

DQ Open Source

A Fantasy Role-Playing Game Supplement

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81.5 Expanded Goods Cost List	Unknown
83.5 Climbing	Todd E. Schreiber
83.6 Falling	Todd E. Schreiber
83.7 Jumping	Todd E. Schreiber
105. The College of White Magics - John M. Kahane variation with Todd Coy and Perry Cooper	
106. The College of White Magics - Todd Coy variation	
107. The College of White Magics - Martin Dick variation	
108. The College of White Magics (also known as Light Magics) – unknown contributor variation #1	
109. The College of White Magics (also known as Light Magics) – unknown contributor variation #2	

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- John M. Kahane variation with Todd Coy and Perry Cooper.

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V. COMBAT

[5.0] Character Generation Summary (see Table 5.0).

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

Racial modifiers may apply.

[8.1.1] Revised Social Status Table (see Table 8.1.1).

The revised Social Status Table would prevent odd combinations of race and heritage.

[8.2.1] Revised Order of Birth Table with money and experience multipliers (see Table 8.2.1).

The revised Order of Birth Table works in conjunction with the Social Status Table. The Money Multiplier column replaces the original table in 8.1 in order to match the new Tables. The Experience Multiplier column reflects what life experience a character's heritage has brought them.

[8.9] Noble Titles Table (see Table 8.9).

Using this revised Social Status Table would prevent odd combinations of race and heritage.

[9.1] Combat Equation Summary (see Table 9.1)

[9.2] Combat Clarifications.

[9.2.1] Initiative Value - who goes first?

School of thought #1: Just what the book says, all Engaged figures go before Non-engaged figures.

A figure who is Engaged is defined as one who is adjacent (hex) to a hostile figure on the display. Thus most of the time spell casters and ranged weapon users are considered Non-engaged. Strictly speaking, the pikeman would have Engaged initiative in attacking an opponent who is two hexes away, the opponent would have Non-engaged initiative.

School of thought #2: Simpler initiative, highest IV goes first then you just go down the list.

A figure who is engaged is defined as one who

is actively participating in combat. Thus spell casters and ranged weapon users are considered engaged. Initiative is calculated for all Non-engaged and Engaged figures and then actions are resolved in order of highest initiative. This way a Non-engaged figure with a high IV get a chance to help and save the day before the Engaged figures get chopped down.

School of thought #3: Overall IV goes first.

The highest IV character acts first. If he/she/it is Engaged, then that entire engagement is done first. Then the next highest IV goes (if they have not already acted) and so on. This way a Non-engaged character could have a chance to act before an engagement and help out a buddy. Using this scenario, Ranged and Magical attacks would fall under the Engaged category.

[9.2.2] Other actions:

#1 What about line of sight... can you shoot an arrow directly between two occupied hexes?

The modifier for making a ranged attack through a sheltered hex is -20%. If one misses a roll bad enough, say 100, then the gm could rule that one of the figures you were trying to shoot in between got shot instead.

#2 When do you roll for stun recovery?

If your character has not already acted during the pulse in which he/she got stunned, he/she is allowed to roll to become unstunned and then can roll at the end of each 5 second pulse until unstunned. Remember that a figure who becomes Stunned may drop anything it is holding as per 17.3.

#3 How are multiple attacks resolved (in what order) due to high agility (see 15.3) or attacking with two weapons (one in each hand)?

It may be a gm call. But for simplicity's sake both attacks are resolved at the same time based on IV. Note that if attacking with a different weapon in each hand, then the second weapon may actually strike after the opponent has acted since the IV for the second weapon may be less than the first one.

#4 Can a character still fire his bow onto another character (not the one attacking him) when engaged in the current pulse?

Yes. However, there should be a negative modifier for getting swatted with a sword or other weapon while trying to fire a bow.

#5 If a figure is Stunned, or has any rear hexes towards his opponent, the opponent automatically receives the Initiative.

[18.4.1] Damage from Spells - Clarification of Rule 18.4.

A) The 4 types of damage incurred as a result of a magical attack are:

Type #1:

Damage as a result of change in the physical environment. Ex: Like "windstorm, falling rocks", etc. It is absorbed by armor. Ex: Windstorm Spell (S-1, Air Magics).

Type #2:

Damage as a result of pure magical energy. It is not absorbed by armor (unless the armor has extra magical protection). Ex: Bolt of Energy (S-2, Ensorc. & Enchant.), Spell of Molecular Disruption (S-4, Sorceries of the Mind), etc.

Type #3:

Damage as a result of physical matter or entity shaped or created out of mana. It is absorbed by armor. Ex: Spell of Ice Projectiles, Earth Hammer Spell, Spell of Diamond Javelins, Meteor Spell, Phantasm Spell, etc.

Type #4:

Damage as a result of a breath weapon. Ex: Breath weapon of a dragon, Spell of Dragon Flames (S-10, Fire Magics, at the discretion of the gm):

School of thought #1:

By the book. The DQ rule book mentions in 2 places that that kind of weapon damage is never absorbed by armor. The first time is in rule 18.4. The second time is in section 75.DRAGONS in paragraph 21 of DQ 2nd Ed. If the armor is magical then the gm could rule that its magical boon absorbs breath weapon damage, gm's discretion.

School of thought #2:

Damage from breath weapons is absorbed by armor. Many people use this rule and it makes sense since an almost naked person would suffer more damage than a fully clothed one with leather armor for example. Some

GMs have house rules specifying which type of armor protects most or least.

B) The 2 kinds of armor pertinent to damage from spells:

Type #1: Ordinary armor like chainmail of protection=6 and armor of extraordinary quality like the same chainmail but of protection=7. Those do not absorb damage from pure magical energy (Type 2).

Type #2: Armor enhanced by magic like a chainmail +2, the +2 being derived from magic permanently invested in this item. And armor protection magically enhanced with a spell like the Spell of Enchanting Armor (S-9, Ensorcelments and Enchantments). The amount of pure magical energy (Type 2) damage absorbed is only the amount of the magical protection boon, like the chainmail +2 would absorb only 2 points of damage from a pure magical energy (Type 2) attack.

C) Other damage from spells issues:

Take your pick among the following three:

School of thought #1:

Damage from a magical attack and breath weapons carry over (or roll-over) into Endurance when Fatigue is depleted.

School of thought #2:

Damage from a magical attack and breath weapons are deducted from Endurance only after Fatigue has reached 0 (just like the rules for standard weapons combat).

School of thought #3:

Damage from a magical attack are treated as in #2 but have house rules for when a huge amount of damage is caused. Each GM use a different house rule for this one.

[18.6] (Optional Rule) A figure can increase his Defense by achieving Ranks with the Weapon Defense Skill.

The Weapon Defense Skill reflects a character's further mastery of a given weapon, utilizing it to better defend himself / herself.

Increase in Defense is 1% per Rank achieved with the Weapon Defense Skill. The maximum achievable Rank cannot exceed the Combat Rank possible with a given weapon. For example, Bigfrown, the hardy Dwarf, has Rank 6 with the use of a battle axe and thus cannot achieve more than Rank 6 in Weapon Defense Skill with the battle axe until he advances Rank in his Combat Skill first. Also, since the maximum achievable Combat Rank with the battle axe is 7, then the maximum achievable Weapon Defense Skill Rank with

the battle axe is also 7. The necessary experience points expenditure is applicable for every Rank and for every weapon for which the Weapon Defense Skill is acquired. Ranks in the Weapon Defense Skill can be achieved with any Swords (except the Main-Gauche which is already expressly designed to defend one's self), any Hafted Weapons, any Pole Weapons, and any Entangling Weapons. The Weapon Defense Skill is not applicable when a weapon is used in Closed or Ranged combat. Experience points, time, and money for an instructor must be spent in order to increase Rank with the Weapon Defense Skill (see 87.3).

Weapon Defense Skill Experience

Points Cost Chart

RANK*	EXPERIENCE POINTS COST
0	0
1	75
2	150
3	300
4	600
5	1000
6	1500
7	3000
8	3000
9	3000
10	4000

***Cannot exceed Combat Rank.**

[19.1] Stun recovery – clarifications.

A figure may recover from becoming Stunned if it rolls under 2 x Willpower plus its current fatigue. A figure may roll for stun recovery in the same pulse it became Stunned as long as it has not had any action in that pulse. Otherwise stun recovery rolls are made as the last action in a pulse.

[5.0] CHARACTER GENERATION SUMMARY

[5.6] Tactical Movement Rate Table

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

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

[5.5] Physical Beauty = $4D5 + 3$

[6.1] Gender modifiers

Female = -2 Strength, +1 Manual Dexterity, +1 Fatigue

[6.2] Determine Primary Hand

$D10 > D5$ = Right

$D5 > D10$ = Left

$D5 = D10$ = Ambidextrous

[83.2] Horsemanship = $[(\text{Modified Agility} + \text{Willpower})/2 + (\text{Rank} \times 8)]$, rounded down +/- modifiers listed in 83.2

[83.3] Stealth = $(3 \times \text{Agility}) + (5 \times \text{Rank})$ +/- Armor modifiers listed in Chart 18.1

[9.1] COMBAT EQUATION SUMMARY

Initiative Value for Engaged figures

Perception + Modified Agility + Rank
(with any prepared weapon)

Initiative Roll for Non-Engaged Figures

$D10 + (\text{Perception} + \text{Military Scientist Rank of Leader})$

Strike Chance with Ranked Weapon

Weapon's Base Chance + Attacker's Modified Manual Dexterity + $(4 \times \text{Rank with Weapon})$
- Opponent's Defense

Strike Chance with Non-Ranked Weapon

Weapon's Base Chance – Opponent's Defense

Figure's Defense

Modified Agility + Shield Defense (if any)

Repulse a Charge Attack

$D10$ versus Rank of Repulser's Prepared Weapon

Withdraw from Close Combat

$D10 + \text{Total Friendly Physical Strength} - \text{Total Hostile Physical Strength}$

Strike Chance to Trip

$40\% + \text{Attacker's Modified Manual Dexterity} + (4 \times \text{Rank with Weapon}) - \text{Opponent's Defense}$
Damage: $D10$. Target rolls under $3 \times \text{Modified Agility}$ or falls prone

Restrain

$[(\text{Physical Strength} + \text{Modified Agility of Attacker(s)}) - (\text{Physical Strength} + \text{Modified Agility of Defender})] \times 3$

Shield Rush

$40\% + \text{Attacker's Modified Manual Dexterity} + (4 \times \text{Rank with Shield}) - \text{Opponent's Defense}$
Damage: $D10-2$. Target rolls under $3 \times \text{Modified Agility}$ or falls prone

Disarm

- 20 to Strike Chance, 1 damage to Endurance.

