition to any modification for bites) and is never Ranked.

Comments: Ghouls, like trolls, hate fire and will immediately attack any character holding a torch in preference to all other targets.

REVENANT

A character who dies in circumstances conducive to the creation of a ghost can, at the GM's discretion, become a revenant. Thereafter, the character takes on the form of a ghost or night-gaunt (GM's discretion) chained to the place of death. The GM always plays the character thereafter. The revenant retains his previous personality and those characteristics appropriate to his new form and gains those characteristics appropriate to his undead state. Revenants can never be returned to life.

SKELTON

Natural Habitat: Any habitat where humans are found
Frequency: Rare **Number:** 3-12 (6)

Description: Skeletons are animated figures formed magically from the bones of the dead. They are controlled and animated by the will of an Adept in the same manner as zombies are. Often they will be clothed and armed. Skeletons immediately fall apart and turn to dust whenever they cease to be animated by an Adept. Skeletons can never be Stunned.

Talents, Skills, and Magic: Skeletons have no special talents, skills, or magic. However, their special magical nature makes them immune to damage from weapons rated for A type damage (arrows, thrusting swords, stabbing weapons). They can use weapons, including Ranked weapons, shields and armor.

Movement Rates: Running: 150

PS: 10-16	MD: 14-18	AG: 12-16	MA: None
EN: 8-12	FT: 5-10	WP: 20-25	PC: 14-18
PB: 1-2	TMR: 3	NA: None	

Weapons: Skeletons can attack using the unarmed combat rules, but will probably be armed with a weapon of some sort.

Comments: Skeletons are often found around old battlefields and graveyards. They need to be animated before they can attack, though. The skeletons used by an Adept need not be human. He could animate any type of being that would then have attributes close to those it originally possessed while alive. Usually, however, human skeletons are used since they are more easily animated.

ZOMBIE

Natural Habitat: Any habitat where humans are found
Frequency: Rare **Number:** 6-24 (6)

Description: Zombies are another variety of living dead. In this case, the dead are animated by a spell cast by a member of the College of Necromancy. They can (when newly dead corpses are used) appear nearly normal except for a slight earthen hue. When old corpses are used, however, the zombies may be no more than skeletons held together by a few strands of sinew.

Talents, Skills, and Magic: Zombies have no skills or talents and are not magic users. Like ghouls, they are unaffected by Grievous Injury since their motor center must be destroyed before they cease to be animated.

Movement Rates: Running: 150

PS: 10-16	MD: 6-10	AG: 4-8	MA: None
EN: 16-22	FT: 20-25	WP: 18-25	PC: 8-12
PB: 1-2	TMR: 3	NA: None	

Weapons: Zombies never use weapons. They can attack with hands using the bare-handed attack rules. Their hands are never Ranked. They have a Base Chance of 50% and do D+1 damage.

Comments: A zombie loses 1 point per day from his Endurance for each day that he is not reenchanting by his master.



[78.2] Greater Undead

Greater undead include all those undead who have the ability to drain life force from the living of this plane.

NIGHT-GAUNT

Natural Habitat: Ruin, Cave, Crypt

Frequency: Rare

Number: 1-5 (2)

Description: Night-gaunts are similar to wights, but weaker. They are created whenever a wight drains the last point of Endurance from a character or whenever a character dies while still under a geas or oath. Unlike other undead oath-breakers, they will not seek to fulfill their oath in death. Instead, they will serve evil in all ways. They wax and wane substantial in the same manner as wights.

Talents, Skills, and Magic: Night-gaunts possess the same talents and skills as they did when alive (similar to wights), but they cannot use any magic except Celestial Magics. They can use weapons, armor and shields just as they did when they were alive.

Movement Rates: Running: 250

PS: 10-20

MD: 10-18

AG: 5-15

MA: 15-30

EN: 10-20

FT: 10-20

WP: 20-25

PC: 20-30

PB: 3-10

TMR: 5

NA: None

Weapons: Night-gaunts are treated in all ways as human when in a substantial state except that they cannot be harmed by normal weapons. In addition, a night-gaunt can drain the life-force of any character with whom he comes into physical contact. Whenever a character is struck by a night-gaunt, the contact does D10 damage. Damage inflicted on a character in this manner is never absorbed by armor.

Comments: Night-gaunts are similar to wights and are usually controlled by wights and found nearby. A night-gaunt does not create another night-gaunt or wight in the same manner as a wight does, however, night-gaunts (like wights) can only be harmed by magic or silvered weapons.

SPECTRE

Natural Habitat: Ruin, Cavern, Crypt (usually enclosed area)

Frequency: Very rare

Number: 1-3

Description: Spectres are undead beings half of this world and half of another plane. They enter this world most fully at night and may disappear entirely during the day. If exposed to direct sunlight, they permanently dissipate. Spectres are humanoid in shape, but tend to show an easily discernible blue glow when viewed in the shadowed areas they prefer.

Talents, Skills, and Magic: Spectres can possess the entire gamut of

human talents and skills. In addition, they are Dark Mages of the College of Celestial Magics. Their touch is ice cold and any character touched by a spectre that is in full physical form suffers D +3 damage drained directly from Endurance. A character whose last point of Endurance is drained by a spectre becomes a half-strength spectre.

Movement Rates: Running: 300

PS: 3-30

MD: 3-25

AG: 10-20

MA: 17-30

EN: 20-30

FT: 25-35

WP: 20-30

PC: 20-30

PB: 3-20

TMR: 6

NA: None

Weapons: Spectres have no natural weapons other than their touch. They also are not weapon users even in their most substantial state. Damage from contact with spectres is never absorbed by armor.

Comments: The characteristics and power of spectres varies in direct proportion to their substantiality. The same spectre that has a PS of 3 at noon would have a PS of 25-30 at midnight. A spectre cannot physically harm a character while insubstantial. He can perform magic. Except for a few hours when the sun is highest, the spectre can choose to be either in noncorporeal (insubstantial) or corporeal (substantial) form. It takes a spectre 12 Pulses (1 minute) to change between these forms. Spectres can only be harmed by exposure to direct sunlight or by magic. Magic does not affect spectres while in their noncorporeal form.

VAMPIRE

Natural Habitat: Wherever men are found. They make their home in Caverns, Ruins and Crypts, however, and are most likely to be found there.

Frequency: Very Rare

Number: 1-6

Description: Vampires are human (or humanoid) beings who have entered the netherworld of "life-drinkers". They support their existence by drinking the blood of the living (or recently dead) members of their own species (but not necessarily their own race). A character becomes a vampire only by performing a Ritual of Becoming Undead or by being killed by a vampire who drains the character's last point of Endurance. A character who dies in this manner rises at sunset of the third day after his death in the form of a vampire and must, thereafter, be treated in all ways as a vampire. Once the character's last point of Endurance has been drained, the character cannot normally be resurrected or prevented from becoming a vampire. He can be destroyed in the same way as a vampire once he rises from the dead, but not before. Vampires always appear to be the age they were at when they became vampires. All physical wounds or disfigurements during life are, however, removed. A character can sometimes be prevented from becoming a vampire by being pinned in his coffin by a stake driven through the heart.

Talents, Skills, and Magic: Vampires retain all magical and racial skills acquired during their life and can learn any number of new skills. They lose all magical knowledge unless they were, while alive, members of the College of the Mind. All vampires are automatically members of the College of Sorceries of the Mind. Any character who was a member of this College while alive retains any Rank he achieved with the knowledge of that College.

Vampires have the following special skills. They can change shape between the following forms: bat, rat, wolf, cloud of mist or their "natural" human shape. It takes one full Pulse for the transformation to occur. A vampire must implement only a Pass Action during a Pulse in which he attempts to change shape. Vampires are hypnotically attractive to members of their own species (including other racial strains). They possess most of the characteristics that they did during their life except that their Physical Strength and Willpower are both increased by 50% (round up). They gain the ability to summon, control, and communicate with all common land mammals, and are especially adept at communicating with and summoning bats, rats, and wolves. This ability operates automatically as a talent of the same type as G-1, G-3, and Q-1 of the College of Earth Magics, except that the Base Chance is always increased by 20 when a vampire attempts to summon, control or communicate with an animal.

Vampires lose 1 point from Fatigue (and from Endurance

when Fatigue is exhausted) each hour during which they do not feed. When a vampire feeds, he adds 1 point per Pulse (for each 10 seconds when not in combat) to either Fatigue or Endurance (his choice) for each point he drains from his victim. The vampire's Fatigue and Endurance can never be raised above their normal maximum level by this method. A vampire whose last point of Endurance is removed because he has failed to feed is permanently destroyed. A vampire feeds by entering Close Combat with a character and drinking that character's blood or by hypnotizing the character into allowing him to drink the character's blood (using a Spell of Hypnotism; G-5, p. 41). Characters hypnotized by a vampire will not resist a suggestion that they allow the vampire to feed on them.

Vampires do not cast a shadow. Their reflection does not show up in a silvered mirror, but does show up in a mirror not made with silver. They cannot cross running water (streams, rivers, and the like). They must sleep from sunrise to sunset in a bed of earth taken from their grave. Vampires can not enter an inhabited dwelling unless invited in by its inhabitants.

Relics and holy items associated with the Powers of Light are repellent to vampires. So is garlic. They will not willingly come in physical contact with such items and will tend to flee them or at least stay 10 feet or more away from them. Vampires fear dogs with angel eyes (dark circles around the eyes) and will generally flee such animals.

Vampires cannot die. They can be destroyed in the following manner:

1. By direct exposure to sunlight.
2. By being staked through the heart while in their coffin.
3. By hearing the crow of a cock at dawn while out of their coffin.
4. By having their heart pierced by a silvered weapon.
5. By failing to replenish Endurance through feeding.

Vampires suffer D-5 damage from the touch of consecrated objects, but will become infuriated by their touch so that they attack the wielder of such objects instead of fleeing their presence.

Movement Rates: Running while in human form: 300. The Movement Rates for other forms (bat, rat and wolf) are as per the creatures of the same name.

PS: 15-30	MD: 15-25	AG: 15-25	MA: 15-25
EN: 15-25	FT: 20-30	WP: 25-30	PC: 20-30
PB: 12-25	TMR: 6	NA: None	

Weapons: Vampires are treated in all ways as human beings for purposes of combat except that they cannot be harmed by normal weapons. They have no special weapons except their ability to drink blood as described above. This ability cannot be used against characters wearing armor other than cloth, leather or wicker unless the victim is first hypnotized and opens his armor so that the vampire can reach his neck.

Comments: Vampires are not harmed by weapons other than silvered weapons. They can be harmed (but not destroyed) by magic.

A humanoid character bitten by a vampire becomes a vampire under the control of the vampire that bit him if that vampire has any remaining capacity to control his victims. Otherwise, he becomes a vampire under no one's control. A vampire can control a number of his victims who have become vampires equal to half his Willpower (rounded down). A vampire's control over his undead victims is not total and the victim has a 10% Base Chance of successfully disobeying any order of the controlling vampire that would lead to his injury or destruction or that would prevent him from feeding. This Base Chance is increased by 5 for each additional victim under the vampire's control. Control requires no concentration.

A vampire can create a telepathic bond between himself and a victim who is not undead by performing the Kiss of the Undead. The vampire opens a small wound over his heart with any handy edged weapon and forces the victim to drink the vampire's blood from this open wound. Thereafter, the vampire and the victim will have a limited knowledge of each other's thoughts and location until one or both are destroyed.

Note: An undead character operates under severe limits. He would, for example, be unable to travel during the day except while locked in his coffin. He would be prevented from entering certain dwellings, travelling over consecrated ground, etc.

WIGHT (Barrow Wight)

Natural Habitat: Crypts, Ruins, Graveyards, Field & Moors
Frequency: Rare **Number:** 1-6

Description: Wights are a form of ghost. They normally appear in their human form, but vary in substantiality in direct proportion to the time of day. Bright sunlight makes them fade into the spirit world while moonlight and starlight increases their corporeality. When in a corporeal state (usually just after moonrise), they are capable of harming humans just as if they were, themselves, alive.

Talents, Skills, and Magic: Wights may exhibit any and all human skills and talents. They can use magic, but are limited to the Celestial Magics (Conjunctions of Night and Stars) at Rank 10 or above due to their unique status as beings who themselves wax and wane substantial in direct proportion to the power of celestial bodies. They can use weapons, wear armor and carry shields just as they did when they were alive.

Movement Rates: Running: 250

PS: 15-30	MD: 15-25	AG: 10-20	MA: 15-30
EN: 10-25	FT: 15-30	WP: 20-30	PC: 20-30
PB: 3-7	TMR: 5	NA: None	

Weapons: Wights are treated in all ways as human when in a substantial state except that they cannot be harmed by normal weapons. In addition, a wight can drain the life force of any character whom he touches. Whenever a character is struck by a wight, the contact does D + 2 damage. Damage inflicted on a character in this manner is never absorbed by normal armor.

Comments: Wights are individuals who have died under a geas or oath that they have been unable to fulfill in life. Often, they are bound to a specific place by an oath to protect that place. They are often found guarding burial sites, especially where treasure is buried along with the body of the master the wight has been set to guard. Only magic or silvered weapons can harm a wight and these things can destroy it. An individual whose last point of Endurance is drained by a wight becomes a night-gaunt upon the next moonrise, but will have all his normal characteristics halved (round down) and will exist under the control of the wight who killed him unless that wight has been destroyed. When a wight is destroyed (by magic or silver), all night-gaunts under the wight's control are also destroyed.

WRAITHS

Natural Habitat: Fields, Crypts, Graveyards, Ruins, Caverns
Frequency: Uncommon **Number:** 1-10 (1)

Description: A wraith is much like a wight in that he appears human and tends to wax and wane insubstantial. However, a wraith dissipates entirely in full sunlight and can never reform. Consequently, wraiths stay in dark areas where the sun does not penetrate and only come out at night. The natural pallor of a wraith is replaced by a silvery aura in bright moonlight when its power is at its height.

Talents, Skills, and Magic: Wraiths cannot harm living beings by physical means, nor can they engage in any physical skills. However, a wraith can, when its power is high, perform Celestial Magic at Rank 8 or above. The touch of a wraith operates in the same manner as the touch of a wight except that +4 is added to the damage die roll. Even at their most substantial, they are not otherwise physical beings.

Movement Rates: Running: 250

PS: 2-5	MD: 2-5	AG: 25-35	MA: 15-30
EN: 15-30	FT: 20-35	WP: 20-30	PC: 20-30
PB: 5-20	TMR: 5	NA: None	

Weapons: Wraiths have no natural weapons and cannot use physical objects. They can use magic.

Comments: A wraith cannot be harmed by weapons (including

enchanted weapons). It can only be destroyed by magical spells or by exposure to direct sunlight.

79. DRAGONS

Dragons are the most ferocious creatures in the *DragonQuest*® game worlds. They have long, thin, tapering bodies (about 25 feet for mature males). They are generally reptilian in form, with sharp claws, a pointed tail, leathery wings, large fangs, a long neck, and spiked ridges along their backs. Their eyes glow with a shine of intelligence inherent in no ordinary reptile, however. Dragons are seven-hex monsters.

Dragons have heavy scales all over their bodies, with the exception of their undersides, which are generally softer. As some dragons age, however, they accumulate and sleep on a hoard of gem stones that will become embedded in them, making them as nearly invulnerable from below as from above. A dragon's Armor Protection Rating will be between 10 and 12 from the top, and will be between 2 and 15 on the bottom, depending on the level of encrustation. There is a 50% chance that a dragon will have one vulnerable spot along the underside, regardless of encrustation. If a character knows the location of a weak spot, he has a 20% chance of hitting it on any successful Strike Check. The Armor Protection Rating at this spot will be 1 or 2.

All dragons are highly intelligent. Most dragons will be able to speak 1-5 human tongues at Rank 10, and 10-15 other human and humanoid languages at Rank 6-8. The least intelligent of dragons will be as bright as the average human, and most will be ultra-intelligent by human standards.

With the exception of golden dragons, dragons are highly malicious, loving to cause as much pain and destruction as they can. They enjoy playing with humans, manipulating and outwitting them. Their intelligence, however, gives them a sense of caution, and a dragon will not hesitate to fly away from or attempt to verbally conciliate a more powerful opponent. In times of rage, however, they sometimes become reckless, and it is at these times that they are most vulnerable.

Most dragons are greedy, and as they age they will accumulate a tremendous hoard within their lair. Their treasure will usually be composed of gold, gems, and other items on which the dragon will make its bed. All dragons except the Black Dragon can occasionally be persuaded to reveal information or perform a service for a character if enough wealth is offered. All save the Golden Dragon will attempt merely to steal the treasure offered, if possible, unless it is well guarded or the character protects himself well in some other way, for dragons hate servitude. By the time a dragon reaches maturity, the wealth accumulated even in their hides will be worth a huge fortune.

Dragons love puzzles and word games and anything else that challenges their intellect. They love riddles and trick questions. They also enjoy flattery, although they will see through it almost all the time. Nevertheless, they will be better disposed toward a flatterer than to one who is insolent. In general, dragons are very hot-tempered and quick to respond to insult.

Dragons have incredibly acute senses of hearing, smell and sight. They can see perfectly in the dark, and they have a 90% chance per Pulse of detecting physically hidden characters. They have a 75% chance per Pulse of detecting the presence of invisible or otherwise magically hidden creatures, although they will be able to guess well enough to hit the character with their breath weapon (if they have one and want to use it).

Dragons of all types generally prefer to live in caves, narrow at the open end, but gradually widening into long, deep caverns. The mouth of the cavern will usually just be large enough for the dragon to pass with folded wings, while the main cavern will be spacious enough for the dragon to turn easily. A dragon's lair will usually contain a number of wards to snare the unwary before they can approach the dragon. Dragons have a fierce territorial imperative, attacking any creature that intrudes upon the area surrounding their lair, be it human, another dragon, or some other powerful creature.

The area around a dragon's lair will often be a wasteland, devastated by the creature. Dragon lairs themselves will reek horribly,

with solid rock floors melted and scarred by the creature's acidic excretions. The air surrounding a dragon is noxious; a dragon's breath is foul, and its aroma sickening. Because of their smell, all creatures fight with 5 taken off their Base Chance to hit the dragon. Golden Dragons are the exception to the above, with pleasant-smelling lairs surrounded by normal countryside.

Dragons can fly according to the speed for their respective types, or they can crawl, although comparatively slowly. They can also hover motionless in the air, their wings beating furiously, creating blasts of wind beneath them.

Dragons are usually encountered alone, although rarely (10%) a lair will be occupied by a female with D-6 young dragons (40%) or D-2 eggs (60%).

Dragons' blood is highly corrosive; any time a weapon penetrates a dragon's armor and does damage to the creature itself there is a 30% chance that any weapon will be rendered useless, -10% per magical Rank inherent in the weapon. In addition there is a 30% chance that some of the blood will splatter onto the wielder of the weapon if the weapon was used in Melee or Close Combat, doing D+2 damage. Armor will absorb this type of damage, but reduce the Armor's Protection Rating by 1 each time it is hit by the blood.

A dragon's gaze is transfixing, and any creature that looks into a dragon's eyes must roll 3 × Willpower or less on D100 or run away in panic, dropping weapons and packs in headlong flight. Once a character has successfully resisted panic, he will never have to check again for the duration of the encounter.

There is an 80% chance that any dragon encountered in its lair will be sleeping, but dragons are very easily awakened. If any character is wearing metallic armor or makes a noise exceeding a whisper the dragon will awaken instantly. Even if a party is completely silent, there is a 50% chance that their scent will be enough to awaken the dragon.

Dragons can occasionally be coerced into service if they see that there is otherwise a good chance that they will be killed. They will never submit gladly, however, and will try to rebel and kill their "master" at the earliest safe opportunity.

Most dragons know the Generic True Name of everything at Rank 15, profiting from such knowledge in the ways described in the Namer College. Powerful dragons also know many Individual True Names and can be petitioned to reveal them. They may do this, at the GM's discretion, for a price (which should be determined so as to sorely test the petitioner).