Knockout

Must do damage affecting Endurance

Entangle

Same as normal Strike Chance with Weapon
Damage: $D10 - 4$. Target rolls under $3 \times \text{Modified Agility}$ or falls prone. Target requires 2 pass actions to disentangle himself

Avoid Weapon Breaking (99) or Being Dropped (100)

$D100$ roll less than or equal to $3 \times \text{Modified Manual Dexterity}$

Stun Recovery

$(2 \times \text{Willpower}) + \text{Current Fatigue}$

Parry Result (on a result > 30 on a Modified Strike chance roll; target must be evading)

$D10 + \text{Evader's Rank} - \text{Attacker's Rank}$
1,2,3 or less: Successful Parry;
Evader must Pass next Pulse
4,5,6,7: Disarm
8 or greater: Disarm plus a Riposte;
Evader may Melee attack

Attempt to strike in obscured hex (due to smoke, magic, etc.)

Roll under $4 \times \text{Perception}$ then resolve the attack

Multi-Hex Monsters may trample

Base Chance = 40% ; Damage = $D10 + \text{size in hexes}$.

Spell Cast Chance

$[\text{Base} + (3 \times \text{Rank})] + \text{Modifiers listed in 27.7}$

Magic Resistance

$\text{Willpower} + \text{Modifiers listed in 31.4}$

Adept Concentration Check

$4 \times \text{Willpower}$

Unarmed Combat

Strike Chance = $[(\text{Modified Agility} \times 2) + 1 \text{ for every point of Strength above } 15 + (4 \times \text{Rank}) + \text{Modified Manual Dexterity (if Ranked)}] - \text{Opponent's Defense}$
Damage = $(D - 4) + 1$ for every 3 points of Strength above 15

Surprise gains 1 free pulse

Readiness Factor (see 4.1) $\times$ highest Perception

[8.1.1] Social Status Table (revised)

Social Class	Human	Halfling	Elf	Dwarf	Orc	Giant	Shape-Changer
Barbarian	01-10	—	—	—	01-20	01-20	01-15
Slave	11-15	01-05	—	01-05	21-30	—	16-25
Woods Dweller	—	—	01-45	—	—	—	—
Miner	—	—	—	06-35	—	—	—
Peasant	16-25	06-15	—	—	31-40	21-30	26-35
Farmer	26-31	16-35	—	—	—	31-50	36-45
Townsmen	32-38	36-55	—	36-40	—	—	—
Soldier	39-46	—	—	41-50	41-50	—	—
Craftsman	47-53	56-75	46-65	51-65	—	51-65	—
Adventurer	54-63	76-85	66-85	66-75	51-60	66-75	46-65
Bandit	64-70	—	—	76-80	61-75	75-90	66-80
Pirate	71-77	—	—	—	76-85	—	81-85
Merchant	78-84	86-95	—	81-85	86-95	—	86-95
Merchant Prince	85-88	—	—	—	—	—	—
Lesser Nobility	89-97	96-00	86-95	86-95	96-00	91-95	96-00
Greater Nobility	98-00	—	96-00	96-00	—	96-00	—

[8.2.1] Order of Birth Table with Money and Experience Multipliers (revised)

Social Class	Money Multiplier	Experience Multiplier	Order of Birth		
			Bastard	Legitimate	First
Barbarian	2	1.2	01-10	11-85	86-00
Slave	1	0.9	01-25	26-95	96-00
Woods Dweller	4	1.0	01-10	11-80	81-00
Miner	7	1.0	01-05	06-85	86-00
Peasant	2	0.8	01-30	31-85	86-00
Farmer	4	0.9	01-17	18-81	82-00
Townsmen	5	1.0	01-13	14-92	93-00
Soldier	5	1.1	01-13	14-92	93-00
Craftsman	5	1.0	01-13	14-92	93-00
Adventurer	5	1.2	01-13	14-92	93-00
Bandit	8	1.2	01-15	16-90	91-00
Pirate	8	1.2	01-15	16-90	91-00
Merchant	6	1.0	01-20	21-89	90-00
Merchant Prince	10	0.9	01-24	25-87	88-00
Lesser Nobility	5	0.8	01-27	28-96	97-00
Greater Nobility	10	0.7	01-35	36-98	99-00

[8.9] Noble Titles Table

Noble Title Roll	Lesser Noble	Greater Noble
1-5	Knight (Sir/Lady)	Marquees (Marchioness)
6-8	Baron (Baroness)	Duke (Duchess)
9-10	Count (Countess)	Prince (Princess)

VI. MAGIC

105. THE COLLEGE OF WHITE MAGICS – John M. Kahane variation with Todd Coy and Perry Cooper.

The College of White Magics is one that deals with the Powers of Light, and gives reverence to them, much as the College of Black Magics deals with the Powers of Darkness. The talents, spells, and rituals of the College of White Magics comes, in some instances, directly from the Light-aligned spirits and Deities. To become a member of the College of White Magics, an Adept must align himself with the Powers of Light, most often by following a Deity. By following his Deity's teachings, and by following the causes of the Powers of Light, the Adept gains the abilities to wield the various talents, spells, and rituals of this College.

Unlike Adepts of the College of Black Magics, members of the College of White Magics do not have to swear any type of pacts with the Powers of Light. Worshipping and believing in one of the Deities is enough in this case to allow the Adept access to all knowledge, both General and Special, of this College of magic.

One special bonus is conferred upon the Adept by his deity once the character achieves 10 General Knowledge spells at Rank 6 or greater. The Adept receives a penny-shaped, elliptical pale mark on the lower right half of his right palm. Once per day, the Adept may activate this power symbol to send forth a blinding light for a period of 10 seconds. This is treated as a Flash of Light Spell (College of Illusions, G-1, pg. 42) of Rank 7. It will blind opponents, vanquish undead creatures that cannot stand the sunlight, and turn away attempts made with an Evil Eye Spell.

[105.1] Adepts of the College of White Magics must practice their arts

within the boundaries of what their deity deems appropriate. This particular element of the College of White Magics is a somewhat difficult concept to deal with for the GamesMaster. It is important to remember that each deity in the pantheon has his/her/its own personality and rewards certain types of behaviour while punishing (and sometimes ignoring) behaviours that he/she/it disapproves of.

The gods and goddesses are fickle to some extent, and this element of the College of White Magics must be handled by each GM as he sees fit.

[105.2] The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of White Magics.

The Adept has a Blessed Holy Symbol	+5
The Adept is favoured	+10
For each point of Willpower above 15	+1
It is a High Holiday of the Powers of Light	+20
It is a High Holiday of the Powers of Darkness	-10
The Adept loses favour with his Deity	-30

All of the modifiers listed here are cumulative.

[105.3] Talents

1. Neutralize Cold Iron (T-1)

Adepts of this College are able to be in physical contact with cold iron while casting spells and rituals; however, the adept is at -20% to all cast chances. For every Rank the Adept has with

this talent, reduce the penalty by -1. Once the Adept achieves Rank 20 with this talent, he will no longer be affected by cold iron when casting spells. In addition, the negative modifiers for silver and gold weapons and items are also reduced by -1 per Rank with this talent. The Experience Multiple for this talent is 230.

2. Witchesight (T-2)

The Adept has a Base Chance equal to his Perception (+5 per Rank) of seeing objects or entities which have been rendered invisible by whatever means or are normally invisible by nature. In the event that the creature or being rendered invisible is Darkness-aligned, the character increases the chance of detecting the creature by +15%. The Experience Multiple for this talent is 180.

3. Detect Aura (T-3)

This talent functions as per T-1 of the College of Naming Incantations. Adepts of this College are especially adept at deciphering the good and or evil aspects of an entity or being's aura. The Experience Multiple for this talent is 85.

[105.4] General Knowledge Spells

1. Spell of Light (G-1)

Range: 20 feet + 20 additional/Rank

Duration: 15 minutes x (D10-5) x Rank (x 1, if unranked)

Experience Multiple: 75

Base Chance: 50%

Resist: May not be resisted.

Effects: One 10-foot cube (1000 cubic feet) area may be brightly lit by the Adept. The lighted area may be of any shape (even pencil thin)

but it must emanate from the spot occupied by the caster.

2. Spell of True Seeing (G-2)

Range: Touch

Duration: 30 minutes + 30 additional/Rank

Experience Multiple: 400

Base Chance: 20%

Resist: May not be resisted.

Effects: This spell allows the target to see invisible, unseen, blended and similar spells as they really are. It also adds +1% per Rank to the ability to disbelieve illusions with a (Rank)% chance of automatically seeing through them.

3. Spell of Enchanted Sleep (G-3)

Range: 20 feet + 20 additional/Rank

Duration: 1 hour + 1 additional/Rank

Experience Multiple: 300

Base Chance: 30%

Resist: May be actively and passively resisted.

Effects: The Adept may cause one entity (+1 per Rank) which normally

spends any time sleeping to fall into a deep, enchanted sleep which will last for the duration of the spell or until the entity is awakened by another being (by being shaken, etc.). The target may not

be wakened if the spell is Rank 10 or higher, but must continue to sleep until the effects of the spell wear off.

4. Spell of Blessing on Crops (G-4)

Range: Sight

Duration: 1 year + 1 additional/Rank

Experience Multiple: 225

Base Chance: 40%

Resist: May not be resisted.

Effects: The spell increases the richness of the soil of 1 acre (+1 additional acre per Rank). For the duration of the spell, the soil will produce crops that are large, healthy, vibrant, and wholesome and everything that is grown in that soil will be proof against locusts, droughts, flooding, frosts, and other natural disasters.

5. Spell of Blessing on Livestock (G-5)

Range: Sight

Duration: 1 month + 1 additional/Rank

Experience Multiple: 150

Base Chance: 45%

Resist: May not be resisted.

Effects: The spell may be cast on the livestock of any one owner if the livestock are in sight. These animals will be resistant to natural disorders such as rabies, dysentery, worms, and hoof and mouth

for the duration of the spell, will be very healthy and fertile, and will produce good stock themselves.

6. Spell of Blessing on Unborn Child (G-6)

Range: Sight

Duration: Immediate

Experience Multiple: 200

Base Chance: 20%

Resist: May be actively and passively resisted.

Effects: The Adept may bless any unborn child whose mother is in sight of him while she is pregnant. The Adept may increase any one characteristic of the child by 1 (+1 for every 3 or fraction of 3 Ranks) or may bless the child with a skill or ability that will begin at a Rank of (Adept Rank). In the latter case, it can be used to grant the child (Adept Rank) abilities.

7. Spell of Blessing (G-7)

Range: Touch

Duration: See Below.

Experience Multiple: 320

Base Chance: 15%

Resist: May not be resisted.

Effects: By means of this spell, the Adept puts a favourable enchantment on a person or object that causes all rolls involving the target to be modified favourably by 1 (+1 per Rank). The duration of the the spell is noted below.

Rank	Duration
1-10	A fortnight
11-19	3 months
20	Until dispelled

8. Spell of Healing (G-8)

Range: May only be cast over adjacent character

Duration: Immediate

Experience Multiple: 300

Base Chance: 40%

Resist: May be actively and passively resisted.

Effects: This spell allows the Adept to call upon the power of his deity and heal a number of damage points equal to 5 (+2 per Rank) of any type and kind, whether the cause is natural or magical in nature.

9. Spell of Purification (G-9)

Range: 15 feet +15 additional/Rank

Duration: Immediate

Experience Multiple: 100

Base Chance: 50%

Resist: May not be resisted.

Effects: The Adept is able to purify food by casting this spell. The amount affected is 1 meal (+1 per Rank). It should be noted that this will not neutralize poison put in food. This spell causes food that has spoiled to be made edible again.

10. Spell of Storm Calming (G-10)

Range: Sight

Duration: Immediate

Experience Multiple: 200

Base Chance: 40%

Resist: May not be resisted.

Effects: This spell calms any natural storm. Any storm created by Storm Calling (Air Magics, S-2, pg. 45) would dissipate. However, climactic weather caused by the Ritual of Controlling Weather (Air Magics, R-1, pg. 47) would not be affected by this spell.

11. Spell of Fireproofing (G-11)

Range: Touch

Duration: 24 hours x D10 x Rank (x1, if unranked)

Experience Multiple: 150

Base Chance: 30%

Resist: May not 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.

12. Spell of Protection Against Were-Creatures (G-12)

Range: 15 feet

Duration: 1 hour + 1 additional/Rank

Experience Multiple: 400

Base Chance: 30%

Resist: May not be resisted.

Effects: This spell creates an invisible Circle of Protection with a 15-foot radius which will not be willingly crossed by an were-creature in beast form unless they successfully resist the circle's effects. If the were fails the resistance roll, the creature will take [D10+2] (+1 per Rank) damage from the circle every time they touch it.

13. Mind Cloak Spell (G-13)

Range: May only be cast over self.

Duration: 1 hour + 2 additional/Rank

Experience Multiple: 250

Base Chance: 30%

Resist: May not 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 (Sorceries of the Mind, S-1, pg. 41) is increased by 10% (+2 per Rank) while the spell is in effect.

14. Spell of Hypnotism (G-14)

Range: 15 feet + 15 additional/Rank

Duration: Concentration/no maximum

Experience Multiple: 200

Base Chance: 40%

Resist: May be actively passively resisted.

Effects: The Adept may lull an entity of his choice that is within range of the spell into a trance-like state in which he will be subject to suggestion. The spell may only be cast over a target with whom the caster is normally able to communicate verbally. It can never be cast over a totally hostile character. Once the subject has been hypnotized, the adept can make suggestions which 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 per Rank) hours after the suggestion has been made, even when no longer hypnotized. The subject will never have any idea where the suggestions he is implementing came from.

15. Spell of Lesser Banishment (G-15)

Range: 15 feet + 15 additional/Rank

Duration: Immediate

Experience Multiple: 450

Base Chance: 15%

Resist: May be actively and passively resisted.

Effects: The Adept by means of this spell is able to banish such creatures as lesser undead, and creatures of darkness that were summoned to where they come from or their home plane (negative material plane for undead). The spell affects 1 (+ 1 for every 3 Ranks or fraction thereof) target, which can actively and passively resist the spell. If the Adept knows the True Name of the entity in question, it cannot resist the spell and is automatically banished back to its home plane if the Adept succeeds at casting the spell.

16. Spell of Speaking in Tongues (G-16)

Range: 30 feet + 5 additional/Rank

Duration: 10 minutes + 5 additional/Rank

Experience Multiple: 225

Base Chance: 30%

Resist: May only be passively resisted.

Effects: This spell will allow the target to speak and understand any language, even those of the undead or of beings that have long since been dead. The spell can affect 1 target (+1 per Rank), and thus allow the character to have player characters speak to the language as well as the being to whom the target wishes to speak, if necessary.

17. Spell of Cure Disease (G-17)

Range: 15 feet

Duration: 1 week + 1 additional/Rank

Experience Multiple: 350

Base Chance: 30%

Resist: May be actively and passively resisted.

Effects: This spell will cure any one target who has been afflicted with one or any of the following diseases:

Rank	Disease
1-5	Measles
6-10	Consumption
11-15	Typhoid
16-18	Bubonic Plague
19-20	Pneumonic Plague

The target of the spell will not be cured of the disease, but will have the progress of the disease halted for the spell's duration. Anyone who comes in contact with the victim (except for the Adept) will contract a potentially fatal dose of the disease. If the spell is cast at Rank 18 or above, it will cure the disease completely, leaving only scarring and the typical aftereffects of such a disease.

[105.5] General Knowledge Rituals

1. The Reflecting Pool (Q-1)

This ritual is quite similar to the Black Magics ritual (46.5, Q-1, pg. 62), except that the White Adept uses a calm pool of water in which to divine. The Experience Multiple for this ritual is only 320. It allows the Adept to make the following actions:

A. Ask the Powers of Light: This action is executed as a talent in the same manner as the talent that functions like Necromantic Conjurings, T-1, pg. 57. Base Chance: 10%.

B. Limited Precognition: This action is executed as a talent, but with the same results as for the Spell of Limited Precognition of the College of Sorceries of the Mind. Base Chance: 20%.

C. Divining Enchantment: This action is executed as a ritual (abbreviated half an hour) in the same manner as the Ritual of Divination (R-1, pg. 44) of the College of Naming Incantations. Base

Chance: 45%.

2. Ritual of Blessing Holy Symbol (Q-2)

The Adept must fashion or have fashioned a holy symbol of his religion upon which this ritual is then performed. The Base Chance of this ritual is 30%. (+2 per Rank). This ritual takes 24 hours (-1 hour per Rank) for the Adept to perform. It costs the Adept 5 Endurance points to fashion the holy symbol, and these points are lost temporarily regardless of whether the Adept succeeds or fails at creating the holy symbol. At the end of this time, the Adept will have fashioned a holy symbol (preferably a shape associated with his deity) that will have several functions. The holy symbol will serve as a weapon to ward creatures opposed to the character's deity if he can perform a (DV x 1.5)% roll or less. No creature opposed to the character's deity will come within (DV + Rank) feet of the Adept.

In addition, the Adept can use the holy symbol to store Fatigue. He may store 2 Fatigue in the holy symbol at Rank 0, and 1 Fatigue per 2 or fraction of 2 Ranks he has in this ritual. The Adept may use the Fatigue in the holy symbol to cast spells or for other purposes for which Fatigue is used once it has been stored into the holy symbol. The Adept may recharge the holy symbol simply by willing Fatigue into it. The Adept may only have one such holy symbol at a time. The Experience Multiple for this ritual is 300.

[105.6] Special Knowledge Spells

1. Spell of Laying the Dead to Rest (S-1)

Range: Touch

Duration: Permanent

Experience Multiple: 360

Base Chance: 30%

Resist: May only be passively resisted.

Effects: By casting this spell, the Adept may lay the soul of any one dead entity to rest. This spell will prevent the body from becoming any type of undead, and will also protect/prevent the body from being raised from the dead. It should be noted that this spell cannot be invested into an item.

2. Spell of Dispel Magic (S-2)

Range: 10 ft. + 10 additional / Rank

Duration: Immediate

Experience Multiple: 620

Base Chance: 10%

Resist: May be actively and passively resisted

Effects: The Adept may cancel any magic affecting the target of this spell. If the magic is in an item, it will cease to function for (Rank) Pulses. If the target of the spell has more than one magical effect present, the GM should effectively eliminate the oldest spell or magical effect upon the target.

3. Spell of Neutralize Poison (S-3)

Range: Touch

Duration: Immediate

Experience Multiple: 250

Base Chance: 20%

Resist: None.

Effects: This spell will neutralize any poison in the target's system. In addition, the spell will heal the target of 2 (+1 per Rank) damage points inflicted by the poison.

4. Spell of Remove Curse (S-4)

Range: Touch

Duration: Permanent

Experience Multiple: 820

Base Chance: 15%

Resist: May not be resisted.

Effects: This spell acts like the Ritual of the same name (see DQ 84.5, opp. 141). The cost to cast this spell is 5 Fatigue points for a Minor Curse and 10 Fatigue points for a Major Curse. Note that the triangle the Adept makes for the Remove Curse ritual does not have an effect on this spell, and the Magical Aptitude of the curse has no bearing on the spell.

5. Spell of Virility (S-5)

Range: 15 feet + 5 additional/Rank

Duration: 1 day

Experience Multiple: 220

Base Chance: 30%

Resist: May not be resisted.

Effects: This spell is cast by the Adept over any target, male or female, within range and will increase the target's fertility and/or virility by 5% (+5 per Rank). The effects of the spell have a duration of 1 day, unless the deity of the Adept in question chooses to extend the length.

6. Spell of Calling Lightning (S-6)

Range: Sight

Duration: Immediate

Experience Multiple: 500

Base Chance: 25%

Resist: May only be passively resisted (then suffers half damage).

Effects: The Adept may call forth lightning from the sky 1 time per day (+1 per 3 Ranks) to strike any one entity if the deity deems that the target is deserving. The target must resist at -20% or receive [D10+2] (+1D10 per 2 Ranks) damage and will be stunned. Since this

is magically induced damage, the target may take damage to both Fatigue and Endurance from the bolt. If the target resists the spell, they will suffer one-half the damage. It should be noted that this spell can only be cast outdoors, and may not be invested.

7. Spell of Deity's Ability (S-7)

Range: 20 feet + 20 additional/Rank

Duration: 1 hour + 20 minutes additional/Rank

Experience Multiple: 1200

Base Chance: 10%

Resist: May be actively and passively resisted.