All dragons are spell casters to a greater or lesser extent, most specializing in the College of Sorceries of the Mind. Most dragons are awesome magicians, knowing all spells, rituals, or talents within their College at Ranks of 10 or higher, not to mention the many talents inherent to their species. All dragon magic functions exactly as the human magic of the same name. For range purposes, all spells are assumed to emanate from the dragon's head. Dragons can teach their spells to humans, but they will only do so for vast amounts of treasure or in exchange for some highly valuable bit of knowledge. Dragons can use their magic while flying or hovering, but not while participating in physical combat.

All dragons know all special knowledge and general knowledge counterspells for all Colleges at Rank 15, unless noted otherwise.

If a dragon is slain, it can cast a death curse on its treasure. The curse can be more specific at the GM's option, but in general the curse will be one of bad luck, the effect of which is to influence any roll on D100 involving the character(s) adversely by 5. The curse can only be removed through magic as described in the Adventure Section (see 88.5).

The most deadly physical weapon of most dragons is their ability to breathe fire. The breath will emerge as a cone stretching from the dragon's mouth, with the length and the base of the cone varying with the type of dragon. Breath weapons can be fired without preparation. On the tactical display the cone of fire is considered to be present until the dragon's next action (or Pass) after breathing, with all creatures entering the cone taking damage as if breathed upon. To breathe fire while on the Tactical Display a dragon must execute a Fire action. Damage from a dragon's fire depends on the type of dragon, but all dragon's fire will ignite anything flammable within the cone. Non-magical weapons or armor

have a 10% chance of being rendered useless if caught by dragon's fire. In any case damage caused by a dragon's flame cannot be absorbed by armor.

Dragons can create windstorms with their wings (by executing a Pass action) if they are in an area large enough for their wings to reach their full span (30 feet). Any creature in front of a dragon creating a windstorm and within 25 feet of the dragon itself must roll $2 \times$ Physical Strength or less on D100 or be blown D100-10 feet. Subtract 20 from both rolls if the creature rolling is wearing metal armor. All creatures will fall prone after being blown, and any creature that is blown a distance of 10 or more feet will take D-4 damage, only half of which (round down) can be absorbed by armor.

In Melee Combat a dragon can attack in any or all of three ways per Pulse without penalty. In any of the hexes of its Strike Zone it can attack with two claws and a bite, and it can attack any creature in a rear hex (a hex from which a creature attacking the dragon would get the rear bonus) with its massive tail. If a character is hit by a dragon's tail, the character's player must roll $3 \times$ Physical Strength or less on D100 or be knocked to the ground, in addition to any damage received.

All characteristics given above as well as those for specific dragons are for mature dragons. Young dragons will have half the Rank of mature Dragons in any spells, talents, and rituals. They will breathe with a cone of half the width, depth, and damage of fully grown dragons, and cannot produce windstorms. In combat, subtract 15 from all Base Chances and 4 from the damage of immature dragons. Very old dragons will have the same spell capacity as mature dragons, but their cone of flame will be 20 feet longer and 10 feet wider and will do 2 additional points of damage. The windstorm from a very old dragon will do 2 additional points of damage, and all characters add 20 to their D100 rolls to see if they blow away. In combat, very old dragons add 15 to their Base Chance and 4 points to all damage rolls.

BLACK DRAGON

Natural Habitat: Caverns

Frequency: Very Rare Number: 1

Description: Black dragons have reflective scales of a solid black color.

Talents, Skills, and Magic: General abilities for all dragons, as noted above. A black dragon can also use all the talents, spells and rituals of the College of Ensorcelments and Enchantments or Illusions at Rank 20. A black dragon's breath cone is 40 feet in length and 20 feet in width at the base, and does D+15. A black dragon can breathe fire D-6 times per day, or a minimum of 1 time. A black dragon uses all counterspells at Rank 20.

Movement Rates: Flying: 850; Running: 300

PS: 220-240 MD: 20-22 AG: 20-22 MA: 30-35
EN: 70-80 FT: 100-120 WP: 30-34 PC: 28-32
PB: 2-4 TMR: 17/6 NA: Top scales absorb 10 DP

Weapons: The Base Chance for a black dragon's bite is 50%, with damage +12. The two claws have a Base Chance of 40%, with +10 damage, while the tail's Base Chance is 50%, with +6 damage.

Comments: Black dragons are questers for knowledge, and they will occasionally release those in their grasp if they can give them rare or valuable bits of knowledge.

BLUE DRAGON

Natural Habitat: Caverns

Frequency: Very Rare Number: 1

Description: Blue dragons are sky blue, making them difficult to spot against a clear sky.

Talents, Skills, and Magic: General abilities for all dragons as noted above. A blue dragon can also use all talents, rituals, spells, etc., both general and special of the College of Illusions or of the Mind at Rank 18. A blue dragon cannot breathe fire.

Movement Rates: Flying: 700; Running: 250

PS: 230-250 MD: 16-18 AG: 15-17 MA: 30-35
EN: 75-85 FT: 100-120 WP: 30-34 PC: 28-32
PB: 2-4 TMR: 14/5 NA: Top scales absorb 11 DP

Weapons: The Base Chance for a blue Dragon's bite is 50% with damage +10. The two claws have a Base Chance of 45%, with +8 damage, while the tail's Base Chance is 55%, with +6 damage.

Comments: Blue dragons are more cunning than some of their brethren and if they capture a character they will often let him live in exchange for service in the outside world. Rumors, contact with others, transport of goods, etc., will be expected of any released, and if they attempt to evade service, the dragon's wrath will be great.

GOLDEN DRAGON

Natural Habitat: Caverns

Frequency: Very Rare Number: 1

Description: Golden dragons are bright gold in color, shining from a distance in a dazzling display. For one unfamiliar with dragons, however, there is a 50% chance that a golden dragon will be mistaken for a yellow dragon. Note that golden dragons do not have the stench of other dragons.

Talents, Skills, and Magic: General abilities for all dragons as noted above. In addition golden dragons can use all talents of the College of the Mind or the College of Illusions at Rank 18, and can use all rituals or spells, both special and general at Rank 20. Golden dragons cannot breathe fire. Knowledge of all counterspells is at Rank 20.

Movement Rates: Flying: 850; Running: 300

PS: 300-320 MD: 20-24 AG: 18-20 MA: 32-37
EN: 90-100 FT: 140-160 WP: 32-37 PC: 30-35
PB: 5-7 TMR: 17/6 NA: Top scales absorb 12 DP

Weapons: The Base Chance for a golden dragon's bite is 65%, with damage +11. The two claws have a Base Chance of 50%, with damage +7, while the tail has a Base Chance of 70%, with +4 damage.

Comments: Golden dragons are the only dragons that can be described as just. They will not attack unless provoked, and can be bargained with more readily than other dragons. They generally despise evil dragons, and will frequently attack them.

GREEN DRAGON

Natural Habitat: Caverns

Frequency: Very rare Number: 1

Description: Green dragons have outer scales the color of dark pine needles.

Talents, Skills, and Magic: General abilities for all dragons, as noted above. Green dragons can also use all spells, talents, rituals, etc., of the College of the Mind or the College of Illusions at Rank 12. The cone of fire of their breath is 60 feet long and 30 feet wide, and does D+12 damage to all within the cone. They can breathe fire D10 times on any given day.

Movement Rates: Flying: 700; Running: 250

PS: 300-350 MD: 19-21 AG: 17-19 MA: 22-25
EN: 85-95 FT: 120-150 WP: 27-33 PC: 27-30
PB: 2-4 TMR: 14/5 NA: Top scales absorb 12 DP

Weapons: The Base Chance for a green dragon's bite is 60%, and damage is +12. The two claws have a Base Chance of 50%, with +6 damage, while the tail's Base Chance is 70%, with damage +4.

Comments: Green dragons are quite evil, although they are curious and will question captives thoroughly before disposing of them. After a green dragon dies, for the next hour or so a sip of its blood will allow permanent comprehension and ability to speak with any normal animal or avian without damage to the drinker.

RED DRAGON

Natural Habitat: Caverns
Frequency: Very Rare

Number: 1

Description: Red Dragons are fiery colored dragons, with flecks of gold along their scales.

Talents, Skills, and Magic: General abilities for dragons, as noted above. They can also use all spells, talents, and rituals, both general and special, of the College of the Mind at Rank 17. The cone of fire of a red dragon is 80 feet long and 40 feet wide at the base, and does D + 15 to any creature in the cone. The breath weapon can be used D + 3 times in any given day.

Movement Rates: Flying: 750; Running: 250

PS: 250-300 MD: 18-20 AG: 16-18 MA: 25-30
EN: 80-90 FT: 110-140 WP: 30-35 PC: 28-30
PB: 2-4 TMR: 15/5 NA: Top scales absorb 12 DP

Weapons: A red dragon's bite's Base Chance is 70%, and damage is +10. The two claws have a Base Chance of 50%, with +4 damage, while the tail's Base Chance is 60%, with damage +2.

Comments: Red dragons will play games with those they encounter until they tire of their pitiful struggles and then slowly kill them and take all their treasure. If a character somehow impresses a red dragon, there is a 40% chance he will be left alive.

YELLOW DRAGON

Natural Habitat: Caverns
Frequency: Very Rare

Number: 1

Description: Yellow dragons have yellowish scales. Note that when seen from distances of 100 feet or more there is a 50% chance that this dragon will be mistaken for a golden dragon, and vice-versa.

Talents, Skills, and Magic: General abilities for all dragons, as noted above. Yellow dragons also use all spells, talents, rituals, etc., of the College of the Mind or the College of Illusions at Rank 15. Their breath's cone of flame is 60 feet long and 30 feet wide and does D + 12. They can breathe fire D10 +1 times on any given day. Yellow dragons use all counterspells at Rank 12.

Movement Rates: Flying: 700; Running: 300

PS: 280-320 MD: 20-22 AG: 18-20 MA: 24-27
EN: 80-90 FT: 110-140 WP: 26-32 PC: 27-30
PB: 2-4 TMR: 14/6 NA: Top scales absorb 11 DP

Weapons: The Base Chance for a yellow dragon's bite is 60%, with damage +10. The two claws have a Base Chance of 45%, with +5 damage, while the tail's Base Chance is 65%, with +3 damage.

Comments: Yellow dragons have a particular fondness for gold over gems and other items of value.

80. RIDING ANIMALS

This Section is concerned with common riding and pack animals and includes descriptions of donkeys, draft horses, mules, pal-freys, ponies, mustangs, quarterhorses, and warhorses. Avian mounts, camels, oxen, and other types of riding and pack animals are described elsewhere.

All of the riding animals described in this Section except the warhorse have similar combat abilities. They can attack with a kick any entity occupying the hex directly opposite the hex they are facing. Their bite can be used in either Melee or Close Combat, but their kick can only be used in Melee Combat. Only one of these two types of attacks can be made in a single Pulse. The Base Chance and Damage for each of these attacks is given individually below for each animal.

Mounts are generally not adept at fighting and will only attack if directly threatened or if panicked. Only trained warhorses will intentionally enter the same hex on the Tactical Display as another figure other than their rider(s).

DONKEY

Natural Habitat: Anywhere
Frequency: Common

Number: Not applicable

Description: Donkeys are basically equine in form. They are usually grey with a darker stripe down the center of their backs. They have very large ears and reach about four feet at the shoulders.

Talents, Skills, and Magic: No special talents, magic, or other abilities. They are not tool users.

Movement Rates: Running: 500

PS: 40-45 MD: None AG: 16-19 MA: None
EN: 18-22 FT: 33-38 WP: 10-12 PC: 19-21
PB: 9-11 TMR: 10 NA: Hide absorbs 3 DP

Weapons: Kick: BC = 40%, +3 damage.
Bite: BC = 15%, -3 damage.

Comments: Donkeys are common draft animals. They do not need good food, and will serve well unless mistreated. They can carry burdens of up to 250 pounds with great endurance.

DRAFT HORSE

Natural Habitat: Anywhere
Frequency: Common

Number: Not applicable

Description: Draft horses are the largest of the horses, growing to more than five and a half feet and weights of up to 2300 pounds. They have huge muscles and thick limbs, and they will frequently have hairy feet of a different color than the rest of their body.

Talents, Skills, and Magic: Draft horses possess no special talents, skills, or magic. They are not tool users.

Movement Rates: Running: 500

PS: 60-65 MD: None AG: 13-15 MA: None
EN: 26-32 FT: 55-63 WP: 8-10 PC: 14-18
PB: 8-10 TMR: 10 NA: Hide absorbs 3 DP

Weapons: Kick: BC = 35%, +4 damage.
Bite: BC = 15%, D10 damage.

Comments: Draft horses are bred to carry burdens without tiring. They can carry loads of up to 500 pounds, and have great endurance. They can be ridden, although they are not especially sensitive to a rider's wishes.

MULE

Natural Habitat: Anywhere
Frequency: Common

Number: Not applicable

Description: Mules are a usually sterile cross-breed of a mare and a jackass. A mule has a short mane, long ears, small feet, and a tail with long hairs at the end. They are usually brown, and are about four feet high at the shoulders.

Talents, Skills, and Magic: Mules possess no special talents, magic, or other abilities. They are not tool users.

Movement Rates: Running: 450

PS: 40-50 MD: None AG: 17-20 MA: None
EN: 20-25 FT: 40-45 WP: 10-12 PC: 18-20
PB: 9-11 TMR: 9 NA: Hide 3 DP

Weapons: Kick: BC = 40%, +4 damage.
Bite: BC = 20%, -2 damage.

Comments: Mules are excellent draft animals. They are very strong, are sure footed, and have great endurance. Loads of up to 300 pounds can be carried by a mule, although such burdens are rare. Mules are highly resistant to disease (reduce the chance of infection by 10% if struck in combat). Mules generally work with little fuss unless mistreated, in which case they become stubborn and vicious.

MUSTANG

Natural Habitat: Plains
Frequency: Rare

Number: 1-50 (30)

Description: Mustangs are wild horses. They are smaller than most domestic animals, usually about four and a half feet at the shoulder. Colors vary, but most mustangs have very long manes and tails.

Talents, Skills, and Magic: Mustangs possess no special talents, skills, or magic. They are not tool users.

Movement Rates: Running: 600

PS: 40-50	MD: None	AG: 18-21	MA: None
EN: 18-23	FT: 36-42	WP: 11-13	PC: 20-22
PB: 9-11	TMR: 12	NA: Hide absorbs 3 DP	

Weapons: Kick: BC = 45%, +4 damage
Bite: BC = 25%, D damage.

Comments: Mustangs are generally afraid of men and will run away if they sense man's presence. They can be tamed if captured, however, and used either as riding horses or beasts of burden. They can carry loads of up to 400 pounds.

PALFREY

Natural Habitat: Anywhere
Frequency: Common

Number: Not applicable

Description: Palfreys are fine-featured riding horses. They grow to a little more than five feet at the shoulders, and weigh about 1100 pounds.

Talents, Skills, and Magic: Palfreys possess no special talents, skill, or magic. They are not tool users.

Movement Rates: Running: 650

PS: 38-43	MD: None	AG: 16-19	MA: None
EN: 18-21	FT: 30-35	WP: 8-10	PC: 16-18
PB: 11-13	TMR: 13	NA: Hide absorbs 3 DP	

Weapons: Kick: BC = 40%, +3 damage
Bite: BC = 20%, -2 damage.

Comments: These horses were bred for gentleness and appearance. They were developed to be riding horses, and are highly responsive to their riders. They can carry up to 350 pounds, but, like the quarterhorse, they are not usually used to carrying burdens.

PONY

Natural Habitat: Anywhere
Frequency: Common

Number: Not applicable

Description: Ponies are small horses less than five feet high. Most are between three and four feet high at the shoulder.

Talents, Skills, and Magic: Ponies possess no special talents, magic, or other abilities. They are not tool users.

Movement Rates: Running: 350

PS: 19-24	MD: None	AG: 13-15	MA: None
EN: 12-14	FT: 20-22	WP: 9-11	PC: 16-19
PB: 10-12	TMR: 7	NA: Hide absorbs 3 DP	

Weapons: Kick: BC = 20%, -1 damage
Bite: BC = 15%, -4 damage.

Comments: Ponies are especially gentle and easy to train. They live longer than most horses, and do not need any food other than hay and grass. Loads of up to 150 pounds can be carried without great strain.

QUARTERHORSE

Natural Habitat: Anywhere
Frequency: Common

Number: Not applicable

Description: These horses grow to five feet at the shoulders, and weigh about half a ton.

Talents, Skills, and Magic: Quarterhorses possess no special talents, skills, or magic. They are not tool users.

Movement Rates: Running: 600

PS: 40-45	MD: None	AG: 17-20	MA: None
EN: 18-23	FT: 35-40	WP: 9-10	PC: 17-19
PB: 10-12	TMR: 12	NA: Hide absorbs 3 DP	

Weapons: Kick: BC = 45%, +5 damage
Bite: BC = 20%, -1 damage.

Comments: Quarterhorses are very useful as riding animals. They can climb steep banks and ford water. They are extremely responsive to their rider if well trained and are able to stop or turn very quickly, suiting them for such tasks as rounding up herds. They do not have great endurance, however, and they can only maintain their maximum speed for periods of a few miles. They can carry loads of up to 350 pounds, but they are not intended to be beasts of burden, and so their spirit will be quickly broken if they are used as such. If a quarterhorse's spirit is broken, its speed will be decreased by 30%.

WARHORSE

Natural Habitat: Anywhere
Frequency: Uncommon

Number: Not applicable

Description: Warhorses are heavily built, thickly muscled and limber animals, bred to carry large burdens for extended periods. They are often five and a half feet at the shoulder, and can weigh more than a ton.

Talents, Skills, and Magic: Warhorses are specially trained for combat. They panic less frequently than other horses when faced with fire, sudden movements, or loud noises. A rider can also control a warhorse's actions in combat, making the horse kick, bite, or attempt to trample an adversary. They can kick an enemy in either their front or rear hexes. See the rules on Horsemanship (87.2). Other horses can be used in combat, but they cannot be used to attack.

Movement Rates: Running: 500

PS: 55-60	MD: None	AG: 16-19	MA: None
EN: 25-30	FT: 50-60	WP: 9-11	PC: 16-18
PB: 9-11	TMR: 10	NA: Hide absorbs 3 DP	

Weapons: In addition to the kick (Base Chance of 45%, +7 damage) and bite (Base Chance of 25%, +2 damage) of normal horses, when in Close Combat a warhorse can also attempt to trample an adversary (Base Chance of 25%, +8 damage). Warhorses will willingly enter Close Combat if their rider directs them to do so.

Comments: These are the most intelligent and (if properly treated) the most loyal of the horses. They are responsive to a rider, but can also be used to carry heavy burdens (up to 500 pounds). Using a warhorse as a draft horse will generally lower the quality of his training for combat, however.

IX. ADVENTURE

An adventure occurs whenever one or more players, in conjunction with the gamemaster, play their characters. The adventure is the heart of the fantasy role-playing game, because it is the medium through which the gamemaster tells a story. When he reaches an interlude or decision point, the players use the game mechanics to have their characters influence the outcome of the tale.

The most common scenario used by gamemasters in fantasy role-playing games is that of the descent into a series of labyrinthine catacombs, or "dungeons". Of course, conceptually most dungeons make no sense (for a variety of reasons, the most blatant being the space given for creatures to live in), but it is the simplest and least time-consuming type of adventure to design. The gamemaster should break in his regular players on such a scenario.

81. PREPARATION FOR ADVENTURE

Before an adventure is begun, the gamemaster must invest some of his time in readying his scenario. This requires the generation of some (if not all) of the non-player characters and monsters the player characters may meet, fleshing out the part of the world in which the adventure will occur and composing the preliminary information to be given to the player characters. A fully-prepared gamemaster will

organize this data as described below.

Each player is responsible for informing the GM of any actions his character takes between his last adventure and the upcoming one. This includes necessary functions, such as the expenditure of Silver Pennies on upkeep (see 89.3). Each player is also responsible for updating his Character Record, though the GM can waive this requirement temporarily (the necessary bookkeeping can be done at a more convenient time).

[81.1] The GM must outline the course of the adventure.

The GM plots the direction in which he wishes the adventure to go. He determines the manner in which the player characters will become part of his scenario, advancing a purpose for the characters to undertake this particular adventure. He then plots the rationale for the party's adversary, be it sentient, magical, natural, or intangible. The GM will probably wish to note all of this on a piece of paper to which only he is privy.