Effects: This spell allows the Adept to use one of the basic abilities and/or powers of his deity in the form of a spell with a range, duration, and Base Chance. The exact ability is dependent upon the deity that the character is devoted to. For example, a character who worships Mielikki, the Goddess of Nature, could gain the ability to speak to woodland creatures, to gain Ranger skill at the Rank that the Adept has with this spell, etc. A character who worships Kilian, Goddess of the Water, might be given the ability to breathe water, the ability to heal as a Healer of the spell Rank, etc. As a general rule, when the spell is used for attacks and the like, it will do [D10-1] (+1 per Rank) damage to the target, but other properties of the spell will have to be judged on a case-by-case basis by the GM.

8. Spell of Detecting Magic (S-8)

Range: 5 feet + 5 additional/Rank

Duration: 15 minutes + 5 minutes/Rank

Experience Multiple: 230

Base Chance: 20%

Resist: May not be resisted.

Effects: With this spell the Adept can sense a magic dweomer even if it is not in line of sight, but is within the range of the spell. The Adept will have a good idea of the location of the dweomer relative to his own position.

9. Spell of Courage (S-9)

Range: 25 feet + 10 additional/Rank

Duration: [D10+5] minutes + 1 additional/Rank

Experience Multiple: 350

Base Chance: 20%

Resist: May only be passively resisted.

Effects: This spell allows the caster to affect one target (+1 per Rank) in such a way as to negate the effects of spells that manipulate emotions and spells of fear, charming, and the like. The spell adds +5 (+1 per Rank) to the Willpower of the target, and negates all emotional influences on the target due to natural or magical forces.

10. Spell of Water Walking (S-10)

Range: 10 ft + 10 additional/Rank

Duration: 10 minutes + 10 additional/Rank

Experience Multiple: 270

Base Chance: 25%

Resist: May only be passively resisted.

Effects: This spell allows the target to walk on top of the water as if it was solid earth.

11. Spell of Silence (S-11)

Range: 40 feet + 40 additional/Rank

Duration: Until dispelled by the appropriate counterspell

Experience Multiple: 900

Base Chance: 15%

Resist: May not be resisted.

Effects: This spell is one that allows the Adept to cause a total and permanent silence to manifest on any one individual (+1 per Rank) or on an area that is 40 feet (+20 feet per Rank) in radius. The silence is magical in nature, and may only be dispelled by a General Knowledge

counterspell of this College. Any character who attempts to talk while under the influence of this spell will take [D10+1] (+1 per Rank) damage per sentence that he utters. The character could communicate in written language or through a sign language, but may not communicate verbally.

12. Spell of Transmuting Water to Wine (S-12)

Range: Touch

Duration: Permanent

Experience Multiple: 250

Base Chance: 25%

Resist: May not be resisted.

Effects: The Adept may transmute 1 pint of water (+1/Rank) into good wine.

13. Spell of Divine Awe (S-13)

Range: 20 feet + 20 additional/Rank

Duration: Immediate

Experience Multiple: 400

Base Chance: 30%

Resist: May only be passively resisted.

Effects: The Adept causes one target (+2 per Rank) to be seized by an uncontrollable fear induced by the deity that is worshipped by the Adept. If the target fails to resist, he is frozen in place and is unable to take any action for a period of time equal to (Adept Rank) minutes. If the resistance roll is 85 or more, the target must make a roll on the Fright Table in addition to the other effects.

14. Spell of Greater Banishment (S-14)

Range: 15 ft. + 15 additional/Rank

Duration: Immediate

Experience Multiple: 600

Base Chance: 10%

Resist: May be actively and passively resisted.

Effects: By means of this spell, the Adept is able to send banish any single, summoned entity to its own plane as long as the entity in question doesn't resist. If the being or entity successfully resists, it is stunned and receives [D10-5] (+1 per 2 or fraction of 2 Ranks) damage.

burn incense worth some 500 Silver Pennies during the process. If successful, the target of the resurrection will be raised in the condition in which they died, but will have 3 Endurance points and 0 Fatigue points. The newly raised person must rest and recover in bed for a number of days equal to the (days they were dead + Endurance damage sustained). The Experience Multiple for this ritual is equal to 800.

[105.7] Special Knowledge Rituals

1. Ritual of Consecration (R-1)

This ritual is used to consecrate buildings (such as chapels) and cemeteries. Magic use of other Colleges than those of the White Adepts or those who worship the deity in question will be at -10 per 2 Ranks the Adept had with this ritual at the time of consecration. This ritual will affect a radius equal to 50 feet (+50 feet/Rank). The effect of this ritual is permanent; however the Adept loses 1 Endurance point permanently every time the ritual is cast (this Endurance is recovered through the expenditure of Experience Points). The Base Chance of successfully casting this ritual is equal to the Adept's Magical Aptitude (+2 per Rank). The Endurance point is lost, regardless of whether the ritual is cast successfully. The ritual requires the Adept to spend 6 hours (-10 minutes per Rank) in the casting, and the Adept must not be distracted from the task at hand during this time. If this happens, the Adept does not lose the Endurance point, but must begin the ritual again. The Experience Multiple for this ritual is 650.

2. Ritual of Communing with Deity (R-2)

This ritual allows the Adept to enter a form of trance or meditative state, and thus a state of mind that is receptive to communicating with his deity. As a general rule, this ritual will take up to 4 hours (-10 minutes per Rank of the Adept). The ritual has a Base Chance of the Adept's Magical Aptitude (+4 per Rank). It allows the Adept to open his mind and be receptive to the deity, and will allow the Adept to learn information and advice from the god(ess) that he is devoted to. The GM should be careful of what kind of information to give the character, and should be judicious in the talk between the Adept character and the deity in question.

This ritual requires the Adept to draw a Circle of Protection with one candle of his College colour at each point on the pentagram. In addition, a total of 3,000 Silver Pennies worth of celandine incense must be burned in the ritual (equivalent to 2 ozs. of the powder). The Experience Multiple for this ritual is 350.

3. Ritual of Summoning Entities of Light (R-3)

The Adept may summon an Entity of The Powers of Light. Entities of The Powers of Light may only be summoned 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. The entity(s) that appears is up to the deity (and thus the GM), and will usually be able to provide some assistance to the Adept. The Base Chance for this ritual to succeed is 20% (+1 per 3 or fraction of 3 Ranks) and will take some 2 hours (-1 minute per Rank) on the Adept's part. The Experience Multiple for this ritual is 500.

4. Ritual of Resurrection (R-4)

This ritual is one that allows the Adept to raise the dead. The ability to resurrect the dead assumes that the target of the ritual has not been dead for more than 1 day (+1 day/Rank), and that the Adept's deity wishes or will allow the Adept to raise the dead being in question. The Base Chance for this ritual is equal to the Willpower of the Adept (+1 for every 4 or fraction of 4 Ranks). The resurrection will require 1 hour (-1 minute per Rank) on the part of the Adept, and requires the Adept to

106. THE COLLEGE OF WHITE MAGICS – Todd Coy variation.

This College deals with the powers of light, and giving reverence to them, much like The College of Black Magic's deals with the powers of darkness. Its knowledge and some of its power comes directly from the Light aligned Spirits and Deities. To become a member of The College of White Magic's the Adept must align himself with the powers of light, most often a Deity. By following his Deity's teachings, and by following of the causes of the powers of light, the adept gains the powers and spells of this college.

[106.1] **Adepts of the College of White Magic's must practice their arts within the boundaries of what his or her deity deems appropriate.**

[106.2] **The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of White Magic's:**

The Adept has a Blessed Holy Symbol	5
The Adept is favored	10
For each point of Willpower above 15	1
It is a High Holiday of the Powers of Light.	20
It is a High Holiday of the Powers of Darkness	-10
The Adept loses favor with his Deity	-30

All modifiers are cumulative.

[106.3] **Talents**

1. Neutralize Cold Iron (T-1)

Adepts of this College are able to be in contact with cold iron while casting; however the adept is at -20 to cast. For every rank in this talent reduce the penalty by 1. So at rank 20 the adept would not be affected by cold iron when casting. The subtractions for silver and gold are also reduced by 1 per rank. The Experience Point cost for this talent is 200.

2. Detect Aura (T-2)

Functions as per (T-1) of the College of Naming Incantations. Adepts of this College are especially adept at deciphering the good and or evil aspects in an Entity's Aura.

[106.4] **General Knowledge Spells**

1. Spell of Bravery (G-1)

Range: Touch

Duration: 1 hr + 1 / Rank

Experience Multiple: 200

Base Chance: 35%

Resist: May not be resisted.

Effects: The spell adds 2 / Rank to resistance verses fear. In addition the spell also subtracts 2 / Rank from rolls on the fright table.

2. Spell of Light (G-2)

Range: 15 feet + 15 additional / Rank

Duration: 15 minutes x [D-5] x Rank (x1, if unranked)

Experience Multiple: 75

Base Chance: 50%

Resist: May not 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.

3. Spell of True Seeing (G-3)

Range: Touch

Duration: 30 minutes + 30 additional / Rank

Experience Multiple: 150

Base Chance: 25%

Resist: May not be resisted.

Effects: This spell allows the target to see invisible, unseen, blended and similar spells as they really are. It also adds 1 per rank to disbelieving illusions with rank chance of automatically seeing through them.

4. Spell of Remove Curse (G-4)

Range: Touch

Duration: Permanent

Experience Multiple: 500

Base Chance: 25%

Resist: May not be resisted.

Effects: This spell acts like the Ritual of the same name. However the cost to cast this spell is 5 fatigues for a minor curse and 10 fatigues for a major curse. **Note:** Triangles made for remove curse ritual do not have an effect on this spell, and the MA of the curse has no bearing on the spell.

5. Spell of Storm Calming (G-5)

Range: Sight

Duration: Immediate

Experience Multiple: 200

Base Chance: 40%

Resist: May not be resisted.

Effects: This spell calms any natural storm. Any storm created by storm calling would dissipate, however storms caused by control weather would not be effected.

6. Spell of Blessing (G-6)

Range: Touch

Duration: Ranks 1-10 = A fortnight ;

Ranks 11-19 = 3 months ; Rank 20 until dispelled.

Experience Multiple: 250

Base Chance: 20%

Resist: May not be resisted.

Effects: By means of this spell the adept puts a favorable enchantment on a person or object causing all rolls involving the target to be modified favorably by 1. note this only applies to saving throws ,damage, strike chances, cast checks and the like.

7. Spell of Protection Against Were-Creatures (G-7)

Range: 15 feet

Duration: 30 minutes + 10 additional / Rank

Experience Multiple: 300

Base Chance: 20%

Resist: May not be resisted

Effects: The spell creates an invisible Circle of Protection with a 15 foot radius which will not willingly be crossed by any were-creature in beast form unless they successfully resist the circle's effects upon first encountering it.

8. Spell of Purification (G-8)

Range: 15 ft. +15 additional / Rank

Duration: Immediate

Experience Multiple: 100

Base Chance: 50%

Resist: May not be resisted.

Effects: The adept is able to purify food by casting this spell. The amount affected is 1 meal plus 1 per rank. **Note:** this will not neutralize poison put in food. This spell unspoil food and makes it edible.

9. Spell of Healing (G-9)

Range: Touch

Duration: Immediate

Experience Multiple: 200

Base Chance: 30%

Resist: May not be resisted.

Effects: By means of this spell the adept is able to cure 2 points of damage +1 per every 2 ranks.

10. Spell of Fireproofing (G-10)

Range: Touch

Duration: 24 hours x D10 x Rank (x1, if unranked)

Experience Multiple: 150

Base Chance: 30%

Resist: May not 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.

11. Spell of Hypnotism (G-11)

Range: 15 feet + 15 additional / Rank

Duration: Concentration / no maximum

Experience Multiple: 200

Base Chance: 40%

Resist: May be actively & passively resisted.

Effects: The adept may 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 may only be cast over a target with whom the caster is normally able to communicate verbally. It can never be cast over a totally hostile character. Once the subject has been hypnotized, the adept can make suggestions which 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.

12. Mind Cloak Spell (G-12)

Range: May only be cast over self.

Duration: 1 hour + 2 additional / Rank

Experience Multiple: 250

Base Chance: 30%

Resist: May not 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 (Mind Magic's S-1) is increased by 10 +2 additional per Rank while the spell is in effect.

13. Spell of Lesser Banishment (G-13)

Range: 15 ft. + 15 additional / Rank

Duration: Immediate

Experience Multiple: 200

Base Chance: 20%

Resist: May be actively and passively resisted.

Effects: The adept by means of this spell is able to Banish such creatures as lesser undead, creatures of darkness that were summoned to where they come from or their home plane (negative material plane for undead). The spell effects 1 target (plus 1 for every 3 ranks or fraction thereof), targets which resist are not affected.

14. Spell of Greater Banishment (G-14)

Range: 15 ft. + 15 additional / Rank

Duration: Immediate

Experience Multiple: 350

Base Chance: 10%

Resist: May be actively and passively resisted.

Effects: By means of this spell the adept is able to send back any single summoned being which doesn't resist. A being which does resist is stunned and receives D-5 (+1 per ever 2 or fraction ranks) damage.

15. Spell of Speaking in Tongues (G-15)

Range: 30 ft + 5 ft / Rank

Duration: 10 minutes + 5 minutes / Rank

Experience Multiple: 225

Base Chance: 30%

Resist: May only be passively resisted.

Effects: This spell will allow the target to speak and understand any Language, even though it maybe dead. The Spell can effect 1 target (+1 per rank).

16. Spell of Cure Disease (G-16)

Range: Touch

Duration: Permanent

Experience Multiple: 300

Base Chance: 20%

Resist: May not be resisted.

Effects: This spell will cure any one disease afflicting the target of this spell. If the target has multiple diseases the spell must be cast once for each disease.

[106.5] General Knowledge Rituals

1. Ritual of Divine Sight (Q-1).

Through a one hour mediation the adept may perform one of the following abilities:

A. Predict Weather: per The College of Air Magic's (T-1).

B. Limited Precognition: per The College of Mind Magic's (G-2).

C. Divining Enchantment: this functions as the ritual of Magic Divination of the College of Naming Incantations (R-1).

The Experience Multiple for this ritual is 500.

2. Ritual of Blessing Holy Symbol (Q-2).

The adept must fashion or have fashioned a Holy symbol of his religion to which this ritual is performed upon. The Base Chance of this ritual is 30%. This ritual takes 24 hours to perform (-1 hour per rank). The holy symbol will also be able to store fatigues in the amount of 1 fatigue +1 per every 2 ranks usable at any time when the adept is in contact with the symbol. The adept may recharge the symbol by simply willing fatigues into it. The adept may only have one such holy symbol at a time The Experience Multiple for this ritual is 300.

[106.6] Special Knowledge Spells

1. Spell of Laying the Dead to Rest (S-1)

Range: Touch

Duration: Permanent

Experience Multiple: 300

Base Chance: 30%

Resist: May only be Passively Resisted.

Effects: The Adept by casting this spell may lay the soul of any dead entity to rest. This will prevent the body from becoming any type of undead. It will also prevent the body from being raised from the dead.

Note: This spell may not be invested.

2. Spell of Dispel Magic (S-2)

Range: 10 ft. +10 additional / Rank

Duration: Immediate

Experience Multiple: 500

Base Chance: 10%

Resist: May be actively and Passively Resisted

Effects: The adept may cancel any magic effecting the target of this spell. If the magic is in an item it will cease to function for rank pulses.

3. Spell of Restoration (S-3)

Range: Touch

Duration: Immediate

Experience Multiple: 525

Base Chance: 25%

Resist: None.

Effects: This spell will cure any disease or illness effecting the targets body. In addition it will heal D+1 (+4 per Rank) damage effecting the targets body.

4. Spell of Neutralize Poison (S-4)

Range: Touch

Duration: Immediate

Experience Multiple: 250

Base Chance: 20%

Resist: None.

Effects: This spell will neutralize any poison in the targets system.

5. Spell of Blessing Unborn Child (S-5)

Range: Touch

Duration: Immediate

Experience Multiple: 100

Base Chance: 20%

Resist: None

Effects: The Adept may bless any unborn child by touching the pregnant mother while casting this spell. The spell will increase any one characteristic of the child by 1 (+1 for every 3 or fraction of 3 Ranks).

6. Spell of Calling Lightning (S-6)

Range: Sight (other primary sense)

Duration: Immediate

Experience Multiple: 600

Base Chance: 25%

Resist: May only be passively resisted (then suffers half damage).

Effects: The adept may call forth lightning from the sky 1 time per day (+1 per 4 Ranks) to strike any one entity if the Deity deems that the target is deserving. The target will suffer 2d10 damage (+1D10 per 2 ranks) and be stunned. If the target resist they suffer half damage. **Note:** This spell may not be invested, and can only be cast outdoors.

7. Spell of Detecting Magic (S-7)

Range: 5 ft. + 5 additional / Rank

Duration: 15 minutes + 5 minutes / Rank

Experience Multiple: 200

Base Chance: 20%

Resist: None.

Effects: With this spell the adept can sense a magic dweomer even if it is not in line of sight, but is within the range of the spell. The adept will have a good idea of the location of the dweomer relative to his own position.

8. Spell of blessing on Crops (S-8)

Range: Sight

Duration: 1 year + 1 additional / Rank

Experience Multiple: 100

Base Chance: 40%

Resist: May not be resisted.

Effects: This spell increases the richness of the soil of 1 acre (+1 additional acre / Rank). For the duration of the spell everything grown in that soil will be proof against locusts, droughts, flooding, frost, and other natural disasters.

9. Spell of blessing on livestock (S-9)

Range: Sight

Duration: 1 month + 1 additional / Rank

Experience Multiple: 150

Base Chance: 50%

Resist: May not be resisted.

Effects: The spell may be cast on the livestock of any one owner if the livestock are in sight. These animals will then be resistant to natural disorders, such as rabies, dysentery, worms, and hoof and mouth for the duration of the spell.

10. Spell of Water Walking (S-10)

Range: 10 ft + 10 additional / Rank

Duration: 10 minutes + 10 additional / Rank

Experience Multiple: 200

Base Chance: 20%

Resist: May only be passively resisted

Effects: This spell allows the target to walk on top of the water as if it was solid earth.

11. Spell of Silence (S-11)

Range: 5 ft + 5 additional / Rank

Duration: 1 minute + 1 additional / Rank

Experience Multiple: 350

Base Chance: 15%

Resist: May not be resisted

Effects: the adept creates a 10 foot high, 10 foot radius of silence. No sound will enter or exit the effected area of this spell. The adept may increase the dimensions by 1 foot per rank in either direction.

12. Spell of Transmuting Water to Wine (S-12)

Range: Touch

Duration: permanent

Experience Multiple: 250

Base Chance: 25%

Resist: May not be resisted

Effects: the adept may transmute 1 pint of water (+1 / rank) into good wine.

In addition the adept may learn any spell from the other colleges that the Deity considers appropriate. The ordinal rank will be that of the original College for purposes of the time required to learn the spell. However all spells whether general or special knowledge will be considered special knowledge of this college.

[106.7] Special Knowledge Rituals

1. Ritual of Consecration (R-1)

This ritual is used to consecrate buildings (such as chapels) and cemeteries. Magic use of other than members of the College of White Magic's for the Deity it was created by will be at minus 10 per 2 Ranks of the casting Adept. This spell will effect a radius equal to 50 feet per rank. The effects of this ritual are permanent; however the Adept loses an endurance (recoverable by the expenditure of experience) every time the ritual is cast. The Base Chance of this ritual is equal to the Adepts Magical Aptitude and the Experience Multiple is 300.

2. Ritual of Spiritual Communion (R-2)

The adept, through ritual prayer to their deity may ask one question plus one question per rank per month. The Base Chance of this ritual is equal to the adept's willpower. The Experience Multiple is 350.

3. Ritual of Summoning Entities of Light (R-3)

The Adept may summon an Entity of The Powers of Light. Entities of The Powers of Light may only be summoned 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. The entity(s) that appears is up to the Deity (GM) and will usually be able to provide some assistance to the Adept. The Base Chance is 20% and the Experience Multiple is 500.

4. Ritual of Resurrection (R-4)

This ritual allows the Adept to raise the dead. Provided that the entity has not been dead for 1 day (+1 day per rank). The body will be resurrected in the condition it died in except that it will have 3 endurance. The newly raised person must rest in bed for a number of days equal to the number of days that they were

dead. This ritual takes 1 hour to perform. The Base Chance is the Willpower of the Adept. The Experience Multiple is 1000.

107. THE COLLEGE OF WHITE MAGICS – Martin Dick variation.

The College of White Magics is the magical opponent of the College of Black Magics. It uses the powers of magic to counter the Powers of Darkness and to spread the power of Light. They are a very old group whose magic is primarily aimed towards defensive and healing powers, although it does have some offensive magic. The College is divided into three differing levels of commitment:

The Initiation: The initial level of training in the College, Initiation is achieved when the adept is granted his knowledge by the Powers of Light. Once initiated, the adept gains access to the Talents, General Knowledge Spells, and General Knowledge Rituals of The College of White Magics at Rank 0. No special restrictions are placed on the adept, except that he may not achieve greater than Rank 15 in any of his knowledge. However, all White Mages are champions of the Powers of Light, and are expected to act in a manner consistent with this responsibility (the GM may require the adept to have the Devotee skill).