Some GM's will be willing to give the characters a choice of adventures; if the GM is not one of these, the players should keep in mind the time necessary to develop each adventure, and oblige him by going on the one proffered.

Example: A GM describes to his players the fate of a princess held captive by a wizard

in a tower deep in the Nasty Forest. The king has offered a not inconsiderable reward for the return of his daughter and the defeat of the wizard and his minions. The wizard is a lonely old man who has abducted the princess for the sole purpose of introducing a love philtre into her sustenance. She proved quite willing to elope with the wizard afterwards, so he left his tower guarded by a few fantastic creatures while the couple made their way south. The party, after gaining entrance to the tower, discovers they must pursue the two. Additionally, they will find a princess not disposed to the idea of rescue, since the wizard has been accumulating quite a supply of love potions in the last few years.

[81.2] The GM records the "vital statistics" of all non-player characters and monsters to be encountered.

The "vital statistics" comprise the information the GM generates in accordance with the Monster rules (see VIII). The GM must produce a value only for those entries that will affect the characters' interaction with the non-player characters or monsters. It is recommended that the GM generate 10 to 20 "spare" monsters, which can be used interchangeably on separate adventures.

The GM records the vital statistics for each of the necessary monsters and non-player characters on index cards or on a comprehensive list. Each group of monsters and non-player characters is divided so that all creatures that will be met at one time are listed under one heading (or on one index card). The GM will easily be able to consult only the pertinent listing when the time comes.

[81.3] The GM maps the area in which the characters will adventure, drafting the plans for any structure that will be an integral part of the scenario.

A GM who wishes to develop a sophisticated world design will draw a map of the continent in which most of his adventures occur. The scale of this map can vary between 50 and 350 miles to the inch. The GM need not plot this map on any particular type of paper, though it is advisable that he draw the latitudinal and longitudinal lines before coastline and natural features that should be done before sites of human or humanoid habitation are entered on the map).

When the GM prepares for an adventure, he should take a slice of his strategic map, and blow it up onto a hexgrid map. Each hex represents 5 miles of terrain from hexside to hexside and must be coded as to the prevalent environment (see 67.1) in the hex.

Any structure the GM expects to be carefully searched and/or examined by the player characters should be drafted on hex paper (the strategic hex grid will suffice). The scale is 5 feet per hex to match the scale of the Tactical Display.

When characters engage in combat within a structure, the GM should treat each hex on the Tactical Display as equal to one hex on the



structure map. If the player characters and their foes begin in adjacent hexes, the players can choose the exact hexside to which they face where any ambiguity occurs, unless their foes have surprised them (see 84.2).

The GM should record a legend for each map he draws. The legend for the strategic maps will usually not contain many entries, but that for a structure map will include an entry for each room of importance. It is suggested that the GM code co-ordinates on his strategic maps, and identify each room/vestibule/opening on his structure maps.

[81.4] Before the adventure begins, the players must notify the GM of all changes in status for their characters.

If a character is to expend Experience Points, to spend monies to gain an unusual piece of merchandise or service, to seek the aid of a non-player character, etc., he must do so before party organization begins (see 83). The player records all changes in status on his Character Record.

If a change of status for a character requires the attention of the GM (i.e., is not necessarily automatic), the player should resolve such an action (at the earliest convenient time) before the players gather for a new session.

82. GAME CONVENTIONS

The rules in this Section are conveniences for play purposes when translating life in a medieval fantasy world into game form. Most of these are cautions against players bending the rules at opportune moments. The GM will, as he becomes comfortable with a style of refereeing, modify these conventions to suit his own tastes.

[82.1] The time scale for a campaign should be either two or three game days to one real day.

The GM is responsible for monitoring the passage of time in his campaign. He determines and informs his players of the conversion rate from game time to real time. The GM can choose the simplest timekeeping method, which is doubling or trebling the time since he last met with his players, or he can set up a calendar, which allows him to keep current on the seasons of the year and the ascendant aspects (see 7). A calendar will be preferable in most cases, since several Colleges of Magic are affected by phases of the moon and seasons of the year.

A game day is equal to the rotational period of the GM's world (which, in most cases, will be approximately 24 hours.)

In the event that the GM and players could convene more than twice in one week, or if the game time spent on an adventure is three-quarters or more of the game time that should have passed between sessions, the GM should adjust the time scale so that the characters have one-quarter of the game time that should have elapsed.

Example: Given the time scale of three games days to one real day, four real weeks

would equal twelve game weeks. However, a party spent ten game weeks on an adventure, so the GM, in order to make up for the discrepancy, should give the players an extra week to make the total non-adventure game time equal to one-quarter of twelve.

[82.2] The GM adjusts the passage of time during an adventure to the level of activity.

When the player characters are interacting with monsters or non-player characters, or amongst themselves, the GM should run the encounter in real time. A similar time scale should be used when a character uses an information-gathering ability. For example, if the characters are negotiating with a prospective employer in a tavern, or if an astrologer character is divining the future, the GM and the players enact the scene in detail.

When the player characters have instructed the GM to speed the passage of time until they are interrupted, the GM pauses only to make Encounter Checks (see 67.1), etc., and to give the players status reports. The players must decide how often they wish to have these status reports. For example, the characters have decided to journey along the imperial highway one hundred miles. They request that the GM give them a status report every four hours. Unless something untoward should occur, the GM will allow them four hours progress and inform them that nothing has happened during the last four hours. When night approaches, he will suggest that the adventurers look for shelter for the evening. The players will then inform him of their guard watches, and ask him for a status report every time the watch is changed.

The GM should interject information about the periods between status reports whenever a character would normally notice something of interest. For instance, if a ranger character travels with a party about to walk into an ambush, and his ability to detect such operates successfully (see 64.2), the GM alerts the players to the impending danger.

[82.3] When combat occurs on the Tactical Display, there should be no lapses of time between player announcements of character intentions and resolution of them.

After determining the order in which all creatures (including the player characters) on the Tactical display can take action, the GM paces the combat in that strict sequence. When it is a character's turn to take action, his player must announce within five seconds what his character will do, or the character is assumed to take a Pass action. The leader (see 83.1) must do the same for each non-player character in the party, and the GM should do the same for each of the party's opponents.

If the players wish to discuss tactics amongst themselves during combat, they must do so while the GM is determining the result of a particular action. Anything said by one character to another during combat can be overheard by their opponents, though it can not be understood, depending on the language used. A wise party will devise a battle plan to be used

in combat situations so that they will not be at a disadvantage when surprised.

The leader is responsible for listening to the GM's announcements about enemy activity, wounds suffered by his comrades, etc.

A military scientist character can allow a party some planning time during which they will not be overheard by the enemy (see 62.5).

[82.4] Any player can, at the GM's discretion, suspend the passage of time by requesting a clarification of a relevant point by the GM.

[82.5] A player can change the action he announces for his character to a Pass action (only) up to five seconds after he either announces it or is interrupted by another player protesting his choice.

[82.6] A player can appeal a decision made by the GM that he feels to be arbitrarily or improperly resolved.

The player has as much time as the GM will grant him to state his case. The GM can either modify or reverse his earlier decision, or stand behind it. The GM's word is always law in regard to his world; a player can protest, but cannot change, an event that occurs in another's fantasy world.

83. ORGANIZING A PARTY

The players must determine the composition of the party before their characters leave the relative safety of their current place of residence. The party consists of each character represented by a physically present player. In addition, the GM should prepare some non-player characters with abilities complimentary to those of the player characters. These non-player characters can usually be hired through the auspices of the Adventurer's Guild.

A character of a player not attending the current session can only be brought along with the express permission of his player. That player would do well to leave general instructions on how his character will act with the GM (these instructions are inviolable if applicable to a given situation). The performance of such a character is controlled by the leader of the party, unless his player's standing orders are to the contrary.

When the players have assembled those who are going on the adventure, they should discuss general strategy and a tentative battle plan (see 82.3). When the characters are provisioned and a leader has been appointed, the adventure can commence.

[83.1] The players should elect one of their number to be the leader of the party.

The leader should not only be the best qualified character for the position, but the most experienced player as well, because his decisions will usually directly affect the outcome of any adventure. A leader is not abso-

lutely necessary but one's presence will usually prove advantageous for ease of play. When a party needs information or descriptions of events or locations, it is much easier if these descriptions are given to the group as a whole and the leader in particular, who can then react for the party. Listening to one person is much easier for the GM than trying to interpret the frantic talking of six people.

In combat, the leader can add his military scientist Rank (if any) to the Initiative die roll. If the leader is involved in Melee or Close Combat (or otherwise incapacitated) the character with the highest Perception who is unengaged becomes the leader for purposes of the Initiative die roll (only).

The leader announces the general activities undertaken by the party during the Adventure Sequence. Example: "We wish to travel along the footpath through Lindon Woods until further notice."

Though the non-player characters hired to accompany the player characters are usually controlled by the GM, any reasonable request by a representative of the party will be heeded by a non-player character. The leader usually gives the orders for the non-player characters in a party; if there is a disagreement as to what actions of the non-player character should be, the majority of the players rule. The leader counts as two players for determining the actions of non-player characters.

[83.2] Before an adventure is begun, the player characters should agree to the division of spoils.

Generally, that which can be garnered on adventure is separated into three categories. *Magical treasure* encompasses anything that is magical or has magical properties in and of itself. *Unusual treasure* includes captives, beings trained by a beast master, objects with a greater intrinsic than monetary worth, objects that cannot be used by all in the party, and objects that are particularly suited for one character (e.g., a family heirloom). The remainder of the treasure is assessed by its monetary value.

If only the player characters are going on an adventure, they can make whatever agreement between themselves they wish. If they wish to bring along any non-player character, the NPC will usually require that a standard Adventurer's Guild contract (or a reasonable facsimile thereof) be signed by everyone in the party.

The Adventurers' Guild will draft any contract in language acceptable to the local legislative bodies for a fee ranging from 10 to 100 Silver Pennies, depending on the complexity of the terms of the desired agreement.

The Guild is also willing to guarantee arbitration and enforcement of a contract that it has drafted. These services are free to a guild-member in good standing (see 83.3), as are copies of the standard Guild contract. If a being who is not a member of the Guild wishes arbitration of the Guild contract, he must pay 50 Silver Pennies per hour of arbitration (the GM can either require the enactment of the arbitration scene or can determine the number of hours required to reach a decision based on the ramifications of the case); if such a being

wishes the verdict enforced, he must state so when the Guild contract is signed and pay a fee of 500 Silver Pennies.

When the Adventurer's Guild enforces one of its contracts, the beings against which it has decided have 10 hours to deliver the object of dispute to the plaintiff. Unless the loser in arbitration has successfully petitioned for an extension to that deadline (which must be for a good reason, such as the item in question being 12 hours' ride away), he must deliver unto the plaintiff or be blacklisted by the Guild. A blacklisted person cannot hire from the Adventurers' Guild, and there is a 2000 Silver Penny reward for his apprehension and delivery for incarceration in the Guild dungeons.

[83.3] A character can become a member in good standing of the Adventurers' Guild by tithing 5% of all monetary gains to the Guild, or a minimum of 200 Silver Pennies per annum.

If the Guild discovers that a member has withheld its portion of his gains, he must make restitution within 10 days or be blacklisted (see 83.2).

If a guildmember cannot afford his tithe to the Guild, he is given a three-month grace period in which to acquire the 200 Silver Penny minimum annual fee. If he cannot raise the necessary money, he must spend two months in service to the Guild, or be blacklisted.

A character can buy out of the Guild (i.e., renounce his membership) by paying 100 Silver Pennies for each year he has been a member of the Guild. He must settle all accounts with the Guild beforehand (e.g., a character cannot resign immediately after gaining a huge treasure), and cannot rejoin the Adventurers' Guild for a period of at least one year.

[83.4] The standard Adventurers' Guild contract requires as equitable a distribution of treasure as is possible amongst the free beings in the party.

1. Every signatory to this agreement is entitled to one full share, unless a) the party, by majority vote, allows up to one extra full share for a being or beings who provide the party with information or services vital to the completion of their mission, or b) a signatory agrees to receive but a half-share, in exchange for protection, whenever possible, from physical and magical harm by those receiving full shares. N.B.: The latter clause is often a bone of contention when a dispute is presented to the Guild for arbitration. One who receives a full share must prove that he was in imminent danger of serious injury or loss of life if he fails to protect a half-share member of the party.

2. A signatory forfeits any right to treasure if he: a) attacks another party member without provocation, or b) deserts the party voluntarily (those who have been spirited away or accidentally separated from their comrades are obliged to attempt to rejoin the party at the earliest convenient time.)

3. A signatory forfeits one-half of the treasure

due him if he: a) does not perform according to a pre-arranged battle plan that does not endanger him any more than others in the party, b) is responsible for the death of a party member, c) is responsible for the failure to attain the goal of the adventure through an error of commission or omission, or d) is found to be stealing from the party.

4. If a party member is killed, rendered incapable (e.g., comatose), or involuntarily removed from the midst of the party, that being's heirs are still entitled to his portion of the treasure gained by the remaining party members (see clause 6 below).

5. If a party member is killed or rendered incapable, the surviving party members are obliged to return his body (or what remains of it) to the place from which they started, unless forced to abandon the body because its recovery would imperil others in the party.

6. If a being has not designated one to whom he wishes his effects and share given in his absence and/or to whom he wishes his body given in the event of his death, the Adventurers' Guild will take responsibility for either or both.

7. Monetary treasure must be converted into currency or specie and divided evenly amongst all shareholders. Any party member can choose to buy a particular item at value rather than have it sold to an outside purchaser; if more than one member wishes to buy the same item, all submit sealed bids, with the highest sum gaining its bidder the item in question.

8. Each full shareholder can, at the beginning of the adventure, state one item that he wishes if the party should find it. Unless some other party member also wishes the item, the claimant receives the object of his fancy, but is not entitled to any other unusual or magical treasure.

9. Each full shareholder is entitled to one unusual or magical item before anyone receives a second item. Partial shareholders (including those within excess of a full share) can gain items before single shareholders gain their second items. A partial shareholder can gain items in proportion to one share (e.g., a half-shareholder gains one item every two rounds, if there are sufficient items to be divided).

10. As long as the provisions of Clause 9 are met, the party can give an item to a particular member by majority vote. If no general agreement can be reached as to which person receives which item, a fair random method should be implemented to assign the items in order.

The Guild stands in for dead or absent party members; failure to provide a satisfactory explanation of why a person is missing by those present can result in blacklisting by the Guild.

[83.5] An arbitrator of the Adventurers' Guild can place a "true speech" compulsion upon a being present at an arbitration session.

A being can attempt to resist a true speech compulsion. Active or Passive Resistance to such a compulsion is often construed as

an admission of guilt by Guild arbitrators.

While a true speech compulsion is upon a being, he must make declarative statements that are true whenever he speaks. If he temporizes, misstates himself, or exaggerates, his vocal apparatus will become paralyzed, making it difficult to talk properly. If a being lies while under a true speech compulsion, his tongue will cleave to the roof of his mouth and he becomes mute for (D10 + 1) days.

Example: If a character allows a fellow adventurer to die through his inaction, he could say "I did not kill him" while under a true speech compulsion. If he said "I did not directly contribute to his death", he would find it difficult to articulate, and if he said "I did not contribute to his death", his tongue freezes in place.

84. THE ADVENTURE SEQUENCE

Three different time scales can be used during an adventure. The GM switches between these scales as the pace at which action occurs changes with each new situation. The choices are as follows:

1. The Trek/Wait Stage: The GM resolves the actions of several minutes, hours, or days in a short space of real time, because the players have chosen an activity that need not be monitored closely (such as laying in wait until night falls). The GM allows time to pass, until one of the conditions described in Case 82.2 occurs.

2a. The Encounter Stage: The GM operates on an equal real time to game time correspondence, such as when the player characters are interacting with NPC's or monsters (i.e., beings controlled by the GM) in a more or less peaceful fashion.

2b. The Chase Stage: Either the characters controlled by the players or the creatures controlled by the GM are pursuing the other. The action is resolved in segments of one minute of game time, though it can become necessary to merge with the Tactical Procedure as the two groups come into proximity with each other. Magic and Ranged Combat are possible during the Chase Stage; the GM is responsible for informing the players of the rough distance between them and their foe(s).

3. The Tactical Stage: The GM resolves combat in accordance with the Tactical Procedure in V. The player characters and the GM-controlled creatures are placed in position by the GM on the Tactical Display.

The GM need not inform the players of the interchange between stages, because it will become obvious as he adjusts his moderating manner to the different time scales.

[84.1] The real time allotted to the players to discuss the actions of their characters depends upon the current stage.

The players have up to 30 minutes or one-tenth the game time to be spent on a single action, whichever is less, to decide on what their characters will do during the Trek/Wait Stage. The characters are assumed to be engaged in a similar conversation in tones

appropriate to the occasion (e.g., hushed if hiding from pursuers).

The players have up to one full real minute for each game minute during the Chase Stage to talk with each other. Their conversation is assumed to be that of their characters; if their foe has some method of overhearing the characters, the GM should have the foe act on this information.

Unless a player prefaces a remark he makes during the Encounter Stage with a comment to indicate that he is not speaking for his character, anything he says can logically be assumed to be said by his character.

Rule 82.3 covers how and when players can speak for their characters during the Tactical Stage, and the restrictions on players coordinating with each other.

[84.2] One side in a combat can gain a free Pulse of attacks if it surprises the other.

One side can gain the advantage only if the other is either unaware of the first's precise location (though a possible surprise victim can be aware of a foe lurking in the general vicinity) or if the other does not entertain suspicions of the first being hostile.

If one side in a combat is eligible to be surprised, the GM assigns a readiness factor, much like a difficulty factor (see 4.1), to account for the preparedness of the side that can be surprised and the ability of the other side to keep secret its intentions and/or location. The lower the readiness factor, the greater the chance for surprise. Multiply the readiness factor by the highest Perception value of any being on the side that can be surprised. If the GM's percentile roll is less than or equal to this number, combat is resolved normally. If the roll is greater than that number, surprise has been achieved.

[84.3] The Chase Stage applies whenever the player characters conduct an extensive search of a non-deserted area.

If the GM has prepared a "dungeon" scenario, the characters' actions will be resolved using the time scale of the Chase Stage, until they become involved in combat, converse with the GM's creatures, or leave the area.

85. MONETARY MATTERS

The GM is advised to limit the money that the player characters can gain during a campaign year. He should keep in mind that an upper middle class income will be between 6000 and 8000 Silver Pennies per game year, that a man who earns 20,000 Silver Pennies per year is reckoned wealthy, that an income of 100,000 Silver Pennies per year is the province of the very rich, and sums above a quarter million Silver Pennies are rarely accumulated by any but royalty. A beginning adventurer will probably fit into the upper middle class bracket, and, if his "career" progresses well, should achieve a yearly income averaging out at about 50,000 Silver Pennies. Only the extraordinarily successful or fortunate will garner in

excess of 75,000 Silver Pennies annually over a multi-year period.

All of the prices in these rules are based on the assumption that the GM is allowing his player characters (presuming they are competent) no more than the sums described in the above paragraph. If the GM does decide to circulate more money than is recommended, it is his responsibility to cause an inflationary spiral to affect the prices the characters must pay. If the GM increases the characters' monies without compensating for it, money will become less and less important in his campaign.

[85.1] The value of a coin is determined by its weight and the metal of which it is made.

Abbrev.	cf	sp	gs	tg
Weight	4 oz	1 oz	1 oz	2 oz
Conversion	4/1sp	12/1gs	21/1tg	—

The Platinum Shilling (P.S., weighs 1 oz.) is not in regular circulation, and is worth one-and-one-half times the value of a Gold Shilling.

Other common coins include the ha'penny, threepence, and sixpence. The values and weights of these coins correspond to those of the Silver Penny.

[85.2] The Adventurer's Guild will bank money and/or valuables at a fee of 2 Silver Pennies per 500 ounces per month.

If money and/or valuables deposited with the Guild has a weight not divisible by 500, round up to the nearest five-hundred weight. A guildmember pays one-half the price to bank with the guild.

The Guild will place money and/or valuables in safekeeping until the depositor redeems his property, or until the value of the deposit covers the banking fee. The Guild does not extend credit when it comes to banking fees.