The Compact: In order to learn the Special Knowledge spells of the College of White Magics, the adept must first make a Compact with the Powers of Light. In this the adept dedicates his life to the work of the Light and places it as his first loyalty (equivalent to attaining Devotee Rank 3). As a sign of this dedication, the adept is marked with a small white star mark on the palm of his right hand, and thenceforth must never attack without provocation (i.e. unless he is attacked himself, or witnesses actions contrary to the dictates of the Light). Adepts who have made the Compact can attain up to Rank 20 in all talents, General Knowledge spells, and General Knowledge rituals, and up to Rank 15 in all Special Knowledge spells (but not rituals). In addition to this, the Powers of Light will grant the adept a familiar. Such familiars generally take the form of some small creature (often a house cat), and in most respects will be like the creature in question. However, it will always be unusually intelligent and possess the ability to communicate on a basic level with its owner. Familiars always know where their owner is to be found. The presence of his familiar within 10 feet adds 5% to the adept's Cast Chances and allows him to "borrow" the creature's Fatigue for use in spell casting, at double the normal cost (i.e. 2 Fatigue for General Knowledge spells, and 4 Fatigue for Special Knowledge spells). If his familiar dies, the adept will have a penalty of -5% to all Cast Chances until a new one is obtained. A new familiar can only be gained once every 5 years, and only if the old familiar is dead.

The Sealing: The third level of commitment in the College of White Magics is when the adept is sealed to the Powers of Light. This allows the adept access to the Special Knowledge rituals of the College and also permits him to attain up to Rank 20 with all talents, spells and rituals. Adepts who have been sealed to the Powers of Light gain +30 to their Magic Resistance against the effects of the magics of the Dark (which includes all Dark-Aligned Colleges as well as magic cast by creatures such as demons, undead, and so on). However, Sealed adepts cannot be raised from the dead in any way, as upon their death they will be granted their reward by the Powers of Light and thus lose all contact with the material world. This also means that if a Sealed adept of the College of White Magics is killed by an undead creature, he will not become undead in turn.

Once an adept has made the Compact or undergone the Sealing, their bonds to the Powers of Light can never be totally renounced. Upon renouncing either, the adept immediately loses all abilities of the College. If he should join another College at a later stage, he will never be able to go above Rank 15 with any of the knowledge he gains. The exception to this general rule is the College of Black Magics, which longs for the subversion and corruption of their bitter enemies. An adept of the College of White Magics may, if he so desires, switch to the College of Black Magics and obtain a position equal in stature to the one he currently holds. Any experience spent on the College of White Magics can be transferred to the College of Black Magics, and the adept will also be equivalent in the commitment that he has made to the College (i.e. the First Pact for the Initiation, the Lesser Pact for the Compact, and the Greater Pact for the Sealing). Subverted witches will be instantly recognizable to their former colleagues in the College of White Magics. Any character wishing to make the reverse movement (from the College of Black Magics to the College of White Magics) will find it to be much more difficult, and must give up all magical knowledge he has gained and begin his studies anew.

I. Restrictions

Adepts of the College of White Magics may only practice those talents, spells and rituals permitted them by the pact they have made. They may never practice any of the arts of the College until they have made the appropriate pact. The Initiation must be done before the Compact is made, and the Compact made before the Sealing is undergone.

II. Modifications

The Base Chance of performing any talent, spell or ritual of this College is modified by the addition of the following numbers:

It is daylight	+5
It is nighttime	-5
It is a High Holiday of the powers of Light	+20
It is a High Holiday of the powers of Darkness	-10

The GM must determine the High Holidays of the powers of Light and Darkness according to the nature of those powers in his own world.

III. Talents

WhT-1. Resist Fear

Adepts of this College are more or less immune to the effects of normal fear. They also gain a bonus of 10% (+5/Rank) to their resistance against magical fear. The Experience Multiple for this talent is 200.

WhT-2. Truth Sense

The adept has a Base Chance equal to his Perception (+5/Rank) of detecting any falsehood uttered in his presence. Only outright lies are detected, so it is possible for a person to evade this ability to some extent by phrasing their words carefully. For instance, if a character let someone die through inaction, he could say "I did not kill him" without lying. However, if he said "I did not contribute to his death," this would be a lie and could be detected using this ability. The Experience Multiple for this talent is 300.

WhT-3. Special Alchemy

Adepts of this College gain certain knowledge of alchemy following their initiation, the benefits of which are as follows:

A. The ability to distill poisons like an Alchemist of rank equal to one-half their Rank with this ability. The Experience Multiple is 150.

B. The ability to distill a potion of toad sweat that will remove blemishes, warts, corns, and pimples, at the rate of 1 disfigurement (+1/Rank) per dose. The Base Chance of effectively preparing this potion is 60% (+3/Rank), and its constituent materials cost 50 silver pennies. Its Experience Multiple is 100.

C. The ability to manufacture these amulets:

1. Amulet of Alectorius: This amulet will increase the average value of treasure found by the wearer and his companions by 5%. Cost: 600 silver pennies.

2. Amulet of Amethyst: This amulet wards bad dreams and assists the wearer in achieving a restful sleep. Increase the wearer's Fatigue recovery during sleep periods by 2. Cost: 700 silver pennies.

3. Amulet of Aquilaeus: The wearer subtracts 10 from all rolls on the Fright Table. Cost: 300 silver pennies.

4. Amulet of Beryl: Increase the wearer's ability to detect traps and ambushes by 5. Cost: 500 silver pennies.

5. Amulet of Betony: Reduces the wearer's chance of becoming infected by 5. Cost: 650 silver pennies.

6. Amulet of Bloodstone: Prevents miscarriages and reduces the wearer's chance of becoming infected by 10. Cost: 1000 silver pennies.

7. Amulet of Carbuncle: Decreases damage sustained by the wearer from poison by 2 points per Round or day (as applicable). Cost: 1200 silver pennies.

8. Amulet of Chalcedony: No undead will willingly come within 10 feet of the amulet wearer under most circumstances. Cost: 300 silver pennies.

9. Amulet of Elder Flowers: Makes the wearer proof against the Evil Eye spell. Cost: 50 silver pennies.

10. Amulet of Hypercium: Increases the wearer's Magic Resistance by 10 against any magical act performed by a demon. Cost: 100 silver pennies.

11. Amulet of Iron: No demon will willingly come within 10 feet of the amulet wearer under most circumstances. Cost: 250 silver pennies.

12. Amulet of Jade: No undead will willingly come within 30 feet of the amulet wearer under most circumstances. Cost: 500 silver pennies.

13. Amulet of Jet: No demon will willingly come within 50 feet of the amulet wearer under most circumstances. Cost: 600 silver pennies.

14. Amulet of Luck: Increases the wearer's Magic Resistance by 3 and Defense by 2. Cost: 300 silver pennies.

15. Amulet of Protection: Increases the wearer's Magic Resistance by 9 and Defense by 8. Cost: 1500 silver pennies.

The "cost" of each amulet is the cost of materials required to manufacture it. Each amulet requires 3 days to manufacture once the necessary materials have been gathered or purchased.

IV. General Knowledge Spells

WhG-1. Blessing

Range: 15 feet + 15/Rank

Duration: 1 day + 1/Rank

Experience Multiple: 150

Base Chance: 40%

Resist: None

Effects: The target of this spell receives a favorable modifier of 2 (+1 for every 3 Ranks, rounded up) to all percentile dice rolls in which he is directly involved, except those of an attacking nature. For instance, a character's chance to hit with a weapon would not be increased by the use of this spell, but his chance to cast a defensive spell would.

WhG-2. Converse with Animals

Range: 10 feet + 10/Rank

Duration: Concentration (maximum of 3 hours/Rank)

Experience Multiple: 100

Base Chance: 40%

Resist: None

Effects: This spell allows the caster to communicate with fauna (whether verbally or symbolically, and to what extent, are left to the GM's discretion). Physical contact between the animal and the caster increases the Base Chance of successfully casting this spell by 5.

WhG-3. Detect Danger

Range: Adept only

Duration: 1 hour + 1/Rank

Experience Multiple: 300

Base Chance: 20%

Resist: None

Effects: This spell gives the caster a chance equal to his Perception (+4/Rank) of detecting when he is in a dangerous situation. The adept will feel a prickling in his thumbs whenever any creature with evil intentions towards him approaches. The spell will also detect situations such as a rickety rope bridge that will collapse if the adept crosses it. It is up to the adept to interpret the signal, as no precise source of the danger is given.

WhG-4. Detect Poison

Range: Touch

Duration: Immediate

Experience Multiple: 75

Base Chance: 50%

Resist: None

Effects: This spell requires a wand of either ashwood, ivory, or unicorn's 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.

WhG-5. Empathy

Range: Touch

Duration: Immediate

Experience Multiple: 225

Base Chance: 35%

Resist: None

Effects: This spell allows the adept to feel the emotions and physical sensations the target of the spell is experiencing. It also allows the adept to absorb wounds from Endurance and Fatigue at a rate of 2 points cured for every 1 which 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).

WhG-6. Light

Range: 15 feet + 15/Rank
Duration: 15 minutes x [D-5] x Rank
Experience Multiple: 75
Base Chance: 50%
Resist: None

Effects: This spell will illuminate any designated area of up to 1000 cubic feet (+500/Rank). The light produced is equal to conditions of medium light at Ranks 1-5, bright light at Ranks 6-10, and intense light at Ranks 11 and above.

WhG-7. Mind Cloak

Range: Adept only
Duration: 1 hour + 2/Rank
Experience Multiple: 250
Base Chance: 30%
Resist: None

Effects: This spell cloaks the target's mind so that his thoughts cannot be detected or "read." The target's resistance against the Mental Attack spell (MiS-1) is increased by 10 (+2/Rank) while the spell is in effect.

WhG-8. Walking Unseen

Range: 1 foot + 1/Rank
Duration: 1 hour + 1/Rank
Experience Multiple: 100
Base Chance: 45%
Resist: None

Effects: This spell enables the target to move unnoticed (not invisible) even if individuals are staring directly at him. If, however, he touches or is touched by an entity (or something worn or held by an entity), the spell is immediately broken and he is seen.