[85.3] The Basic Goods Cost List is an anthology of the prices and weights of common items likely to be used by adventurers.

While the list is lengthy, it is by no means comprehensive. When a character wishes to purchase a common item not found on the list, the GM should scale the price in accordance with the already evaluated items. Furthermore, the prices given on the Cost List are averages. Fish, for instance, will be much cheaper in a maritime town than in an inland city.

The weights are given so that players can calculate how much their characters are carrying, which affects the rate at which they lose Fatigue Points while marching (see 86.2).

See Basic Goods Cost List on page 143.

86. FATIGUE LOSS AND RECOVERY

Characters have a tendency to lose Fatigue Points in the course of adventures. A fatigued character must engage in some restful action to recover lost Fatigue Points. Sleep, as might be expected, is the best way to become refreshed, but there are several other options available to the character who wishes to remain alert.

[86.1] The rate at which a character loses Fatigue Points is determined by how tiring is his main activity for each hour.

A character can lose Fatigue Points when he engages in any activity more stressful than a leisurely walk. There are four classes of activity that can fatigue a character:

1. **Light Exercise** includes moderate to brisk walking, riding slowly or at a moderate pace on a docile mount, etc.
2. **Medium Exercise** includes jogging, riding on a cantering mount, light construction or precision work, etc.
3. **Hard Exercise** includes paced running, riding at a gallop, hard manual labor, etc.
4. **Strenuous Exercise** includes constant sprinting, breakneck riding, and generally those actions with which the character pushes his body to its practical limits.

It is possible for a character to achieve a level of performance more taxing than Strenuous Exercise, which requires super-human exertion. This type of activity is governed in part by 4.1, and the GM will have to determine how many Fatigue Points are lost by a character conducting such actions.

A character's degree of exertion is judged each hour. Since a character does not necessarily choose to do the same activity for an entire hour, the GM must average out the levels of activity achieved at different times within the hour. If the GM is consistent with his guidelines for what type of activity constitutes which of the four types of exercise, the players will be able to keep a running total of their character's Fatigue Points without forcing the GM to stop play to consider the matter.

[86.2] A character is limited in the weight he can bear; if he engages in exercise, he can become fatigued more quickly because of the objects he carries with him.

The Fatigue and Encumbrance Table (86.9) lists the maximum weight a character can carry.

A player must determine the total weight his character is carrying if the character is to engage in light or more stressful exercises for a significant length of time during a day.

When a creature has a Physical Strength value greater than 40, the GM divides that value by 40. Multiply the quotient by the entry for 40, and add the entry corresponding to the remainder to determine that creature's capabilities.

[86.3] The Fatigue Point loss for a character engaged in either or both magic or combat is not calculated using the provisions of rule 86.

The only Fatigue Points lost for casting magic, being affected by magic, skills, or physical attacks are those lost per the appropriate rules (i.e., the deductions for casting, using skills, or being successfully struck).

[86.4] The Fatigue Point loss rates given in these rules assume that the character is in good health and is well fed.

If the character is not in condition, the GM should shift up Physical Strength rows and/or shift weight columns to represent debilitating effects upon the character. The shift of weight columns should also be accompanied by a corresponding decrease in the maximum weight allowable for that character.

[86.5] The Fatigue status of a character need be calculated only before he enters into combat or wishes to perform magic or, if he does neither, once for the entire day.

Procedure

1. Cross-reference the character's Physical Strength and the weight he is carrying.
2. Read down this column until it intersects with the row corresponding to the character's rate of exercise.
3. Multiply the resulting number (Fatigue Points lost per hour) by the number of hours during which all three factors (Physical Strength, weight carried and rate of exercise) remain constant.
4. Perform this calculation once for each time one (or more) of the three factors changes.
5. Add each separate product (i.e., subtotal) to determine the total Fatigue Points expended by the character so far.

If a character's Fatigue Point total is reduced below zero, he is exhausted (see 86.6). His Fatigue is considered zero, if he should become involved in combat.

[86.6] An exhausted character is limited in the activities he may choose to do, and is worse in the performance of his abilities.

A character can choose to exert himself after his Fatigue Points are reduced to zero for a period during which he would normally expend (if he had them) one-half his initial Fatigue Points (round down). Unless he succeeds in a Willpower Check every (2 × Endurance) minutes, he will collapse if he reaches or tries to exceed this limit. An exhausted character must sleep for as much time as he was performing at least light exercise while exhausted before he can recover any Fatigue Points (see 86.7).

If an exhausted character wishes to engage in Strenuous Exercise, he must succeed in a separate Willpower Check.

Add one for each half-hour (or fraction thereof) that a character has been exhausted to any percentile roll to resolve the use of one of that character's abilities (e.g., to strike a blow during combat).

[86.7] A character can regain Fatigue Points by resting or eating a hot meal.

A character cannot have a Fatigue Point total greater than his Fatigue value.

A character recovers Fatigue Points according to the following schedule:

Activity	Fatigue Points/hour
Relaxation	1
Nap	2
Sleep	3
Eat Hot Meal	2

1. A character's Fatigue Point total can benefit from a hot meal no more than three times during a 24 hour period, and each time must be separated by at least 4 hours.
2. If a character's Endurance is less than 10, he recovers one-half of a Fatigue Point less per hour or meal, and if his Endurance is less than 5, he recovers one less Fatigue Point. However, a character must always recover a minimum of one-half a Fatigue Point when resting.
3. If a character's Endurance is from 21 to 30, he recovers an additional one-half of a Fatigue Point per hour or meal. Each succeeding ten point Endurance bracket carries an additional one-half Fatigue Point per hour or meal bonus.

[86.8] The weight borne by a character can temporarily reduce a character's Agility.

Procedure:

1. Cross-reference the character's Physical Strength and the weight he is carrying.
2. Read down this column until it intersects with the row that reads "Agility Loss".
3. Deduct the resulting number from the character's Agility until there is a change in the weight he bears (at which point the subtraction must be recalculated).

A character is considered to have a minimum Agility of 1 for all other game functions. The character's current Agility is used as a basis for determining his TMR.

[86.9] Fatigue and Encumbrance Chart (see page 143)

87. ADVENTURE ACTIONS

There will be very few player characters who will not be adventurers, in the full sense of the word. Consequently, these rules have concentrated on those segments of life of which adventurers will partake most often. The clearest portrayal of the dramatic difference between routes a character can take to success in his vocation is in the skill descriptions. However, that Section does not include the common denominator between player characters: abilities that are always possessed by all adventurers. These abilities are described in this section.

[87.1] An adventurer is able to perform actions necessary to survival in his profession in an efficient manner.

It is to be assumed in all rules concerning the amount of activity an adventurer can accomplish that adventurers are an above average lot of people and should not be compared to present day humans. Also, when compared to non-adventuring members of their respective races, adventurers have, on the average, 50% higher numerical totals in all characteristics.

Unless rules specify an amount of time an activity takes to perform (picking a lock, for example), the GM should always give the benefit of the doubt as to the characters' efficiency, perseverance, reaction time, etc., whenever these qualities are called into play.

[87.2] An adventurer will use horsemanship to direct animals that he rides.

An adventurer can use his horsemanship with any animal or monster that he would ordinarily ride (such as horses, donkeys, camels, elephants, etc.). Enchanted or fantastical monsters do not necessarily fall into this category, and the GM must make rulings governing these situations.

The character's player will roll percentile dice whenever his horsemanship is called into play. A character's horsemanship is equal to $[(\text{modified Agility} + \text{Willpower})/2 + (\text{Rank} \times 8)]$. In the above equation, round all fractions down. The type of mount a character is riding will modify his horsemanship as follows:

Donkey	-10	Palfrey	+15
Mustang	-12*	Warhorse	-5*
Quarterhorse	-10**	Camel	-15
Dire Wolf	-10	Mule	-8
Draft Horse	-5	Pony	+10
Elephant	-10		

* Modifier is 0 if trained by rider.

** Modifier is +5 if trained by rider.

The GM should also take into account the familiarity the character has with the individual animal type and apply modifiers thereby (i.e., the first time a character finds himself atop a camel should be worth at least an additional -15).

A character's horsemanship is called into play whenever he wishes his mount to perform an unusual or difficult action. Also, every Pulse in combat a horsemanship roll must be made. Any mount can be directed into moving at a walking pace or even a brisk trot; an unusual or difficult action would be to break into a gallop or charge, jump an obstacle, etc. During combat, horsemanship is called into play during every Pulse to a) keep the mount controlled, b) regain control if it is lost, and c) direct the mount to take any specific action. Remember only a warhorse can be directed to enter into Close Combat by its rider, and all other mounts will only attack if directly assaulted.

A successful roll (equal to or less than the modified percentage) will result in the mount obeying the directions of the rider. A roll above the modified percentage but less than

the modified percentage + the rider's Willpower indicates the mount either does nothing or continues to do whatever it was doing. A roll above both of these indicates the mount will either disobey the rider, buck, attempt to throw the rider, or some other unpleasant result. The actual occurrence must be decided by the GM and should become worse the farther the roll is above the modified percentage.

If the GM judges the rider has totally lost control of his mount, the rider can take no other action until he has regained control (presuming he managed to stay mounted).

Using horsemanship while in combat can be done in combination with any other action. A trained horseman receives certain abilities as he rises in Rank:

Rank 3	Can use two-handed weapons
Rank 5	Can fire a weapon while moving
Rank 7	Can use two one-handed weapons at once



[87.3] An adventurer can use stealth to move as soundlessly and unobtrusively as possible.

An adventurer can use his stealth ability only if he has adequate cover (i.e., space in which to conceal or obscure himself) in the area he wishes to traverse, he is appropriately clad (e.g., not in plate armor or luminescent clothing), and he is not currently under observation by the being(s) from whom he is attempting to conceal his presence.

The GM will roll percentile dice to determine if a character is able to use his stealth ability successfully. The GM only makes such a check if there is a reasonable possibility that the character could be detected. The GM makes one check each time the character attempts one continuous action, or each time an unexpected change of condition has a significant effect upon the character's chance of remaining hidden (e.g., one of the beings under surveillance heads for a room that happens to be through the doorway in which the character is hidden). The GM can modify the

success percentage.

A character's base chance of using his stealth ability is $[(3 \times \text{Agility}) + (5 \times \text{Rank})]\%$. The greatest Perception value of the beings who can be able to discover the character using the stealth ability is subtracted if those beings are unaware of the character's presence, or three times that Perception value if they are. If the GM's roll is equal to or less than the success percentage, the character is undetected. If the roll is between the success percentage and that percentage plus the character's Agility, he has made a slight noise or given a being a glimpse of himself, and may be (at the discretion of the GM) discovered. If the roll is greater than or equal to the success percentage plus the character's Agility, he has been discovered.

[87.4] During the course of his adventures, an adventurer will need to travel rapidly overland.

Overland movement rates and the Fatigue expenditure of that movement is detailed in the Overland Movement Chart (see page 146).

88. CONSEQUENCES

The three spells and rituals described in this section are used by Adepts for vengeance upon adventuring beings. Usually, magic is intended to cause an immediate effect; the consequences of these abilities will, however, dog the unfortunate adventurer for great lengths of time. The cost to use these powerful magics is high: the caster must either make personal sacrifices, or spend a great deal of time to implement one spell or ritual.

[88.1] All spells and rituals given in a listing in this section can be used by Adepts of any college.

Except where noted in the effects part of a description, an Adept casts the spells and rituals herein via the usual procedures for magic (see VI).

[88.2] A geas is a compulsion laid upon a being.

Specialized Knowledge Spell

RANGE: The caster must be able to clearly see and be able to communicate with the person to be compelled.

DURATION: Until removed, fulfilled or target dies.

EXPERIENCE MULTIPLE: 750

BASE CHANCE: Always successful (see below)

RESIST: Must be accepted (see below)

EFFECTS: A geas is an obligation to complete a quest, an injunction against the performance of a particular action, or a requirement to respond in the same fashion to particular stimuli.

A being to be compelled must acknowledge his acceptance of the geas. Furthermore, the caster must believe that the being *deserves* the geas, or the being must truly wish (i.e., is not forced by physical or magical means) to have an unmerited geas placed upon him. The caster specifies the nature of the geas in 25

words or less, and the GM will use the most liberal interpretation of that wording to the benefit of the compelled being.

A caster's Rank with the geas spell does not affect his chance of casting the spell; he is always automatically successful if he satisfies the pre-requisites. The Rank equals the effectiveness of the geas, expressed in percentage terms. If a geased being directly contravenes the letter of a geas, he has a chance of dying equal to the caster's Rank with the geas spell at the time it was cast upon him. A compelled being will begin to feel weak or ill when he first takes an action counter to the restriction of the geas, and will become increasingly afflicted as he pays less and less attention to the letter of the geas. There is no limit to the Rank of a geas.

If the letter of a quest geas is fulfilled by the compelled being, he is no longer subject to that geas. The other two types of geas (for and against a given action) last indefinitely. A geas can be removed automatically by the one who placed it upon the compelled being. A geased person cannot attempt to free himself from the compulsion, but may have an Adept with Rank greater than that of his geas try to do so. The Adept must inscribe a circle about the compelled, and perform the ritual of geas removal for 12 consecutive hours. If the circle is inlaid silver, the compelled being does not suffer the penalties for ignoring the geas during the ritual.

The Adept attempting to remove the geas has a success chance equal to five times the difference between his Rank with the spell and the Rank of the geas in question. The GM rolls percentile dice: if the roll is less than or equal to the success percentage, the geas is removed. If the roll is greater than the success percentage, the Rank of the geas is increased by one.

Full Geas: If one has a Rank greater than 15 with the geas spell, he has the power of "full geas". A full geas can be placed upon a being without his consent, though he can Passively (but not Actively) Resist such a geas. Additionally, one with the power of full geas can automatically remove (without the support of a circle and 12 hours of ritual) a geas that is at least 5 Ranks less than his Rank with the spell.

[88.3] A minor curse causes its victim to suffer from a non-fatal malediction.

The spell Blight (G-9 of the College of Ensorcelments and Enchantments) and spell backfire results (see 30) above a roll of 61 are "minor curses".

[88.4] A major curse is an insidious and deadly spell.

Specialized Knowledge Spell

RANGE (20 + [15 × Rank]) feet

DURATION: Until removed or target dies

EXPERIENCE MULTIPLE: 750

BASE CHANCE: 15% (see below)

RESIST: Can be both Passively & Actively resisted (see below)

EFFECTS: An Adept's Endurance value is decreased by one whenever he inflicts a major

curse upon a being. There are several types of major curses:

Affliction: The Adept can choose to torment or kill his target. If the effects of the affliction are intended to be deadly, the target cannot die as a direct result of the curse before (24 - Rank) hours have passed. The following list of sample afflictions is provided to give the GM a guideline as to what major curses should be allowed in his campaign.

1. Target becomes totally blind, deaf or mute.
2. Target becomes senile.
3. Target is transformed into a frog or other small creature (the kiss of royalty of the opposite gender will remove such a curse).
4. Target's nervous system ceases to send impulses across his synapses (he becomes completely numb).
5. Target falls into century-long sleep (the kiss of royalty of the opposite gender will remove this curse, also).

III Luck: Add two times the Rank the Adept has achieved with the major curse spell to any percentile roll involving the target's use of any of his abilities. This cannot be applied favorably.

Doom: A doom is a pronouncement, by the Adept, upon an event that will occur in the target's future (Example: "You will die by the hand of a loved one."). The statement, which must be indefinite, will be true unless removed. The GM should be careful as to what precisely he allows for dooms. At the option of the GM, a favorable doom pronounced immediately after an affliction may somewhat mitigate it.

Deathcurse: At the moment of his death, an Adept can automatically cast a major curse (unless backfire occurs). The being at which it is cast cannot resist the curse. A deathcurse must be an affliction, ill luck, or an unfavorable doom.

Note: Lycanthropy (see 72) is considered a major curse.

[88.5] A Remove Curse Ritual is a Special Knowledge ritual that can sometimes save a being from the consequences of a major or minor curse.

EXPERIENCE MULTIPLE: 500

EFFECTS: Every curse is rated by the Magical Aptitude (MA) of the Adept who cast it. If the curse is natural (such as Lycanthropy), it is assumed to have a MA of 20, unless the GM increases or decreases the potency of the curse.

Minor Curse: The Adept must inscribe a circle about the cursed being, and perform this ritual for six consecutive hours. The Adept's chance of removing the minor curse is equal to (15 + [5 × Rank] - [MA of curse])%.

Major Curse: The Adept must have a Magical Aptitude greater than that of the curse. He must inscribe a circle about the cursed being, and perform this ritual for eighteen consecutive hours. The Adept's chance of removing the major curse is equal to ((Difference in

MA) + [2 × Rank])%. If the major curse is a deathcurse, add only one times the Rank.

When a ritual of curse removal has been completed, the GM rolls percentile dice. If the roll is less than or equal to the success percentage, the curse is removed. If the roll is between one and two times the success percentage, the curse remains in effect. If the roll is equal to or greater than twice the success percentage, the MA of the curse is increased by one.

Precious Metals: The use of circles fashioned by inscribing and inlaying varying amounts of precious metals causes an addition to the success percentage, per the following schedule:

Metal	Add	Cost
Silver	+3	1000sp
Gold	+7	10000sp
Platinum	+10	15000sp
Truesilver	+15	20000sp

89. RECUPERATION AND UPKEEP

[89.1] The rate at which Endurance Points are recovered depends on how active the injured being is.

If a being expends and/or loses no more than one-half his Fatigue Points (round down) for three consecutive days, he regains one Endurance Point at the end of the third day. Otherwise, he recovers an Endurance Point at the end of the following (i.e., fourth) day.

If a being is given ministrations from a physicker's kit, his body requires one less day to regain an Endurance Point.

[89.2] Injuries that are not quantified as Endurance Point losses (e.g., hamstring muscles) heal at the same rate as they do in this world.

The GM should assume that an Endurance value of 15 indicates a body that heals in average time. Values greater than 15 will allow a being to heal more quickly, while values lower than 15 will cause a corresponding extension to the time required.

[89.3] A character must spend money between adventures on his upkeep.

A player chooses a life-style for his character by the amount of money he has the character spend on upkeep.

Life-Style	Expenses/Week
Subsistence	20 sp
Moderate	45 sp
Comfortable	65 sp
Expensive	100 sp
Extravagant	150 sp and up

The above sums will purchase food and lodging for a week, including drinks as bars, laundering of clothes, etc. Any permanent acquisitions (such as clothes and furniture) must be paid for separately.

A character who lives at subsistence level temporarily reduces his Fatigue and Endurance

to *three-quarters* (round down) value. A character who cannot even afford (or does not wish to pay for) that minimal expense temporarily reduces his Fatigue and Endurance to *one-half* (round down) value. It can be assumed that a destitute (or extremely penurious) character survives by rooting through garbage heaps for his daily fare and sleeping in the cold outdoors.

90. HOW EXPERIENCE IS GAINED

A character's progress in his trade is measured in Experience Points, which are gained at the conclusion of an adventure, and as a result of constant practice. The GM is the sole dispenser of Experience Points; he makes his determination of the award for each player character based on the following rules. A character improves his abilities as he gains experience.

The GM is enjoined to keep his Experience Point awards within the limits given here. A player wants a sense of accomplishment when he acts the part of a character in a role-playing game, and the GM should be moderating partly for the purpose of giving the fantasy game an aura of verisimilitude. The distribution of too many Experience Points to the player characters will result in the characters becoming disproportionately powerful, and therefore (goes the reasoning) the players have

performed exceedingly well. This short-term gain belies the long-term disservice the GM and players have done to themselves: the exploits of the characters will have been cheapened by the ease which one can become a mighty hero or wizard.

[90.1] The GM should make one set of Experience Point awards for every five hours of effective play during one session.

The players are effectively playing their characters when the characters are attempting to complete a mission (i.e., discounting time spent by players in eating or arguing, or time spent by players on inconsequential activities).

The five hour measure of time is intended as a flexible guideline. If the GM runs an especially long play session, he will probably want to reward the players for their patience and sustained acting of their respective character parts. The totals listed in 90.2 are also intended as guides for awards given during an unfinished adventure.