WhG-9. Wall of Light

Range: 15 feet + 15/Rank
Duration: 10 minutes + 10/Rank
Experience Multiple: 275
Base Chance: 25%
Resist: Passive

Effects: This spell creates a very bright glowing wall of white light, either 10 feet high, 1 foot thick, and 20 feet long, or in a ring 10 feet high, 1 foot thick, and 5 feet in radius. The adept can increase any dimension by 1 foot per Rank. The spell may not be cast on top of other creatures. The wall or ring is only bright on one side and can be seen through from the caster's side. Any creature that attempts to pass through the bright side of the wall and fails to resist will be blinded for [D-6] Rounds. In addition, any creature aligned with the Powers of Darkness that attempts to pass through either side of the wall and fails to resist will sustain [D-2] points of damage, and must also roll on the Fright Table.

WhG-10. Witchesight

Range: 10 feet + 10/Rank
Duration: 30 minutes + 30/Rank
Experience Multiple: 150
Base Chance: 35%
Resist: None

Effects: The target of this spell has a Base Chance equal to his Perception (+5/Rank) of seeing objects or entities which are normally invisible or which have been rendered invisible by magical means (i.e. spells such as Walking Unseen, Blending and Invisibility).

V. General Knowledge Rituals

WhQ-1. Create Crystal of Vision

This ritual enables the adept to create a magical crystal that will grant him visions (usually of a precognitive nature) whenever he concentrates closely upon it. At Rank 5 and above, the crystal may also be used to spy into a particular area and see what is happening there. The area spied upon must be within 5 miles (+15/Rank) of the adept. The Base Chance of successfully creating the crystal using this ritual is 75% (+1/Rank). The larger the piece of crystal used, the clearer the image within it will ultimately be. The ritual also requires that the adept burn one ounce of ambergris, at a cost of 1,000 silver pennies. The resulting crystal may be used once per day for a period of up to 10 minutes (+1/Rank). This ritual takes 5 hours to perform, and has an Experience Multiple of 200.

WhQ-2. Soul Candle

This ritual enables the adept to manufacture a soul candle, by mixing a small amount of blood (from the person the candle is for) with beeswax and forming a candle from the resulting mixture. The person for whom the candle is intended must be present during the ritual. If a soul candle is lit when the person for whom it is made goes for a journey, it will remain alight and mirror the well-being of the traveller until he returns. The candle will burn brightly while all goes well, but will flicker and start to die out if the traveller is endangered, and will go out completely if he dies. The candle only reflects the welfare of the traveller, and not vice-versa. Thus, if the candle is put out while the traveller is away, this will not kill the person concerned. The adept who made the candle may use it to see the current situation of the traveller, by inhaling the fumes of the candle and meditating for one hour. The chance of obtaining such a vision is equal to the adept's Perception (+3/Rank). This ability can be used a number of times equal to the adept's Rank. The Base Chance of successfully creating a soul candle by the use of this ritual is 40% (+3/Rank). Its manufacture involves the use of exotic substances that will cost the adept (1000 - 25/Rank) S.P. to purchase. The Experience Multiple for this ritual is 200.

VI. Special Knowledge Spells

WhS-1. Armor of Light

Range: 5 feet + 1/Rank
Duration: 30 minutes + 30/Rank
Experience Multiple: 300
Base Chance: 15%
Resist: None

Effects: This spell will cover the target in a glowing golden nimbus that will subtract 2 (+2/Rank) from the Strike Chance of any non-magical attack. It will also provide 1 point of armour protection (+1 for every 5 Ranks, rounded up) against any damage inflicted by creatures aligned with the Powers of Darkness, including magical damage.

WhS-2. Barrier of Light

Range: 15 feet + 15/Rank
Duration: 10 minutes + 10/Rank
Experience Multiple: 300

Base Chance: 30%

Resist: Passive

Effects: This spell creates a blinding wall of solid light. The barrier will be 10 feet high, 20 feet wide, and 1 inch thick. The adept may increase the height or width of the barrier by 1 foot per Rank. Any entity facing the barrier must resist or be blinded for [D-4] minutes. To avoid looking at the wall as it initially appears, an entity must successfully make a Perception roll (with a difficulty factor of 3). Any entity that touches the wall and fails to resist will sustain [D-5] (+1/Rank) points of damage and be violently thrown back (i.e. fall prone).

WhS-3. Bless Unborn Child

Range: Sight

Duration: Immediate

Experience Multiple: 150

Base Chance: 40%

Resist: None

Effects: This spell allows the adept to bless any unborn child whose pregnant mother is within sight, increasing any one characteristic of the child by 1 point (+1 for every 3 Ranks, rounded up). An adept may only cast this spell once upon any particular child.

WhS-4. Bless Crops

Range: Sight

Duration: 1 year + 1/Rank

Experience Multiple: 100

Base Chance: 50%

Resist: None

Effects: This spell increases the richness of the soil of 1 acre (+1/Rank). For the duration of the spell everything grown in that soil will be proof against locusts, droughts, flooding, frost, and other natural disasters.

WhS-5. Bless Livestock

Range: Sight

Duration: 1 month + 1/Rank

Experience Multiple: 125

Base Chance: 50%

Resist: None

Effects: This spell may be cast on the livestock of any one owner if they are all in sight. For the duration of the spell, affected animals will be resistant to natural disorders such as rabies, dysentery, worms, and hoof and mouth disease.

WhS-6. Bolt of Light

Range: 30 feet + 15/Rank

Duration: Immediate

Experience Multiple: 350

Base Chance: 25%

Resist: Active and passive

Effects: A blazing bolt of white light may be cast at any one target within range. The bolt will strike the first entity or object in its flight path, inflicting [D-5] (+1/Rank) points of damage unless a successful resistance is made. Creatures aligned with the Powers of Darkness are more vulnerable to this spell, and sustain [D+1] (+1/Rank) points of damage if it strikes and they fail to resist.

WhS-7. Peace

Range: 30 feet + 15/Rank

Duration: Concentration (no maximum)

Experience Multiple: 400

Base Chance: 10%

Resist: Passive

Effects: When this spell is cast, all creatures within range must resist or throw down their arms and cease all hostile activities for as long as the adept continues to chant. Those who are

unaffected by the spell must make a fresh resistance at the beginning of each Round to avoid coming under its influence. This also applies to creatures that enter the area of effect after it has been cast. Additionally, anyone directing a blow towards the adept while the spell is in effect must immediately make another resistance to avoid being affected by the magic. The spell persists for 1 minute (+1/Rank) after the adept stops chanting. This spell does not affect the caster, but will affect his companions (if any).

WhS-8. Cloud of Light

Range: 10 feet + 5/Rank

Duration: 10 seconds x [D-5] x Rank

Experience Multiple: 600

Base Chance: 15%

Resist: Passive

Effects: This spell creates a cloud of swirling and blinding vapors centered around the caster. Those in the area of effect that fail to resist will be blinded (suffering a penalty of 40% to their Strike Chances), and will sustain [D-4] points of damage on each Round that they remain in the area. Creatures who are aligned with the Powers of Darkness are more vulnerable to this spell, and will sustain [D+2] points of damage per Round in addition to being blinded. Even creatures that successfully resist this spell will have their range of vision reduced to 10 feet, and will also suffer a penalty of 20% to their Strike Chances. Creatures that do resist must make a fresh resistance at the beginning of each Round to avoid sustaining damage as outlined above, but will not be blinded. This spell does not affect the caster, but will affect his companions (if any).

WhS-9. Cold Ward

Range: Touch

Duration: 1 hour + 1/Rank

Experience Multiple: 175

Base Chance: 40%

Resist: None

Effects: This spell renders the target immune to the effects of normal cold. Any entity under the influence of the spell will be able to resist the effects of cold down to temperatures of 0 Fahrenheit (-5/Rank). It will also add 1 per Rank to the target's Magic Resistance against cold based magical attacks. In addition 1 (+1 for every 4 Ranks, rounded up) is subtracted from any damage done to the target by cold based magical attacks.

WhS-10. Converse with Plants

Range: 10 feet + 10/Rank

Duration: 30 minutes + 30/Rank

Experience Multiple: 100

Base Chance: 25%

Resist: None

Effects: This spell allows the caster to communicate with any flora with which he is familiar. The mode and extent of any reciprocal communication is left in the hands of the GM.

WhS-11. Healing

Range: Touch

Duration: Immediate

Experience Multiple: 200

Base Chance: 40%

Resist: None

Effects: This spell will heal the target of 2 damage points (+1 for every 2 Ranks, rounded up) that have been previously removed from either Fatigue or Endurance.

WhS-12. Protection against Darkness

Range: 15 feet

Duration: 60 minutes + 30/Rank
Experience Multiple: 400
Base Chance: 20%
Resist: Passive
Effects: This spell creates a glowing white circle of 15 foot radius upon the ground. No creature aligned with the Powers of Darkness may enter this circle unless they successfully resist upon first encountering it.

WhS-13. Strength of Light

Range: Touch
Duration: 10 seconds + 10/Rank
Experience Multiple: 200
Base Chance: 30%
Resist: None
Effects: This spell will temporarily add 1D10 (+1/Rank) points to the target's Physical Strength.

WhS-14. Speak in Tongues

Range: Adept only
Duration: 10 minutes + 10/Rank
Experience Multiple: 325
Base Chance: 30%
Resist: None
Effects: This spell gives the adept the ability to speak in a language he does not normally understand. The adept will speak the language at Rank 3 (+1 for every 3 Ranks with this spell, rounded up). This spell will function for only one particular language at any one time.

WhS-15. Weapon of Light

Range: 5 feet + 5/Rank
Duration: 20 seconds x [D-5] x Rank
Experience Multiple: 350
Base Chance: 15%
Resist: None
Effects: This spell will increase the effectiveness of any one weapon in range. The affected weapon has its Base Chance increased by 1 (+1/Rank) and its Damage Modifier increased by 1 point for every 3 Ranks, rounded up. At Rank 6 and above, the adept may use this spell to create a weapon entirely composed of light, which will function exactly as a real weapon with this spell cast over it.

WhS-16. Wings of Light

Range: Adept only
Duration: 1 hour + 1/Rank
Experience Multiple: 250
Base Chance: 25%
Resist: None
Effects: This spell creates great angel-like wings upon the adept's back. These wings will bear him through the sky at a rate of 30 miles per hour (+1/Rank).