[90.2] The base Experience Point award for a character at the conclusion of an adventure depends upon the character's proficiency and the success or

failure of the common mission.

A character is considered to be at Mercenary Level until he graduates to Adventurer Level. If such a character is with a party that fails (to accomplish their mission) his base award is 600 Experience Points.

A character is considered to be at Adventurer Level if he has at least 8 abilities Ranked 4 or greater. If such a character is with a party that fails his base award is 1200 Experience Points.

A character is considered to be at Hero Level if he has at least 8 abilities Ranked 8 or greater. If such a character is with a party that fails his base award is 1500 Experience Points.

The base award for a character is *doubled* if the mission of his party succeeds. **Note:** An ability is defined as anything a character can do that is Ranked, including all spells, talents, rituals, skills, weapons, etc. For languages, both 1) speaking and 2) reading and writing together count as one-half ability.

[90.3] The base Experience Point award can be increased or decreased by increments of 10% for special circumstances.

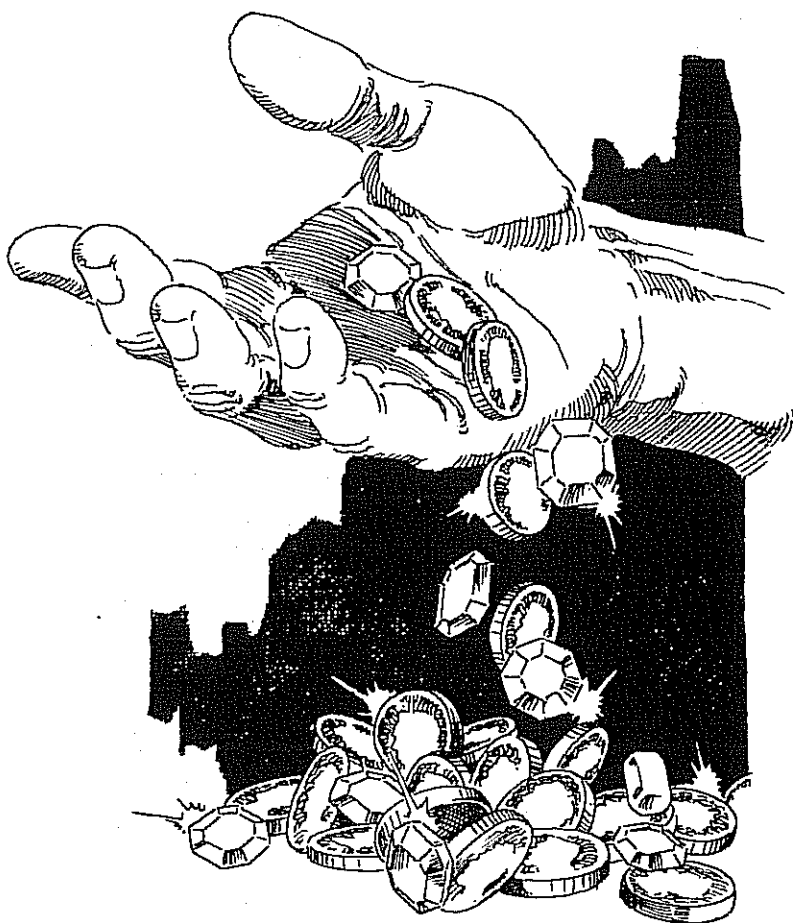
There are two categories for which a player character can gain or lose Experience Points, depending on the player's performances. A good/bad performance adjusts the Experience Point (EP) total by 10%, an exceptional/terrible performance adjusts the EP total by 20%, and an excellent/abysmal performance adjusts the EP total by 30%.

1. How well or poorly the player portrays his character within the adventure. The character will gain EP's as the player adds new dimensions to his personality and/or when he takes an action of note (which can be to the detriment of the party) which illuminates an aspect of his personality. The character will lose EP's when the player has him perform in a manner inconsistent with his stated purpose or beliefs. Also crucial in this regard is for a character to act with all the knowledge (or, more importantly, lack thereof) that he would actually become privy to.

2. How well the character performs while executing his duties as an adventurer. Thus, the fighter who stands up to the gryphon to allow his companions to escape, the thief who disarms the trap in time, the Adept whose spell work was crucial to the success of the adventure, all these should be given bonuses. Similarly, failure in one's appointed job should deserve a penalty (if failure wasn't enough penalty in and of itself). The GM should award these with care and be conservative, else other players feel cheated due to the lucky rolling of one player.

[90.4] A character can gain Experience Points for practicing his abilities while not on an adventure.

Proficiency Level (see 90.2)	EP/Day
Mercenary	15
Adventurer	30
Hero	50



91. HOW EXPERIENCE IS USED

The player adds Experience Points awarded to his character to the Experience Point Bank on his Character Record. If the character has spent the requisite amount of time and Experience Points to improve in an ability or vocation, the player notifies the GM, debits the Bank, and adds to the Rank or index. A player can expend earned Experience Points for his character anytime but when on adventure. A player cannot spend Experience Points not in his character's Bank; once a decision has been reached about how Points are to be allocated, they can never be recovered.

The player translates Experience Points into increases in Rank or to indices (e.g., characteristics) for his character. All Experience Points costs can be found on the Experience Point Cost Chart (91.7) or in spell and ritual descriptions (see VI).

[91.1] Experience Points costs can be modified by a character's race (see 6), but the time required to gain Rank is invariable.

A player can declare that his character is beginning to spend the necessary time to improve in an ability or vocation *before* he gains the necessary Experience Points. If the character does not have the correct amount of EP by the time he has completed the first requirement, he has one month to gain that amount. If a character gains the necessary EP within the one month time limit, he must spend an extra day in study and/or practice to gain in Rank. Otherwise, the character forfeits the time already spent.

A character must satisfy all requirements to increase his Rank by one in an ability or skill before he again increases it by one. Thus, a character cannot "skip" Ranks.

A character must have attempted an ability or skill on the adventure previous to a gain in Rank in that ability or skill. The GM can disallow frivolous attempts, at his option.

[91.2] The value of a characteristic can be increased immediately by the expenditure of the proper amount of Experience Points.

The players will note, if they study the Experience Point Cost Chart, that there is a separate EP charge for the first point added to a characteristic and another for all subsequent points added to that characteristic. While a characteristic is less than its original value, the player can pay the lesser of the two Experience Point costs until he has restored the characteristic to its original value.

A characteristic value cannot be increased during an adventure, and only by 1 point at a time between adventures, regardless of the amount of time or Experience Points available.

[91.3] A character must spend Experience Points, time and money to improve his Rank with a weapon.

A character is assumed to be *unranked* with any weapon until he improves it to Rank 0.

A character must practice with a weapon for a number of weeks equal to *two* times the Rank he is to achieve (e.g., 10 weeks to achieve Rank 5). He must practice with an instructor of Rank at least equal to that which he seeks to achieve for one of those weeks. Unless another player character is willing to serve as instructor for a reduced fee, the character must pay (Rank Squared $\times$ 10) Silver Pennies for the service. A character can practice with up to *two* weapons at the same time.

[91.4] A character must spend money and time to learn a spell or ritual, and Experience Points and time to increase his Rank with it.

A character begins knowing all General Knowledge spells and rituals of his College. If, for some reason, he should forget such a spell or ritual, he can re-learn it from a fellow Adept of his College for a fee of 100 Silver Pennies and one week's study.

A character does not know any Specialized Knowledge spells or rituals when he begins. The character must spend a number of weeks equal to the ordinal number of the spell (if it has one) divided by *two* (round *up*) to learn a specialized spell or ritual. In addition, the character must pay (200 $\times$ Ordinal Number) Silver Pennies to an Adept who knows the spell. If a spell or ritual has no ordinal number attached to it (those in 84, for example), it costs two weeks and 200 Silver Pennies to learn it.

A character need not expend Silver Pennies to gain Rank with a talent, spell, or ritual once it is acquired, but he must study a talent or spell for a number of days equal to the Rank he is to achieve, and a ritual for a number of weeks equal to the Rank he is to achieve. He need not study with an instructor.

A character can learn a counterspell for a flat fee of 2000 Silver Pennies (a Namer pays only 500 Silver Pennies) from one who knows the counterspell. In all other respects it is treated like a spell.

A character can study two spells (or talents) or one spell (or talent) and one ritual concurrently. He cannot study two rituals at the same time. The maximum Rank a character can attain with any talent, spell, or ritual is 20.

[91.5] A character must spend Experience Points, time and perhaps money to increase his Rank with a skill. (See 8.6 and 52 on how skills are acquired.)

A character must spend a number of weeks equal to the Rank he is to achieve with a skill practicing it. He can wish to acquire the services of an instructor to aid him in the learning process; this will cost him (150 $\times$ Rank) Silver Pennies for his mentor's time, unless he can make a deal with a player character of appropriate Rank. A player can practice up to *two* skills at the same time. If the character is taught by someone of greater Rank in the skill, *decrease* any Experience Point cost by 10%.

If the character learns from a book (the

availability of which is up to the GM), verbal descriptions or practices with someone of equal or lesser Rank in the skill, any Experience Point cost is unmodified.

If the character practices with no useful outside assistance, any Experience Point cost is *increased* by 25%.

This modification is applied in *addition* to any modifiers because of race.

[91.6] The abilities described in the Adventure rules are improved in a manner similar to the abilities in other rules.

All spells and rituals described in Consequences (88) are learned and improved upon in the same manner as College magic (see 91.4). These spells and rituals do *not* have to be used on adventure to be improved (an exception to 91.1).

The horsemanship and stealth abilities (see 87.2 and 87.3) are considered to be at Rank 0 for all characters when they begin. They can be improved immediately by the expenditure of Experience Points, provided it was used on the previous adventure.

The GM and the players are encouraged to invent other "adventure" skills for their campaign. They should be fairly simple to use, easy to advance in Rank, and be closely related to the world the GM has created.

[91.7] The requirements noted above for the advancement of skills are ultimately up to the discretion of the GM.

The restrictions on ability advancement (time, teachers, Experience Point costs, etc.) are all designed to control character advancement and retain the verisimilitude of growing, evolving, *persons*. Characters that advance too quickly soon become simply a group of skills, spells, and numbers rather than an individual whose personality has had a chance to grow with his abilities. We want no cardboard heroes in any *DragonQuest*® campaign. On the other hand, advancement that plods along (like the proverbial slow boat) leads to the worst situation of all—player boredom. Players who don't feel as if their adventuring is making any discernible difference in their characters will soon tire of what they see as a "no-win" situation—they must gain Experience Points to advance their skills, and Experience Points are closely tied in with success, and highly ranked skills lead to successful adventures, but to raise their skills to a high rank they must get good EP awards, but if the GM is very conservative in his awards, why bother?

The GM should feel free to circumvent any strictures the above rules have placed on ability advancement. If the character has performed in a manner with his ability that the GM feels would merit either a reduction of the time needed, the Experience Point cost, or the need for a teacher, he should allow it. This relates performance in the campaign more closely with ability advancement, which is all the Experience Points system attempts to do in the abstract, anyway. These circumstances are totally under the auspices of the individual GM and are his responsibility to deal out and balance.

[85.4] BASIC GOODS COST LIST

Name	Weight	Cost
CLOTHING*		
Cloak	5 lb	8 sp
Tunic	12 oz	3 sp
Long Pants	20 oz	5 sp
Short pants	14 oz	1 sp
Shirt	12 oz	2 sp
Robe	3 lb	6 sp
Hat, hard	12 oz	2 sp
Hat, soft	9 oz	3 cf
Blouse	12 oz	4 sp
Money belt	12 oz	4 sp
Weapon belt, waist	14 oz	4 sp
Weapon belt, shoulder	1 lb	5 sp
Jacket	2 lb	6 sp
Full length coat	5 lb	8 sp
Sandals	8 oz	1 cf
Walking shoes	1 lb	3 sp
High boots	3 lb	6 sp
Low boots	2 lb	4 sp
Hip boots	4 lb	6 sp
Scarf	5 oz	3 cf
Gloves	10 oz	1 sp
Mittens	12 oz	2 cf
Face Mask	8 oz	3 cf

FOOD & OTHER PROVISIONS*

Quart of milk	32 oz	1 cf
Pint of mead	16 oz	1 cf
Pint of ale	16 oz	1 cf
Quart of wine	32 oz	2 cf
Dried meat	1 lb	1 sp
Salted meat	1 lb	3 cf
Powl	1 lb	5 cf
Fish	1 lb	2 sp
Sack of grain	1 lb	1 cf
3 course meal	—	1 sp
1 day's rations per person	14 oz	6 cf
1 day's rations group of up to 8	86 oz	11 sp
1 week's rations per person	95 oz	10 sp

TOOLS*

Shovel	7 lb	3 sp
Pick	8 lb	3 sp
Mallet	8 lb	2 sp
Stake	1 lb	1 cf
Nails, 100	3 lb	2 cf
Spike	2 lb	2 cf
Chisel	1 lb	1 sp
Hammer	1 lb	1 sp
Wedge	3 lb	2 cf
6' x 4" x 1" hardwood plank	9 lb	2 cf
6' x 4" x 1" softwood plank	7 lb	2 cf
Saw	2 lb	2 sp
Two-man saw	4 lb	5 sp

TRANSPORTATION*

Wagon	800 lb	140 gs
Horse cart	325 lb	5 gs
Carriage	2800 lb	375 gs
Hand cart	75 lb	12 gs

Rowboat	500 lb	65 gs
Cutter	600 lb	115 gs
10 ft. Sailboat	1000 lb	95 gs
Carrack masted & 40 oars	15 tn	1100 gs
Small galley 40 oars only	12 tn	10250 gs
Large Galley masted & 80 oars	40 tn	18000 gs
Large Galley 80 oars only	35 tn	16500 gs
Barge	10 tn	2900 gs
War Horse	1/2 tn	85 gs
Palfrey	800 lb	60 gs
Quarterhorse	750 lb	75 gs
Pony	500 lb	32 gs
Mule/Donkey	450 lb	17 gs
Mustang	600 lb	40 gs
Draffhorse	1500 lb	50 gs
Ox	2000 lb	6 gs

ADVENTURE EQUIPMENT

Large leather sack	15 oz	3 sp
Small leather sack	10 oz	2 sp
Large burlap sack	13 oz	1 sp
Small burlap sack	8 oz	2 cf
Leather backpack	8 lb	14 sp
Leather shoulder pouch	1 lb	2 sp
Belt sheath large weapon	2 lb	3 sp
Belt sheath small weapon	28 oz	2 sp
Shoulder sheath large weapon	2 lb	3 sp
Shoulder sheath small weapon	30 oz	2 sp
Quiver 20 arrows	3 lb	5 sp
Quart wine skin	8 oz	2 sp
Quart flask	10 oz	3 sp
Large wood chest	26 lb	2 gs
Small wood chest	10 lb	10 sp
Metal chest	20 lb	4 gs
Cask	18 lb	1 gs
Barrel	15 lb	10 sp
Wood keg	12 lb	8 sp
Bucket	4 lb	3 sp
Tarp*	8 lb	4 sp
Blanket	3 lb	1 sp
Sleeping sack	4 lb	3 sp
Cauldron	35 lb	3 gs
12 Candles	2 lb	2 cf
Candle lantern	1 lb	3 sp
Pint of oil	20 oz	2 sp
Oil lantern	2 lb	6 sp
Torch already oiled	3 lb	2 cf
Flint & steel	10 oz	1 sp
10-gauge wire 100 ft	3 lb	6 sp
1/2" mountain rope 10 ft	2 lb	1 sp
1" mountain rope*	4 lb	2 sp
10 ft	4 lb	2 sp
Climbing pick	4 lb	8 sp
Grappling hook 3 prong	2 lb	5 sp
12' ladder	16 lb	1 gs
Short oar	8 lb	4 sp

Name	Weight	Cost	Name	Weight	Cost
Long oar for gully and carmack	14 lb	8 sp	Large mirror	1 lb	13 sp
Saddle	11 lb	18 sp	Small mirror	10 oz	8 sp
Harness	4 lb	10 sp	Map case	11 oz	4 sp
Saddle blanket	2 lb	1 sp	Dozen quills	2 oz	3 cf
Saddle bags	5 lb	8 sp	Ink	1 oz	1 cf
Pack bags and harness	10 lb	10 sp	5 sq ft parchment	5 oz	1 sp
			Physiker's kit	1 lb	3 sp
			Trap container*	Var	Var

ARMAMENT

For the weights and costs refer to the indicated rules: Armor (18.1); Shields (17.5); Weapons (20.2).

NOTES: — = No value. Var: The GM should determine the variable weight or cost depending on item type, condition, quality, or availability. A: Clothing (other than armor) the character wears does *not* count toward the total weight he carries (see 86.2). B: These foods are presumed to be in an edible condition. C: Some items must be stored in a container, in which cases the container is *not* included in the values listed for the item. The character should purchase the containers separately, from the adventure section of the list. D: These are for new or nearly perfect tools. E: Oars and paddles must be purchased separately. Horses and other beasts are not included in the weight or cost of any of the items on the list. F: All horses and beasts are purchased to be trained, and the amount of training performed is reflected in the cost. The GM should reduce the price of an untrained horse or beast at least half. G: The tarp contains nine grommets and can be strung up a number of ways. A Ranger of Rank 3 will be most adept at the use of a tarp. The GM should scale another character's ability according to this. H: A trap container has a variable weight and cost, depending on its Rank. The cost of a trap is $[150 + (\text{Trap Rank} \times 20)]$. The weight of the trap is totally dependent on the materials used in its construction.

[86.9] FATIGUE AND ENCUMBRANCE CHART

Physical Strength	Weight of Load (lbs)								Max
3-5	0	0	0	10	18	25	35	40	50
6-8	0	0	10	15	20	30	50	60	75
9-12	0	10	15	20	30	50	70	80	100
13-17	10	15	20	30	50	70	90	100	125
18-20	15	20	30	40	60	90	120	130	150
21-23	20	30	50	60	80	120	160	170	200
24-27	30	40	60	70	100	140	180	190	225
28-32	40	50	80	90	120	160	200	210	250
33-36	50	60	100	120	160	200	240	250	275
37-40	60	70	120	150	190	225	270	290	325

**Rate of Exercise
FATIGUE POINT
LOSS/HOUR**

Light	0	0	0	1/2	1/2	1	2	3	5
Medium	0	0	1/2	1/2	1	1	3	4	6
Hard	1/2	1/2	1	1	2	3	5	6	8
Strenuous	2	2	3	3	4	5	6	7	9

**AGILITY POINT
LOSS IN**

COMBAT	0	1	2	3	5	7	9	10	12
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Weight in Load (lbs): The weight, in pounds, that a character is carrying, rounded off to the nearest entry on the appropriate Physical Strength row (if the weight is exactly between two entries, use the greater one). The Basic Goods Cost List (85.4) should be used to calculate total weight.

Note: A mount can carry weight for a character while he is riding.

Max: The maximum load, in pounds, that a character can carry for a sustained period of time.

Rate of Exercise: See 86.1

Agility Points Lost: The temporary Agility Point loss suffered by a character toting the given weight in combat.

Use the procedure in rule 86.5 to use this chart.

[91.8] EXPERIENCE POINT COST CHART

CHARACTER GENERATION

Characteristic	First Point	Each Extra Point
Fatigue	2500	2500
Endurance	5000	2500
Perception	1000	800
All others	5000	5000

See 91.2

MAGIC

Whenever a character wishes to achieve the next Rank with a talent, spell, or ritual, multiply that Rank by the Experience Point Multiple of that talent, spell, or ritual. The result is the number of Experience Points to be expended. This total can be modified if the ability to be raised is a *General Knowledge* spell or ritual and if the Adept's MA is greater than 15. In that case, for every point above 15, the total EP cost is reduced by 5%; e.g., achieving Rank 3 with a General Knowledge spell whose Experience Point Multiple is 300 by an Adept with an MA of 19 costs $(300 \times 3) = 900$; $(900 \times 80\%) = 720$ Experience Points. See 91.4.

ADVENTURE

Spells and rituals described in Consequence (rule 88): See Magic portion of this chart.

Rank▶	0	1	2	3	4	5	6	7	8	9	10
Stealth	0	500	1000	1500	2000	2500	3000	3500	4000	4500	5000
Horsemanship	0	125	250	375	500	625	750	875	1000	1125	1250

See 87.6

COMBAT

Rank

Swords:	0	1	2	3	4	5	6	7	8	9	10
Dagger	25	25	50	100	200	400	700	1500	3000	4000	—
Main-Gauche	50	50	100	200	400	1100	1500	3000	3000	3000	4000
Short Sword	100	100	200	400	700	1500	3000	—	—	—	—
Falchion	25	25	50	100	200	400	700	1500	3000	—	—
Scimitar	100	100	200	400	700	1500	3000	3000	3000	—	—
Tulwar	100	100	200	400	700	1500	3000	3000	3000	—	—
Rapier	200	200	200	200	200	500	500	2000	4000	4000	3000
Sabre	150	150	200	500	1000	2000	2000	2000	—	—	—
Broadsword	50	50	100	200	400	700	1500	—	—	—	—
Estoc	75	75	150	200	500	1000	2000	4000	4000	3000	—
Hand & A Half	100	100	200	400	500	900	1700	2000	—	—	—
Claymore	50	50	100	200	400	700	1500	1800	—	—	—
Two-Handed Sword	50	50	100	200	400	700	—	—	—	—	—
Hafted Weapons:											
Hand Axe	100	100	200	500	1500	—	—	—	—	—	—
Battle Axe/Giant Axe	75	75	150	200	500	1000	2000	4000	—	—	—
Great Axe	150	50	100	200	500	1000	3000	5000	—	—	—
Crude Club	25	25	50	—	—	—	—	—	—	—	—
War Club/Giant Club	25	75	150	300	500	700	—	—	—	—	—
Mace/Giant Mace	50	50	100	200	400	700	—	—	—	—	—
War Hammer	50	50	100	200	400	700	—	—	—	—	—
War Pick	75	75	150	200	500	1000	—	—	—	—	—
Flail	25	25	50	100	200	400	—	—	—	—	—
Morning Star	100	100	200	400	700	1800	—	—	—	—	—
Mattock	50	50	100	200	400	700	—	—	—	—	—
Quarterstaff	75	75	150	200	500	1000	2000	4000	4000	3000	—
Sap	25	75	150	250	—	—	—	—	—	—	—

COMBAT (Continued)

	<i>Rank</i>										
<i>Pole Arms:</i>	0	1	2	3	4	5	6	7	8	9	10
Javelin	50	50	100	200	400	800	1400	2000	2000	2000	3000
Spear/Giant Spear	100	100	200	400	700	1800	—	—	—	—	—
Pike	200	200	400	700	1500	3000	—	—	—	—	—
Lance	250	400	700	1000	1700	3500	—	—	—	—	—
Halberd	100	100	200	400	700	1500	—	—	—	—	—
Poleaxe	100	100	200	400	700	1500	—	—	—	—	—
Trident	200	200	400	800	1400	3000	—	—	—	—	—
Glaive/Giant Glaive	50	50	100	200	200	200	500	800	1500	3000	—
<i>Missile Weapons:</i>											
Sling	200	200	400	700	1500	3000	3000	3000	3000	—	—
Short Bow	100	100	200	400	700	1500	3000	3000	3000	—	—
Long Bow/Giant Bow	200	200	500	1000	2000	2000	2000	2000	3000	3000*	3000*
Composite Bow	200	200	400	700	1500	3000	3000	3000	3000	—	—
Crossbow	100	100	200	400	800	1000	—	—	—	—	—
Heavy Crossbow	100	100	200	400	800	1000	—	—	—	—	—
Spear Thrower	25	25	50	100	200	400	700	1500	3000	4000	5000
Blowgun	25	25	50	100	200	400	700	1500	3000	4000	5000
<i>Thrown Weapons</i>											
Throwing Dart	100	200	200	500	1000	2000	2000	2000	2000	2000	2000
Boomerang	100	300	500	1000	1200	1500	1500	1500	—	—	—
Grenado	25	50	75	100	150	—	—	—	—	—	—
<i>Entangling Weapons:</i>											
Net	150	150	300	600	1300	—	—	—	—	—	—
Bola	200	200	400	700	1500	2000	5000	—	—	—	—
Whip	150	150	500	900	1400	2000	3500	4000	5000	5000	6000
<i>Special Weapons:</i>											
Rock	25	25	100	150	200	300	500	—	—	—	—
Cestus	30	40	50	100	200	400	700	1500	3000	6000	—
Garotte	100	200	300	600	—	—	—	—	—	—	—
Shield	25	25	50	100	200	—	—	—	—	—	—
<i>Unarmed Combat</i>	150	300	450	600	800	900	1500	3000	4000	5000	4000

Note: Some weapons are limited insofar as the Rank that a character can achieve with them is concerned. A "—" indicates that the Rank cannot be achieved with that weapon.

* A character can achieve Rank 9 and 10 only with a longbow.

Character Record Abbreviations

AG = Agility (the modified totals for AG and MD should be placed above the slash); AG MOD = Agility loss due to armor; CL = Weapon class; DEF = Defensive percentage (if that percentage includes Shielding, unshielded percentage should be written above the slash); DM = Damage modifier; DU = Spell duration; EN = Endurance; EXM = Experience Multiple; FT = Fatigue; HAND = Which hand is primary; IV = Initiative Value; MA = Magical aptitude; MD = Manual dexterity; MD MOD = Manual dexterity loss due to shield type; MR = Magic resistance; PB = Physical beauty; PC = Perception; % = Percentage chance to perform skill or spell; PROT = Armor protection; PS = Physical strength; RG = Range of weapon or skill; RK = Rank; SC = Strike chance; TMR = Tactical movement rate; USE = Types of combat in which weapon can be used; WP = Willpower; WT = Weight

EXPERIENCE POINT COST CHART (continued)

SKILL

Rank

	0	1	2	3	4	5	6	7	8	9	10
Speak Language ^A	200	75	125	300	550	850	1350	1700	2250	2900	3500
Read & Write Lang. ^A	250	100	150	350	700	950	1500	1850	2500	3200	4000
Alchemist	800	350	1200	2650	4350	6500	8650	11100	12750	14500	17000
Assassin	600	250	750	1700	2900	4200	5750	7550	9500	11700	14100
Astrologer	400	150	500	1150	2050	3100	4400	5900	7500	9400	11500
Beast Master ^C	600	250	750	1650	2800	4300	5600	7350	9300	11400	13750
Courtier ^B	250	100	200	500	950	1450	2050	2800	3600	6300	8000
Healer	1000	400	1600	3500	5800	8400	11400	14700	18500	22500	26750
Mechanician	600	250	650	1500	2600	3900	5300	7000	8850	10900	13000
Merchant ^E	300	125	300	850	1400	2200	3400	4200	5300	6800	9500
Military Scientist	300	125	350	950	1500	2350	3100	4150	5400	6750	10000
Navigator	400	150	400	900	1550	2400	3350	4450	5750	7100	10500
Ranger	600	250	800	1650	2750	4100	5650	7350	9300	11400	13250
Spy ^F	500	200	600	1400	2400	3600	5000	6600	8400	10400	12600
Thief ^F	750	300	1050	2350	4000	5750	7900	10250	12900	14850	16000
Troubador ^G	250	100	200	500	1050	1450	2100	2800	3900	4600	7000

When a character desires to rise in Rank he consults the line appropriate to the skill he has practiced. He then cross-indexes this row with the column for the Rank one above his current Rank. The result is the number of Experience Points, gained through practice of the particular skill needed to rise from the previous Rank to that Rank. This total can be modified by the character's race (see 6) and his condition when he attempts an increase in Rank (see 52).

NOTES:

A. If the character is more proficient at speaking a language than reading & writing in that same language, then the cost to rise in Rank for reading & writing is halved, until the Ranks are equal. The reverse is also true. See 53.2.

B. Depending on the character's personal characteristics the Courtier may pay 10% more, or maybe even 10% less, Experience Points to rise in Rank. See 58.1 for an account of the specific conditions.

C. A Beast Master can acquire the ability to train additional types of creatures after he reaches Rank 10 through the expenditure of additional Experience Points. See 57.3.

D. Once a Courtier has reached Rank 10, he can expend 1000 extra Experience Points per ability in order to gain additional abilities within his profession. See 58.2.

E. After attaining Rank 10 the Merchant can expend additional Experience Points in expanding the list of his areas of expertise. See 63.6.

F. If a character is more proficient at thieving than spying, then the cost to rise in Ranks in spying is halved, until the two Ranks are equal. The reverse is also true. See 65.1.

G. After attaining Rank 10 it is possible for the Troubador to add more abilities to his repertoire through the expenditure of 500 extra Experience Points per ability. See 66.1.

[87.4] OVERLAND MOVEMENT CHART

RATE OF EXERCISE ▶	LIGHT	MEDIUM	HEAVY	STRENUOUS
TERRAIN				
Cavern	5/—	10/—	15/—	20/—
Field	15/15	25/25	30/40*	35/50*
Marsh ¹	—/—	5/5	10/10*	15/15*
Plain	15/15	25/25	30/40*	40/50*
Rough ²	10/5	15/10	20/15*	25/—
Waste ³	10/5	15/10	20/10*	—/—
Woods ⁴	10/5	15/10	20/15*	25/—

The number before the slash indicates movement in miles per day on foot; the number following the slash indicates mounted movement (assuming horses). Rates for other animal types must be adjusted by the GM. The day assumes a total of 8 hours marching. Effects of adverse weather must be adjudicated by the GM. Any paths or roads negate the effect of other terrain, and the Plain movement rates are used. (—): Movement type impossible at this exercise rate.

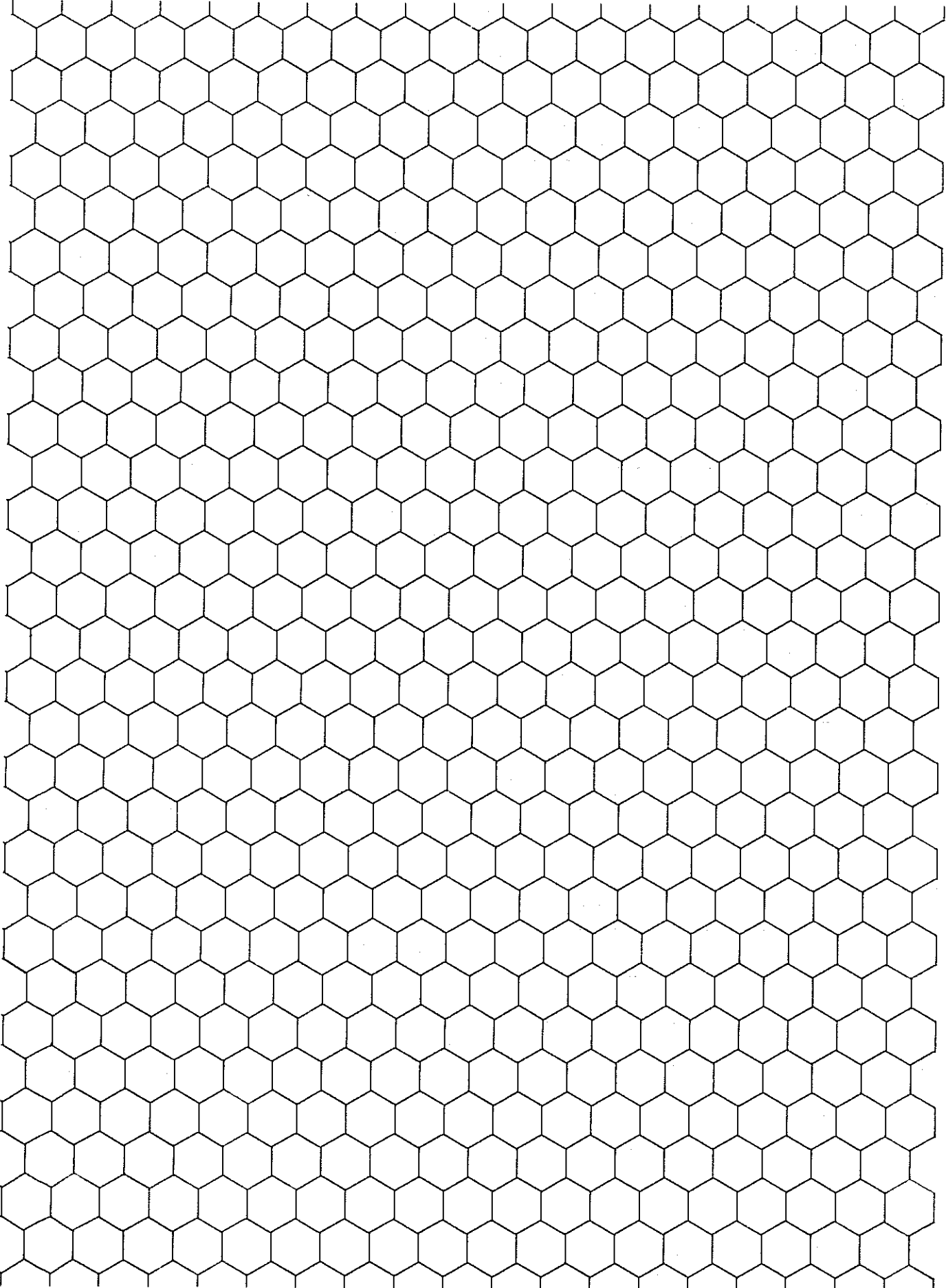
1. Movement rates assume some sort of passable terrain; total swamp is impassable except (sometimes) by canoes.

2. If terrain is mountainous, halve rates on foot and prohibit mounted movement.

3. If terrain is desert, the GM should apply strictures regarding the effects of heat, dehydration, etc.

4. If terrain is deep Woods, halve the movement rates.

* In these exercise rate categories, horses' maximum rates will deteriorate 33% per day. They can travel at these rates for approximately 4 consecutive days and then they will die.



[illegible]

A **DragonQuest®** Capsule Adventure

The Camp of Alla-Akabar

I. Introduction

The *Camp of Alla-Akabar* is a *DragonQuest®* adventure to be played in about eight hours by one or two players with one character each. It is designed to be presented as a single adventure, although it can easily be incorporated into an existing campaign.

Before play begins, the GM should read and familiarize himself with the character descriptions and possible situations. The *Camp of Alla-Akabar* relies primarily on the players discerning clues presented to them by the GM during encounters. Further explanation starts in Chapter IV.

II. How to Read the Maps

Two maps are provided with the adventure, one for the overland journey and one for the layout of the camp. Both maps are on hex grids; the scale for the overland map is 1 hex/2 miles, and the scale for the camp is 1 hex/5 feet. Note: If the GM wishes to place the adventure on the *Frontiers of Alusia* map, he should use Jungbar (hex 30-098) as the town and Korvin's Wells (hex 43-099) as the oasis. He should adjust all descriptions to fit if he does make this change.

III. Briefing for the Players

After many weeks of travel, the characters arrive in a large coastal town with their resources dangerously low. The characters find an inn and have dinner. After their meal, the bartender starts a conversation with the characters, as they are new faces in town. Explaining their plight and need for employment, they are told of the public notices posted in the town square.

The characters adjourn to the square, where they indeed find notices of openings. Only one draws their interest:

ENTERTAINERS WANTED

Seeking skilled male and/or female entertainers for engagement in small settlement beyond the mountains. Must be willing to travel through rugged terrain; Prima Donnas need not apply. See Rory at the Inn of the Daring Damsel between sundown and closing

A few simple questions around town inform the characters that beyond the mountains lies the desert, where there are reports of marauding tribes of bandits. Few people from the town have any reason to go into the desert, as they rely upon trade arriving in town to supply all their needs.

At the Inn of the Daring Damsel, the characters are led to a back room, where they meet a halfling who introduces himself as Rory. He will ask them their specialties as entertainers as well as request a brief demonstration of their best work.

If sufficiently impressed with the audition, Rory will explain that he is acting as an agent for a travelling band in the desert that is seeking some diversion after completing a long and exhausting trek. He will ask questions about the characters' abilities to handle themselves in tight situations, as there is a chance the audience may become rowdy and downright unruly.

If the characters fill the bill, Rory will take their names, saying they have a good chance. He will answer any questions the characters have about where and for whom they may be employed.

Rory explains, in answer to any questions, that he is the personal manservant for Alla-Akabar, a leader of a tribe of bedouins who have spent the better part of the last year to the north. They rest near these mountains every year around this time; the tribe leaves the town alone, so no one bothers the tribe. Rory is in town to pick up supplies for the camp and find suitable entertainment for the men. Transportation will be provided to and from the camp, and the engagement should be no longer than a week. For these shows, the characters will be paid by Alla 500 Silver Pennies, plus whatever gratuities are thrown from the crowd.

Later that evening, the characters are approached by a man wearing a cape whose face is shadowed by a large hood. He asks if he may sit with them and introduces himself as Xarak. Wondering if they are contemplating taking the employment in the camp of Alla-Akabar, he informs them that—if they are—he has an offer that may be of interest to them.

He is seeking information concerning two women, named Keron and Shyrila, who were taken by Alla-Akabar's tribe almost a year ago. He wishes to know where they may be and what, if anything, has happened to

them. He says he does not care how this information is obtained, so long as it is the truth.

He further informs them that he is offering a bonus. He will pay them 300 Gold Shillings to get the information, and he will add 200 Gold Shillings more if, in addition to getting the information, they can eliminate Alla-Akabar and bring back some proof that he is dead.

If the characters accept the offer, Xarak will stress that time is of the essence, and the information retrieval and the killing should be accomplished as quickly as possible. Xarak will stay to answer any questions he can (see Chapter IV), and then he will bid the characters good night and good luck.

Later that night, Rory appears and tells the characters they have been hired on as entertainers and will meet them late in the morning by the stables with horses and mules packed for the journey to the camp.

When they meet Rory, they will immediately leave and set out toward the mountains. At the end of that day, they follow a ravine and arrive at the edge of the desert. There the halfling starts transferring the supplies to a number of camels that he tethered there on his way into town. The next morning, after making sure that everyone is clothed properly to guard against the dangers of crossing the desert (see Chapter V), the party sets out across the sands.

After two days of travel, the party enters the camp of Alla-Akabar.

IV. Briefing for the Gamemaster

The *Camp of Alla-Akabar* is designed such that at least one character should be able to skillfully entertain the camp. They should not be allowed to fake it without failure. Thus, Troubador or Courtier skills are needed, and creative use of Talent Magic would come in handy.

Rory and Xarak were telling the truth as far as they went; in fact, they are working together. Xarak has been waiting for Alla's tribe to make their annual encampment near this town. He waited for word of Rory's arrival in town and approached him about the possibility of an alliance. Rory was open to such an offer, as he is becoming more and more disgusted with the treatment he receives in camp. He was leery of becoming too involved, as Alla has shown qualities of omniscience. Xarak explained how he could keep Rory separate from the scheme by approaching the entertainers after Rory informed him who the most likely candidates were. Note: If the GM incorporates this adventure into his campaign, he may have to go through several characters before finding suitable ones.

There are some things, other than his complicity, which Xarak will not discuss with the party. If questioned, he will give a description of the two women (see Chapter VI for details), but he will not reveal that they are really his wife and daughter, who were taken during a raid. He will not tell the party that his daughter wears an amulet similar to his, as he believes she is not in the camp. The GM should refer to Xarak's description in this Chapter for full details concerning the amulet and Xarak's appearance.

Rory will give the physical details of the camp as he knows them, and he will speak of the people in the camp during the overland trip. Full descriptions of the camp and its inhabitants are covered in Chapters VI and VII.

There are things neither Xarak nor Rory can know that present major obstacles to the party in completing the mission. It is up to the players to piece together the clues obtained through encounters with NPC's. Among these facts are the following:

1. The daughter has become Alla-Akabar's work slave.
2. The daughter is being kept prisoner.
3. Alla's bodyguard, Garn, is a hobgoblin who is much more than he appears to be.

There is also a time factor to be considered. Xarak has told the party the deed must be done quickly. While he was discussing the deal with Rory, a bedouin from the camp who had come into town on his own had overheard their plottings. Xarak and Rory managed to capture him and are keeping him alive, trying to get information out of him, but he will not talk. They have decided to proceed with their scheme. At the end of three days, or at the GM's discretion, this captive will have managed to escape and made his way to the camp, arriving early on the morning of the fourth day to reveal Rory's treachery. Xarak will not mention the captive to the party, as he fears this would cause them to think again about his proposal and turn it down.

XARAK

Xarak is in his mid-forties. He is very mysterious, because he wishes to maintain a low profile for fear of repercussions from his revenge. He is not trained as a fighter, although he has gotten some instruction in the use of a dagger, so he will under no circumstances accompany the party. He is obsessed with gaining what he feels is his rightful revenge, but he places finding his wife and daughter even higher. Xarak's physical characteristics are:

PS: 12 MD: 13 AG: 11 MA: 6
PB: 10 EN: 14 FT: 18 WP: 22
PC: 13

Xarak has no magical abilities, and he is Vernal-stars aspected. He is Rank 10 Merchant and a Rank 5 Mechanician. He speaks Common and Elvish at Rank 8, and reads and writes Common at Rank 8. He carries a dagger concealed in his cloak and can use it at Rank 5.

Xarak's hair and beard are grey with white at the temples. His left cheek is scarred and shows no sign of ever receiving the care of a Healer. His face has become a permanent mask of grimness and resolution. His eyes are always watchful and slightly glazed with obsession.

Xarak's description should only be given by the GM if the players are inquisitive and ask for it. If they do, the GM should include that Xarak is wearing an amulet with a stylized design of a bird in flight. It is an inch and half in diameter and shows a high quality of workmanship.

Xarak spent many years building up a profitable system of trade routes and amassing a sizeable fortune. He met Korena during one of his journeys and they were soon wed. Shyri-la, their daughter, was the pride of Xarak, and he loves her dearly. He had taken her and Korena on one of his trading journeys when she turned 16 as he believed she should begin learning about the world. It was during that trip that his caravan was attacked by Alla's men and his wife and daughter abducted.

Xarak survived the attack, just barely, and was left for dead until found by some peaceful nomads. Since then, he has travelled in hope of uncovering news of his family's fate, until it became obvious there was only one place to find out....in the camp of Alla-Akabar. Realizing he lacked the proper training to execute such a mission, he began to formulate plans.

Xarak will stay in town until the party returns or he receives word that Alla is dead or is searching for the man behind the plot to assassinate him.

If Xarak's daughter is returned to him in good health, he will lavish a reward of an additional 500 Gold Shillings on the party.

V. The Desert

It is important to retain the flavor of the desert nomadic life throughout the adventure. This should begin when the party transfers their supplies to the camels in the mountain camp. If one of the characters is a Ranger specializing in Waste, the GM must decide how aware of survival techniques in the desert he is.

Travel in the desert with a horse is impossible, as the beasts will become exhausted and die trying to make it through the soft sand. By the same token, characters will find walking through the desert with the aid of a specialized Ranger will fall into the Medium Exercise range on the Fatigue and Encumbrance Table. Without the specialized Ranger, walking falls into the Heavy Exercise range. This base fatigue loss rate applies only if the characters have taken some precautions against dehydration and exposure (wrapping themselves in burnooses or some sort of flowing robe-like garments). If the characters must make a hasty exit without such precautions, they will lose one Endurance Point for every day exposed, in addition to the fatigue loss. The GM should give some indication of these consequences during the adventure, as the party's escape should be planned or else they may die on their way back.

There is a further loss of 1/2 Endurance Point per 4-hour period if the party fails to take water into the desert. Also, wearing any armor other than Cloth will result in another loss of 1/2 Endurance Point per day, multiplied by the armor's weight factor.

The GM should consult the Overland Encounter Table (VII) for the possibility of sandstorms and their effect upon the party if they are caught in one.

If members of the party have lost half their original Endurance, there is a 50% chance per day that hallucinations will set in, or they may start to wander aimlessly.

VI. Description of Non-Player Characters

1. ALLA-AKABAR

Somewhere in his thirties, the charismatic and handsome (Omar Sharif is a good role model) Alla-Akabar leads his band of 45 bedouins in a life of prosperous pillaging and looting. He is always charming, and his men are fiercely loyal to him, ready to eliminate any who pose a threat to him. Alla is Sun-aspected, and his physical characteristics are:

PS: 17 MD: 18 AG: 14 MA: 6
PB: 21 EN: 14 FT: 22 WP: 19
PC: 15

Alla is a Rank 10 Military Scientist, a Rank 6 Ranger (specializing in Waste), a Rank 5 Healer, Rank 2 Thief, Rank 3 Courtier, and a Rank 10 Beastmaster specializing in Great Land Mammals, Humanoids, and Lizards. He uses a Scimitar and a Dagger at Rank 7. In camp, he rarely goes about armed, relying on his men's loyalty and the protection of Garn. He can speak, read, and write Common and Bedouin at Rank 8, and speak Hobgoblin at Rank 5.

Alla has become almost a demi-god to his men. He treats them fairly when it comes to dividing treasure and captive women. His men have prospered under his command. The bedouins have stayed with him for a long time, and some have come back on a regular basis, as they respect and revere him as a leader.

Alla continuously amazes his men by anticipating their wishes. If a man expresses fear, Alla is soon there to comfort him without anyone reporting the circumstances. Other examples of past behavior include...

...A man who received word that his family was being thrown out of their home for non-payment of rent was presented with a fine gem from Alla's own coffers and aided in returning to his home. The man and the camp were awestruck by this unrequested generosity.

...Several times overly greedy bedouins plotted to steal from the general fund. Before any of their plans came to light, Alla had them whipped, claiming their evil intent was known to him, and he knew they had to be punished.

...The few times plots have been hatched to assassinate Alla, he always seemed to know about them even as the ideas formed. He has dealt with these most firmly.

Alla, while a brilliant tactician and awe-some warrior, does tend to flamboyance. He enjoys the adoration of his men and cultivates it. He views each man as a part of his own family, to be treated with kindness and tolerance. Outsiders are another matter. Alla, while he may only punish members of the tribe, will swiftly execute visitors who break rules or try to bring ill to his men.

He does have one weakness, though: Alla is quite a ladies' man. Female visitors to the camp will find themselves the object of his attentions if they are fairly pretty. Alla has

always had first choice of female captives and his men acknowledge this right. This situation does not please Alla's wife, but it never seems to bother his mistress.

There is a very definite reason for Alla's omniscient, mystical powers: Garn.

2. GARN

Visitors to the camp, when introduced to Alla, will not help but notice the rather large individual who usually accompanies Alla: his bodyguard, Garn.

Garn is a hobgoblin who usually dresses in little more than pantaloons. He is often seen wandering aimlessly about the camp carrying his war club or whip. The bedouins do not socialize with Garn for several reasons. One is that Garn is physically intimidating, being slightly more than seven feet tall, rather imposingly muscled, and covered with coarse dark hair. Also, Garn doles out punishment when Alla calls for it. He may flog, burn, or flay the offender and do all this before hanging him out to dry in the sun. The third reason they do not communicate is that Garn does not speak and seems to understand only Hobgoblin.

Alla speaks fluent Hobgoblin, so he can issue orders to Garn, and in public Garn "speaks" only to Alla through use of a sign language. Because of Garn's apparent ignorance, the bedouins have no fear about vocally taunting him or speaking freely while he is around. But they never stop Garn when he sticks his head through the opening to their tents or helps himself to a piece of fruit or food anywhere he finds it. Garn's physical characteristics are:

PS: 21 MD: 16 AG: 15 MA: 20
PB: 6 EN: 16 FT: 23 WP: 12
PC: 14

NA: Hide absorbs 2 Damage Points.

Garn is Death-aspected, uses his War Club at Rank 4, his Scimitar at Rank 5, his Whip at Rank 10, and both his Garrote and Spear at Rank 3. He is also a Rank 5 Assassin, Rank 7 Ranger (specializing in Waste), and has Rank 5 in Stealth.

In truth, Garn is neither mute nor stupid. He is in fact a very practiced Adept of the College of Necromantic Conjurings and has the following spells and ranks (Spell Code/Rank Achieved): T-1/6; G-1/6; G-3/5; G-6/3; G-7/10; G-9/3; G-10/10 Q-1/1; S-1/4. He also speaks, reads, and writes Hobgoblin, Common, and Bedouin at Rank 9.

Garn's potential was recognized early by a powerful mage of the College of Necromantic Conjurings who took in the young hobgoblin as a protege. Garn learned quickly and decided to seek his fortune in the civilized world. Although Garn entered town well dressed and obviously cultured, the townspeople reacted to him as a monster and fell upon him. After resoundingly beating Garn, they dragged him down to the river and threw him unceremoniously in.

This entire episode was witnessed by a much younger Alla-Akabar, who was at the

time a third-rate cutpurse. He did not share the people's revulsion to Garn and, after they dispersed, dove in to rescue the hobgoblin. Garn listened to Alla's proposal: separately they were ineffectual, but if they worked together they could become a potent force. Garn considered the words carefully and finally decided to throw in his lot with Alla, who soon formed his band.

Garn's meanderings through the camp are responsible for Alla's omniscience. Since the men speak freely when he is about, he is in a perfect position to eavesdrop. He reports everything to Alla, who acts upon the information he thus obtains.

Garn is often frustrated having to play the hulking brute, as he gets no intelligent conversation from anyone but Alla. He spends his nights in the tent next to Alla's practicing his spells and rituals after making sure no one is about. He accepts Alla's penchants for lavish loving and winsome women, but warns Alla they will prove his undoing.

If the party decides to test Garn and manages to surprise him, there is a chance he will utter some simple words if he fails to roll under $4 \times$ his Perception.

3. ALLA'S MISTRESS

Alla is rarely seen about the camp without the company of his young mistress. She is a lovely young thing with tanned skin and light blonde hair, who spends most of her day lounging about the tent or just outside or hanging onto Alla's arms. She is always displaying her devotion to Alla and her love for him is obvious. She wears silks and some bracelets, rings, and other jewelry. If the party checks out the jewelry, they will find it to be first class work, especially her amulet—one and a half inches in diameter, featuring a stylized design of a bird in flight. She is never referred to by name, just as "Alla's Woman," or by Alla as his "Little Flower," or "Star of the Desert." The Mistress' physical characteristics are:

PS: 12 MD: 18 AG: 20 MA: 8
PB: 21 EN: 10 FT: 14 WP: 11
PC: 6

Sun-aspected, she can read, write, and speak Common at Rank 8 and speak Bedouin at Rank 4. She is also a Rank 2 Merchant and Rank 6 Courtesan. She can use a Dagger at Rank 3.

While under the influence of potions, she is devoted to Alla and will fight rather than leave his side. Twenty-four hours after the last dosage she will regain her common sense and identity. She will become shocked at the state of her clothes and the amount of make-up she is wearing and may blame whoever is around unless calmed down and acquainted with the facts. She will be very eager to rejoin her father, whom she thought dead.

The party will not immediately recognize her from Xarak's description. If asked to describe the women he is looking for, Xarak will describe the younger woman as a fresh-faced young girl with medium brown hair, inquisitive eyes, and a ready smile.

Korena, when last seen, had dark brown hair, with a good figure and a Physical Beauty of 19. She was in her late thirties when abducted; it is up to the GM to decide what has become of her.

4. DELIAN

The presence of Shyrila is a major source of annoyance to Alla's wife, Delian. She is still quite beautiful but, in Alla's estimation, getting on in years (she just passed 25), and she is growing increasingly perturbed. Delian's physical characteristics are:

PS: 13 MD: 15 AG: 18 MA: 5
PB: 20 EN: 12 FT: 20 WP: 14
PC: 10

Sun-aspected, she speaks Common and Bedouin at Rank 8 and is a Rank 7 Courtesan. She is also Rank 4 with a dagger (which she is not at all hesitant to use), kept in her section of Alla's tent under her pillow.

Delian knows about when the mistress arrived, but she does not know her real name. Delian does remember how the girl looked at first and the fact her hair has been bleached. She also remembers at first the girl would put up a fight, but "Alla must have won her over."

Her dislike of the girl is pronounced, and she will be amenable to a plot to kidnap the girl, but will immediately report to Alla any inkling she has as to a plot to hurt him. By doing this, she feels she will prove her worth to Alla. If Alla hears of anyone mistreating Delian, he will kill the person responsible.

Delian believes what everyone believes about Garn, so the players will gain no new insights here.

5. RORY

There are seven halfling servants working in the camp at any one time. These halflings have average characteristics and can be created as the GM needs them. The one exception is Rory.

Rory is Alla's personal servant and acts as major domo for the rest of the servants. He has served Alla for a number of years, hoping by providing excellent service that Alla may one day set him free. He lays out Alla's clothes after he has cleaned them, cooks all of Alla's personal meals, and keeps Alla's headquarters neat. Rory's physical characteristics are:

PS: 9 MD: 17 AG: 14 MA: 5
PB: 15 EN: 15 FT: 19 WP: 20
PC: 16

Rory has no special skills or talents, nor does he have Rank with any weapons, as he was taken during a raid on a settlement of halflings and pressed into service. He does speak Common at Rank 8 and Bedouin at Rank 5, and is Moon-aspected.

Rory has been biding his time hoping to be released, but has become disillusioned. Because Rory knows if the party's purpose is discovered he will be punished, he agreed to Xarak's deal only after Xarak planned to approach the party separately. To make sure no suspicion falls on him, Rory will not allow the party to use his food to poison Alla and, while he will talk to the party, he will not help them in the execution of their assignment.

Rory is more nervous since returning from town, as he wonders if Xarak can hold the captured bedouin until the deed is done. Upon arriving back in camp, Rory will be surreptitiously preparing to escape when the party has killed Alla or under the cover of any disturbance. He will try to make sure of what happens so he can report to Xarak.

Rory knows when Shyrila arrived, but does not know her name or how she is being kept. He knows of Delian's growing hatred for the girl and the general happenings around camp. He does not know about Garn.

6. TALAN

When Alla realized he would need a constant supply of potions to keep Shyrila interested, he decided he needed a skilled alchemist. Until then, he needed potions only to eliminate enemies and quiet his slaves. He found Talan in a city to the northwest, glutted with alchemists. Talan was open to the proposal despite Alla's reputation, simply because he was and is too busy working on his magic and mixtures to care much about what goes on around him. If engaged in conversation, he will talk shop, but will become bored and cut short any conversation on other subjects. Once he begins talking about alchemy, he may (60% chance) talk about the potions he supplies for Alla's mistress. Talan's physical characteristics are:

PS: 9	MD: 12	AG: 13	MA: 23
PB: 12	EN: 12	FT: 16	WP: 21
PC: 12			

Talan is also an Adept of the College of the Sorceries of the Mind and has achieved the following Ranks (Spell Code/Rank Achieved): T-1/3; T-2/5; T-3/4; G-1/2; G-2/2; G-5/8; G-7/9; Q-1/4. He can read, write, and speak Common at Rank 9 and speaks Bedouin at Rank 4. He is a Rank 8 Alchemist (specializing in potions and medicines), Rank 3 Healer, and Rank 2 Astrologer. If Alla is uncertain before a raid, he will go to Talan to get a feeling for how the skirmish will go. He also possesses Rank 2 with a Dagger, but is certainly no fighter and would more than likely be oblivious to a major invasion. He is Sun-aspected.

Talan provides a combination of potions: Control Person, Binding Will, and love philtres of various descriptions. All these are provided for Alla's use. A more complete listing of the ingredients can be found in the description of his tent in Chapter VII.

If asked about Alla's omniscience, he will relate how he has oftentimes gone to Alla suggesting they make a potion using this talent, but Alla has always refused.

7. THE BEDOUNS

There are 45 to 50 men in the camp. They are pleased with their latest haul, but are waiting for Alla to arrange to have a fantastic piece of jewelry sold so the proceeds can be divided. They are loyal to Alla and will follow him blindly. Average characteristics for the bedouins are:

PS: 21	MD: 18	AG: 15	MA: 7
PB: 12	EN: 16	FT: 24	WP: 15
PC: 10			

All bedouins will have Rank 1 to 3 with Scimitar, Spear, and/or Bolo. They speak Bedouin at Rank 8 in addition to their 20% chance for speaking Common at Ranks 1 to 5. Among them, they will have some Beastmaster skills (Ranks 1 to 5), Ranger skills (Ranks 1 to 4), Thief and/or Spy skills (Ranks 1 to 5). The lieutenants will have slightly higher characteristics and Ranks than the rest of the men.

The bedouins will wear no armor in camp except when on guard duty over the treasure or slaves, or when going into battle. Even then they wear only leather armor lest they start roasting in the desert heat. Suggested encounters for the bedouins can be found in Chapter VII describing the camp.

If asked about the two women, there will be a 12% chance the bedouin asked will remember Alla pulling a girl out of the slave pen, but will not be sure at all what happened to her. If the bedouins are asked what happens to captured women in general, they will state most are sold at slave auctions. There is a 23% chance they will tell the characters Alla keeps a record of slave transactions in with his maps and plans in his quarters.

8. THE SLAVES

The bandits have taken prisoners on their raids and are preparing to sell them at the market place.

If the party decides to try to gain information or assistance from the slaves, it should be noted while they have skills, their depleted condition and lack of upkeep in these skills will make their effectiveness very low. They know nothing about Korena and Shyrila. If called upon to help with the entertainment, they will be too weak, thin, and ineffectual to make a difference.

If the party tries to enlist the slaves' help in a revolt, they will find no allies in the pen. If freed, the slaves will just break into a mad rush to get away from the camp (this will provide a diversion, if that is what the characters want).

VII. The Camp

9. BACKGROUND

At the end of each year's raids, the bedouins look forward to returning to the oasis that they have made their safe haven. While at the oasis, they relax and celebrate. The highlight of this respite is always the entertainment Alla provides for his men.

The men will be eager and friendly with

the entertainers, as they are hoping for an exciting evening. If a female is included in the party, word will rapidly spread through camp, bringing every bedouin to see how pretty she is. But male entertainers will also be welcomed, as the bedouins enjoy acrobats and jugglers.

The tribe's reaction to the entertainment will depend heavily on the type being presented. If the entertainers depend upon the spoken word (ballad singing, anecdotes, etc.), most of the tribe will not understand Common and will not be amused. Non-verbal forms (talent magic, acrobatics, mime, dancing, etc.) must be judged separately by the GM based on his estimation of the act's effectiveness. If the entertainers are not sufficient, Alla will pay them off after the first night and see that they get back to town.

All entertainment, punishment, and proclamations are presented to the men in the open area in the center of the tents. At night, two large bonfires are maintained in this area as indicated.

10. ALLA'S TENT

The camp consists of 15 circular tents, each approximately 15 feet in diameter. Upon their arrival, the party will be escorted to the largest of these tents (Tent 1), where they will be greeted by Alla (accompanied by his mistress), his lieutenants, Delian, and Garn. This meeting will be held in section C of the tent, where Alla conducts all his professional business. Delian sleeps in section B, dreaming of the day when Alla tires of the young girl.

Alla's tent is strewn with large pillows and cushions, which are used as chairs. Two short tables are in evidence, set with bowls of fruits or other delicacies in the manner of a buffet. Hanging lamps illuminate the entire area. In section A, there is a medium chest containing Alla's maps of the desert, plans for future raids, and records of the tribe's transactions.

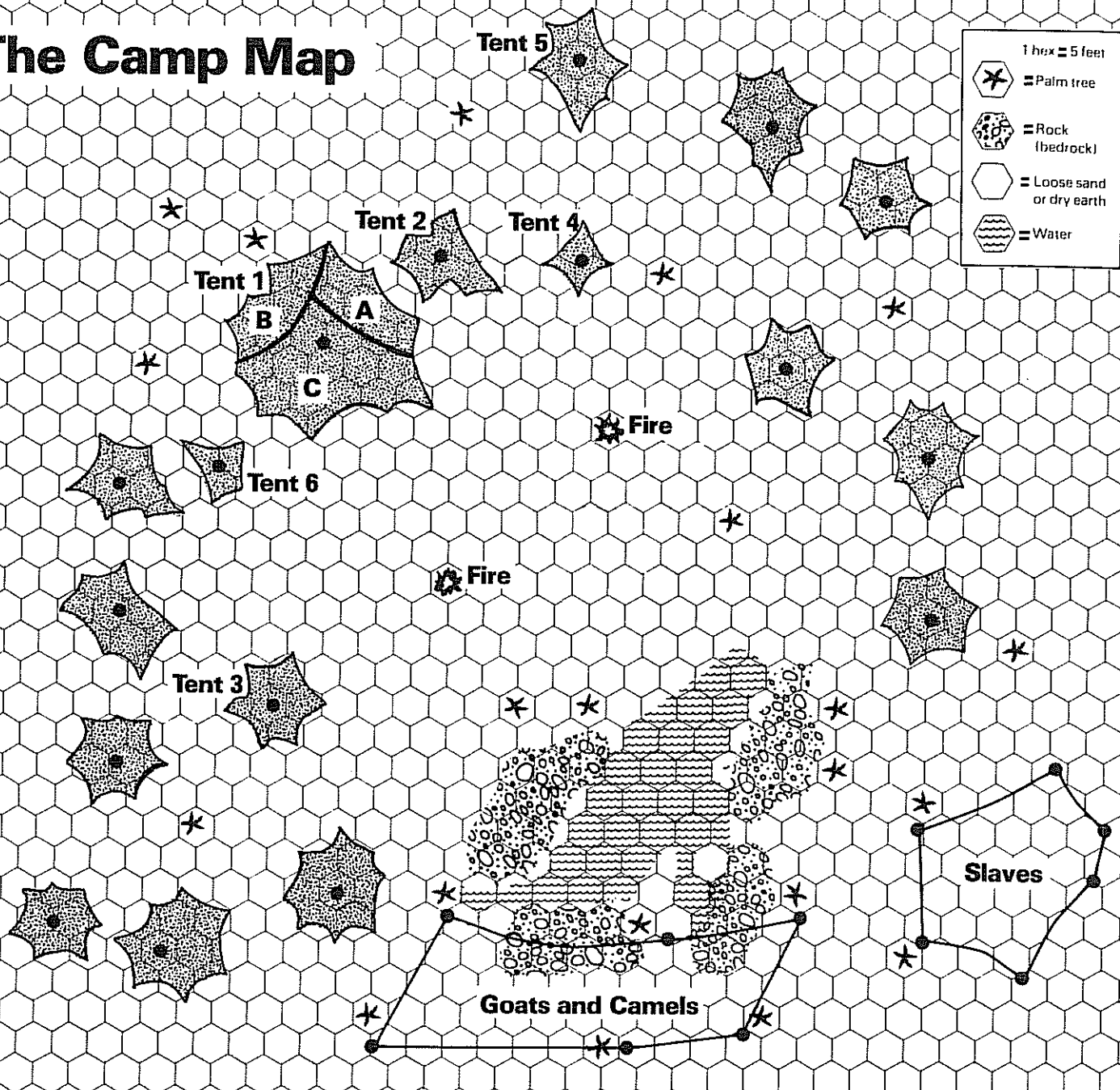
11. GARN'S TENT

Next to Alla's tent are Garn's quarters (Tent 2), which he occupies alone. The two tents appear to be separate, but there are concealed slits in both tents allowing access to one from the other. Garn and Alla often meet late at night to discuss strategy and the state of the camp. Alla makes sure the mistress is asleep by using potions.

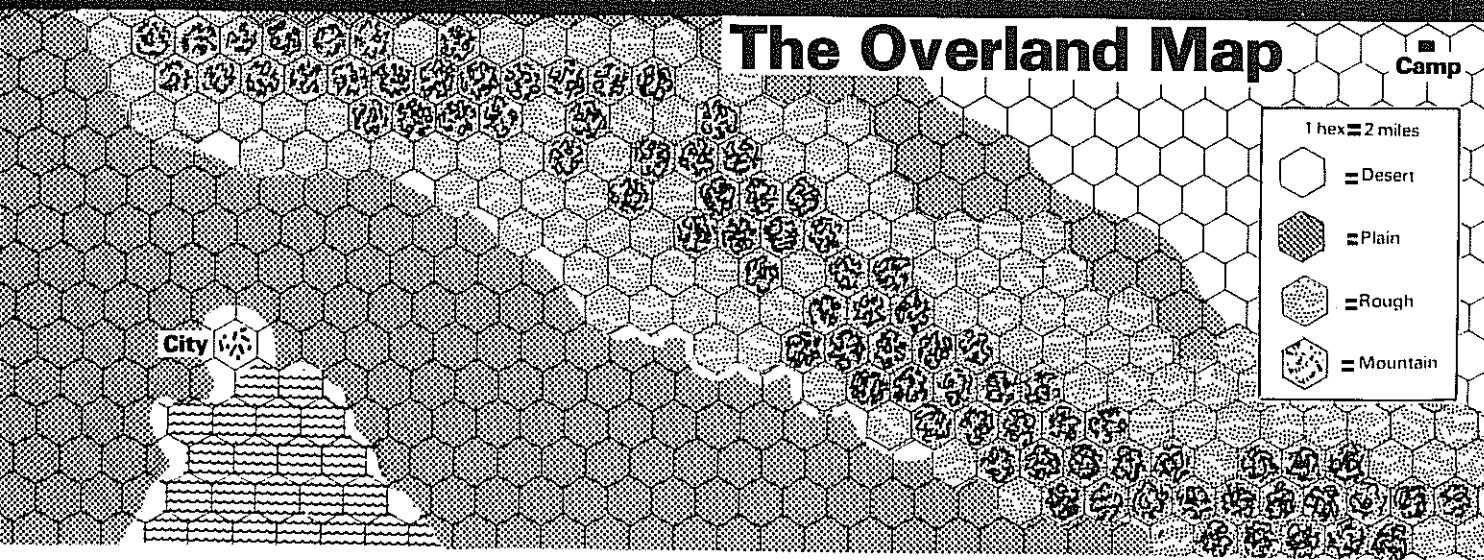
Garn's tent is rather spartan compared with the rest of the camp. Garn owns a war club, a whip, a gilded scimitar, and a dagger. Garn is very alert to strange sounds coming from Alla's tent, and the slightest suspicion will bring him padding silently through the slits to investigate after grabbing his whip and scimitar.

If Garn happens upon intruders in Alla's quarters, he will first attack with the whip, then with the scimitar. If there is more than one intruder, Garn will use his spells to confuse them and then attack.

The Camp Map



The Overland Map



12. THE TREASURE TENT

In a tent (Tent 3) near Alla's will be the tribe's treasure, consisting of four small chests containing 51 Gold Shillings and Alla's personal treasure chest with 27 Truesilver Guineas. This tent is guarded around the clock, and the two guards outside the tent have a clear view of the front of Alla's tent, so they can also watch for any late night visitors. Inside the tent is another guard. He is an added precaution to watch a piece of jewelry the tribe has acquired, a medallion with a diamond set in it worth about 200 Gold Shillings. All guards on duty will wear leather armor under their robes.

Any attempt to overpower these guards will result in shouts that will rouse the rest of the camp and bring the unchecked wrath of 45 bedouins down on the heads of the party. If captured, the party will at best be thrown naked into the desert without food or water after having been blindfolded. At worst, they will be publicly flogged and hung out to dry in the desert sun.

13. THE BEDOUINS' TENTS

The remaining tents are similar in design. Each is decorated in cushions and blankets with very little hard furniture. They are supported by a single pole in the center that is embedded in the sand (the sand around the oasis is firmer than in the surrounding desert). It would take a combined Physical Strength of 30 or more to knock the post over and bring down the tent. In addition, these poles will take 25 Damage Points before splitting. Each tent has its own hanging lamp and a few botas filled with water. Other botas are hung at various points about the camp.

The bedouins share these tents. Any males in the party will be placed in tents where there is room. Females will be placed in the smaller tent (Tent 4).

Since the adventure does not require the specific placing of characters other than the major NPC's, the GM should use his discretion in determining the results of any investigation of the tribe's tents by the party. Some suggestions are...

...These bedouins are more avaricious than the others, and have managed to hoard a small cache of gems (worth 500 Silver Pennies) that they have hidden in one of their pillows.

...These men are being kept under guard, as they have stolen from the private stores of Alla.

...These bedouins are very occupied in dicing for Silver Pennies. One of them speaks Common well enough to invite the characters to join.

...This tent is the quarters for Alla's lieutenants. They all speak Common to one degree or another and will tell of past raids and great treasure and of their allegiance to Alla. They are very respectful when speaking to Delian, and one of them may be carrying a torch for her or, indeed, may be her current lover.

...These men are initiating an intramural wrestling match in the camp. All male characters will be invited to join in and test their mettle.

The GM should make one of the bedouins a very strong fellow who challenges all who enter the camp.

...One of the occupants of this tent spends most of his time keeping a fine edge on his scimitar and bolo skills. He is probably very manic and will challenge any and all to test their skill against him.

These encounters are suggested to challenge the player's survival instincts and keep the discovery of Xarak's daughter from becoming too simple a task. These suggestions can be applied to groups or individuals as the GM sees fit.

15. TALAN'S TENT

The northernmost tent (Tent 5) is Talan's workshop and sleeping quarters. He spends most of his time there (a 90% chance he will be in) perfecting his serums and potions. Occasionally, when Talan makes a mistake in mixing, a flat explosion can be heard resounding throughout the camp. Usually Talan has managed to escape injury, so he brushes himself off, extinguishes any smoldering embers on his clothes, shrugs his shoulders, and returns to work.

A search of Talan's workshop will reveal a wide variety of ingredients for potions. The inventory would include bloodroot, cyclamen, ginseng, amaranth, belladonna, caper, coriander, earthnut, jimson weed, and valerian. Talan's stores were severely depleted during the past raiding season. He gave Rory a shopping list of herbs and equipment to get for him when Rory went into town. He is very anxious for Rory's return, and there is a 75% chance that Talan will be the first person to greet the party when they arrive in camp. He can be seen every night, however, making a delivery sometime after dinner to Alla's tent.

15. THE SERVANTS' TENTS

The halfling servants bed down wherever there happens to be room. Rory, though, stays in the second small tent near Alla's, as he must be ready to answer his master's summons. Rory's tent (Tent 6) is very sparse; he has a bedroll and a few changes of clothing, but no personal possessions.

Since returning to camp, however, Rory has been sneaking food into his tent (containers of rice, dried meat, some fruit) as he is preparing to leave when and if the party kills Alla. If the party manages to sneak up to Rory's tent at night, there is a 20% chance they will find him preparing a small travelling bag. Rory is not overly brave, and he will tell all when threatened with pain or death.

16. OUTSIDE AREAS

On the far side of the oasis, probably downwind from the rest of the camp, are kept the goats, sheep, camels, and slaves.

Two guards watch over the slaves, but they are not worried about a possible escape, as the slaves are too weak and are chained together. The guard has the keys. The chains are anchored to posts that encircle the slave pen.

The animals are docile and not easily

scared. The camels are recalcitrant, bad tempered beasts requiring much prodding to move. A character with Beastmaster skill of Rank 2 specializing in Great Land Mammals will have little problem getting them moving; for all others, the proposition is a bit more difficult.

During the time the tribe is in the oasis, they will be eating comparatively well.

The main drink in the camp is water, with goat's milk served as an occasional change. Usually the goat's milk is fermented and turned into a liquor. The men know Alla has some good wines in his tent, but they are not allowed to touch them, as they are reserved for his special guests.

17. RANDOM ENCOUNTERS

The camp is a bustling place during the day, remains fairly busy through supper, and quiets down after the entertainment at night. It will be rare during daylight that wandering characters would not run into someone, and this is reflected in the Frequency and Chance Encounter given in the Camp Danger Table. Not every encounter will prove dangerous (a reaction roll should be made upon meeting every NPC and bedouin), but the possibility of running into someone (or something) is rather high.

Thus, while the characters are in camp, a roll must be made at the appropriate intervals and, if the percentage rolled is less than or equal to the Chance of Encounter listed, an additional roll must be made on the Camp Encounter Table to see who or what was encountered.

In addition, an Overland Encounter Table is provided. This is for use once the party has reached the desert, with the frequencies and time intervals explained. Until the party has arrived at the desert, the encounters (if the GM desires them) should be determined as per the *Dragon-Quest* rules. There are two encounters on the desert chart that are not covered in the rules as they stand: Sandstorms and the Sand Golem.

Sandstorms come up suddenly and last for D+5 hours, with winds reaching 30 mph. Characters caught in such a storm should find shelter immediately. If they insist upon continuing, they will lose one point of Fatigue (Endurance when Fatigue is lost) for each hour in the storm. There is a 90% chance that a party walking through a sandstorm will head off in a random direction unless there is a Ranger specializing in Waste among them.

The most fearsome danger facing the party is the legendary Sand Golem.

Sand Golem

NATURAL HABITAT: Desert

FREQUENCY: Very Rare NUMBER: 1 (Unique)

DESCRIPTION: Sand Golems are humanoid in shape and composed entirely of sand, with eyes of gleaming obsidian. They stand 10 to 15 feet tall. A small amount of sand continuously falls from their body like water from a man emerging from the sea.

TALENTS, SKILLS, AND MAGIC: Sand Golems can swim through sand as humans move through water. When a Sand Golem is in this state, only the black eyes can be seen, but they are often mistaken for ordinary stones. Sand Golems have no magical abilities or skills. They

They can be harmed by any weapons except Class C, which do no damage. Because the Golem is composed of shifting sands, its structure gives it an effective natural armor.

MOVEMENT RATES: Running: 300

Sandswimming: 200

PS: 23-30 MD: 0 AG: 10-14 MA: 0
PB: 6-10 EN:13-17 FT:21-24 WP: 10-12
PC: 6-10 TMR: 6/4
NA: 4 DP due to composition

WEAPONS: Sand Golems use no weapons. They can attack with both fists without penalty at a Base Chance of 50%, doing D+2 damage. When the golem is standing on sand, it can extend its arm to attack into an area two hexes beyond its own.

COMMENTS: No one is sure where Sand Golems came from; perhaps they resulted from a failed experiment by an Adept of Shaping Magics. They are very aggressive and will attack a party of up to seven beings. A Sand Golem's life is known to depend upon its keeping contact with the sand, as that is how it replenishes itself. The Sand Golem must be in contact with a large area of sand to extend its arm in attack. Rarely does a Sand Golem travel out of the desert, as when it loses contact with sand it loses one Endurance point per Pulse until it crumbles. Damage done to a Sand Golem when it is not in contact with sand is not absorbed by the creature's NA.

VIII. Assassination

Should the party attempt to murder Alla in his sleep, it will be necessary for them to steal into his sleeping chamber. During playtesting, some inconsistencies presented themselves involving such actions. We suggest that, if the party fails their stealth roll, another roll be made based on 3× Alla's Perception to awaken him.

Should a character manage to creep up on a sleeping Alla, then Alla should get a roll based on 4× his Perception. In either case, the Tactical Stage begins when Alla has awakened. If he does not wake up, the party should have no difficulty in simply cutting his throat, so long as Alla is alone. If Alla is sleeping with someone, they should get similar Perception rolls. Even the slightest untoward noise, however, will bring Garn to investigate.

IX. Final Notes

The *Camp of Alla-Akabar* is intended to be as complete as possible to save the GM unnecessary labor. Naturally, the GM will have to use discretion and imagination at certain points, as everything the players might wish to know cannot be covered. The NPC's have been given fairly complete backgrounds in order for the GM to incorporate them into his own campaign beyond the completion of the adventure.

It is also suggested that the GM make some minor alterations in the maps and encounter descriptions to prevent players who also have copies of the adventure from becoming too overconfident. This situation should be treated as a guide for the GM, not as a rigid

and restrictive scenario.

In playtesting, Garn always managed to survive since most players were so surprised to find him a far more dangerous adversary than they expected that they would quickly flee after physically confronting him. This proved interesting later in the campaign, for Garn sometimes would find his way to a city where those characters happened to reside. Upon meeting Garn, the characters expected to have to fight him, feeling sure he was there to exact revenge. On the contrary, he eloquently thanked them for killing off a man who had grown too soft and weak to be useful. Alla's death had allowed Garn to take control of the band, and he and the bedouins were much the happier for it. Garn's leadership proved more efficient (since he wasn't spending all his time in bed with a mistress) and everyone's wealth rose dramatically.

It should be pointed out that the relationship between Alla and Garn should be well considered by the GM before the adventure begins, as any hesitation on Garn's part to come to the aid of Alla would swing the advantage clearly in the party's favor in terms of accomplishing the assassination. Most player reaction to the adventure indicated that this adventure, more than most, required accurate acting by the GM of the NPC's since most of the information the players will be able to obtain will come through conversation with those individuals.

Finally, the intent of the whole adventure should have an air of mystery associated with Arabian intrigue. The GM should strive to emphasize this feeling, and some have gone so far as to play the soundtrack to *Lawrence of Arabia* or Rimsky-Korsakov's *Scheherazade* during play, both of which helped set the right mood.

THE CAMP OF ALLA-AKABAR DESIGN CREDITS

Design/Co-Development

Gerry Klug

Physical Systems and Graphics

Redmond A. Simonsen

Development/Co-Design

Robert Kern

Adventure Testing and Advice

Stephen Gray, Richard Perrotti, Larry

D'Ambrosia, Ed Faver, Cindy Bitowf

Production

Ted Koller, Manfred F. Mulkuhn,

Michael E. Moore, Bob Ryer, Ken Stec

Camp Danger Table

TIME	FREQUENCY	CHANCE OF ENCOUNTER
Daytime	every 1/4 hour	95%
Evening	every 1/4 hour	75%
Night	every 1/2 hour	50%

Overland Encounter Table

Before the party reaches the desert, the GM should determine any random encounters using the Encounter Tables in the *DQ* rule book. Once the desert is reached, use the following table. Check every 12 hours, with a 20% encounter chance.

01-10	D+3 Dingos
11-20	D Buzzards
21-35	D+6 Scorpions
36-50	D+2 Tarantulas
51-60	D-2 Camels
61-75	D+2 Humans (with camels)
76-95	Sandstorm
96-00	Sand Golem

CAMP ENCOUNTER TABLE

DICE	DAYTIME	EVENING	NIGHT
01-20	Garn	Garn	Garn and Alla
21-30	Rory	Rory	Rory
31-35	Talan	Rory and Alla	Talan
36-37	Shyrila	Shyrila	D Scorpions
38-40	Alla	Alla	D+2 Tarantulas
41-45	Delian	Delian	Garn
46-50	D-5 Servants	D-7 Servants	D-8 Servants
51-65	D Bedouins	D+2 Bedouins	D-5 Bedouins
66-75	D-3 Bedouins	D Bedouins	D-7 Bedouins
76-95	D-7 Bedouins	D-3 Bedouins	D-8 Bedouins
96	Scorpion	Talan	Shyrila
97	Asp	Alla	Delian
98	Tarantula	D-2 Scorpions	Alla
99	Black Widow Spider	D-5 Tarantulas	Asp
00	Escaped Slave	Asp	Escaped Slave

Being: A number of the given persons or beings appear equal to a roll on D10 modified by the number given. Modified rolls of zero or less are treated as 1.

DragonQuest® ADVENTURE RECORD			ADVENTURE NUMBER:					
			GAME DATE: Start		End		Real Date	
CHARACTER NAME: _____ PLAYER NAME: _____								
PS	MD	AG	EN	MA	WP	PC	PB	TMR
FT	Magic Resistance	Stealth	Horse	Defense	Armor	Prot	Weight Carried	
College:			Experience Points Gained:			Money Gained:		

ADVENTURE RECORD								
CHARACTER NAME:				PLAYER NAME:				
PS	MD	AG	EN	MA	WP	PC	PB	TMR
FT	Magic Resistance	Stealth	Horse	Defense	Armor	Prot	Weight Carried	
College:				Experience Points Gained:			Money Gained:	

ADVENTURE RECORD								
CHARACTER NAME:				PLAYER NAME:				
PS	MD	AG	EN	MA	WP	PC	PB	TMR
FT	Magic Resistance	Stealth	Horse	Defense	Armor	Prot	Weight Carried	
College:				Experience Points Gained:			Money Gained:	

ADVENTURE RECORD								
CHARACTER NAME:				PLAYER NAME:				
PS	MD	AG	EN	MA	WP	PC	PB	TMR
FT	Magic Resistance	Stealth	Horse	Defense	Armor	Prot	Weight Carried	
College:	Experience Points Gained:				Money Gained:			

PULSES	HOURS	DAYS

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