VII. Special Knowledge Rituals

WhR-1. Forbidding

This ritual enables the adept to place a barrier around a particular area to prevent an entity (or entities) from either entering or leaving. The adept must prepare a pentacle and conduct this ritual for a number of hours equal to the Magical Aptitude of the forbidden entity, divided by 2 (rounded down). In the case of multiple entities, the time required is calculated using the entity with the highest Magical Aptitude. When an area has been forbidden, the affected entities will be unable to leave or enter the area by any means, unless they make a successful passive resistance upon first encountering the barrier (counterspells will be of no assistance for this purpose).

The ritual will affect a maximum of 1 entity (+1 for every 3 Ranks, rounded down). The adept must know of and specify each entity to be affected. True Names are not needed. The borders of the area to be affected must be clearly defined, and may not exceed 1 square mile (+1/Rank) in size. Only one forbidding may be in existence in any given area. In order to effect the ritual, the adept must commit some of his own person energy to the forbidding. Casting the ritual will permanently drain him of a number of Fatigue points equal to the Magical Aptitude of the forbidden entity, divided by 10 (rounded down). In the case of multiple entities, the Fatigue loss is calculated using the entity with the highest Magical Aptitude. The Fatigue loss only occurs if the ritual is successful. The effects of the Forbidding ritual last for a number of months equal to the adept's Rank. The adept may automatically renew the forbidding by returning to the site of the original ritual and repeating the ritual. Permanent Fatigue loss does not occur when the ritual is merely being renewed. The Forbidding ritual is powerful and the GM should adjudicate its effects as the situation demands. It has a Base Chance of 15% (+4/Rank), and an Experience Multiple of 400.

WhR-2. Spirit Projection

This ritual enables the adept to free his spirit from his corporeal self. The ritual takes 12 hours to perform, and if it is successful the adept's spirit will be liberated from his body at the end of this time. The freed spirit appears as an intangible and wraithlike form, bound to the adept's body by a thin astral tie. It may move at speeds of up to 100 miles per hour (+10 miles an hour per Rank), and is immune to all normal dangers. It may pass through any defenses and enter any areas save those which have been consecrated to the Powers of Darkness. The spirit is vulnerable to both magic and the life draining powers of some undead (such as wraiths). The adept may not cast magic when in spirit form, except when fighting other immaterial creatures. While the adept is in spirit form, his physical form will fall into a death-like trance. The adept must return to it before a number of hours equal to his Willpower (+1/Rank) have passed. If he is unable to do so, his body dies. The GM may also choose to detail other dangers in relation to this spell. Weird creatures are known to exist on the plane of existence where the adept's freed spirit travels, and not all of these will be friendly. The Base Chance for this ritual is 15% (+5/Rank). It has an Experience Multiple of 550.

WhR-3. Summon Spirit of Light

This ritual enables the adept to petition for direct aid from the Powers of Light. If the ritual is successful, a major servant of the Light will come in response to the adept's summons. The servant can be of any form determined by the GM as suitable for his own campaign. In a campaign with a Medieval European flavor, such a servant would be an angel. The servant will generally not take a direct hand in any affairs, as the Powers of Light prefer to allow man free will and are therefore reluctant to interfere. The servant will, however, provide information, healing and protective measures to the adept in the amount it deems necessary. The servant cannot be compelled in any way except by the persuasion of the adept. If the servant does decide to intervene directly, it will be at least equivalent to a Demonic King (as described in the College of Greater Summoning). The ritual's Base Chance will vary, depending on the situation the adept finds himself in. The more desperate his plight, the higher the Base Chance will be. The ritual has an Experience Multiple of 500.

WhR-4. True Speech

This ritual takes 1 hour to complete, and affects a number of beings equal to the adept's Rank. Whenever they speak, affected creatures must make true declarative statements. If

they temporize, misstate themselves, or exaggerate, their vocal apparatus will become paralyzed, making it difficult to talk properly. If a being lies while under the effect of this ritual, its tongue will cleave to the roof of its mouth and it will become mute for [D+1] days. All subjects to be affected by the ritual must be present as it is performed. Its effects may be resisted both actively and passively, and last for 10 minutes (+5/Rank). The ritual has a Base Chance of 40% (+3/Rank), and an Experience Multiple of 350.

108. THE COLLEGE OF WHITE MAGICS (also known as Light Magics) – unknown contributor variation #1.

The College of White Magics has 4 new talents, 30 new spells, 8 new rituals.

[I am aware of the sentence in section 25 (Definition of Magical Terms) under the heading of “Consecrated Ground”, describing the lack of a Light College “because it is assumed that they (the Powers of Light) are non-magical in nature and are, in effect, opposed to magic.” Well, if they are opposed to magic, their worshippers would be getting their asses kicked all over the world by pagans (religions in which “magic is part of the rituals”). I figure they need something to fight off the pagan hoards, so here it is.]

This College allies itself with the Powers of Light, and is diametrically opposed to Black Magicians and Adepts of the College of Greater Summoning. Adepts, if they leave this college, may only join the College of Black Magics or Greater Summonings.

The Base Chance of performing any talent, spell or ritual of this College is modified by the addition of the following numbers:

It is daylight	+10
It is nighttime	-10
It is a High Holiday of the Powers of Light	+20
It is a High Holiday of the Powers of Darkness	-10
Adept is standing on consecrated ground	+10

Targets of Light College spells standing on consecrated ground do not receive the customary +50 to their Magic Resistance.

(see also the Special Knowledge Rituals for more bonuses)

TALENTS

Speak with Dead (T -1)

This Talent functions identically to the NECROMANTIC talent of the same name

Speak with Creature of Light (T - 2)

This talent allows the Adept to converse with Creatures of Light (Unicorns, Gold Dragons, some mundane animals, centaurs, and the like) and those creatures summoned by (Q - 3). The XP Mult for this Talent is 75.

Healer's Touch (T - 3)

This talent allows the Light Magician a bonus to all Healing skill checks, of (+ Rank). The Adept also receives a bonus of + 1 (+ 1 per 3 Ranks or fraction thereof) to healing damage points. The Experience Multiple of this Talent is 75.

Boon of Light (T - 4)

This talent grants the Adept the ability to operate spells and ritual magic while in contact with cold iron, with a -20 to the Cast Chance. This penalty may be reduced by one for each Rank the Adept achieves with this ritual. The XP Mult. for this talent is 150.

GENERAL KNOWLEDGE SPELLS

Spell of Witchesight (G - 1)

This spell is identical to the Celestial Magics spell of the same name.

Spell of Walking Unseen (G - 2)

Spell of Storm Calling (G - 3)

Mind Cloak Spell (G - 4)

Spell of Converse with Animals (G - 5)

Spell of Hypnotism (G - 6)

These spells are identical to the Black Magics spells of the same names.

Spell of Enchanted Sleep (G - 7)

This spell is identical to the Ensorcelments and Enchantments spell of the same name.

Spell of Protection Against Darkness (G - 8)

Range: 15 ft

Duration: 30 min. + 10 per Rank

XP Mult: 300

Base: 20%

Effects: This spell creates an invisible Circle of Protection with a 15 ft. radius which will not willingly be crossed by any creature allied with Darkness unless they successfully resist the effects of the circle first.

Spell of Healing (G-9)

Range: Touch

Duration: Imm

XP Mult: 375

Base: 35%

Effects: This spell heals EN loss, at [D - 4 (+ 1 per Rank)]. This does not affect FT.

Spell of Vigor and Life (G-10)

Range: 10 ft + 10 per Rank

Duration: Imm

XP Mult: 225

Base: 25%

Effects: This spell transfers EN and FT from the caster to the target, at a 1:2 exchange rate (2 pts. given, 4 pts. received), up to the target's maximum for each stat. If the caster chooses to knock himself unconscious by reducing his EN to 3 or lower, the target receives an additional 2 (+ 1 per 3 Ranks) points of healing; the target only receives this bonus if the Adept loses at least 5 points prior to unconsciousness. All points received by the target are applied first to EN, and then to FT. EN and FT lost due to this spell return at the normal rate. The maximum of points transferable is [D + (2 per Rank)].

Spell of Inspiration (G - 11)

Range: 15 ft + 15 per Rank

Duration: 30 min. + 30 per Rank

XP Mult: 175

Base: 30%

Effects: This spell inspires comrades, affecting one (+ one additional for every three Ranks or fraction thereof). Those effected receive a -20 (-2 per Rank) to results applied on the Fright Table. This does not modify the chance of succumbing to fright, it only lessens the effects.

Spell of Light (G - 12)

Range: 15 ft + 15 per Rank

Duration: 15 min. * [D - 5] * Rank (* 1, if unranked)

XP Mult: 75

Base: 50%

Effects: This spell is identical to the Fire Magics spell of the same name (G - 4).

Wall of Pure Light Spell (G - 13)

This spell is identical to the Celestial Magics spell Wall of Starlight (G - 5), except that it in addition to harming Darkness and Shadow-aligned creatures, and Dark and Shadow Mages, it will also effect Greater Summoners and Black Magicians.

GENERAL KNOWLEDGE RITUALS

Ritual of Creating the Bloom of Life (Q - 1, General Knowledge Ritual)

This ritual creates a mystical tie between an object and a target person. When the person is living and healthy, the object will be untarnished and made of quality material. If the target person becomes ill, or suffers serious damage, the object will become tarnished and begin falling apart. Upon the target's death, the object "dies" (falls apart completely, break, wilts, etc.) The Rank represents the objects ability to display the subtleties of the target's condition (whether they are ill, ate bad food, poisoned, suffer a broken leg, etc.) The Adept that performed the Ritual rolls [(Rank * 8) + (MA * 2)] to receive an accurate reading. A successful reading will allow the Adept to add his Rank in this Ritual to any attempts to heal the target entity. The item must be ritually purified by the Adept to perform the Ritual, but requires no special materials. The Base Chance to perform this ritual is 35 (+ 5 per Rank), and the XP Mult is 150.

Ritual of Healing the Land (Q - 2, General Knowledge Ritual)

This ritual works the power of Light Magic into the essence of the Land, causing the area of effect to blossom with life. It acts to counter the following spells, so long as they are of a lesser Rank than this Ritual: Blight on Crops, Cause Disease, Pestilence on Livestock, and Curse Unborn Child; each of these spells will expire within the area of effect. In addition, these spells will not work in the area for the duration of the ritual's effect. Chances to Animate, Summon, Control, or Bind the Undead, Demons, Devils, etc. are decreased by (Rank of Ritual * 2). The area of effect is 1 acre + 1 per Rank; the Duration is 1 month +1 per Rank. The Base Chance of performing this Ritual is [Caster's WP + (3 * Rank)]. The Experience Multiple for this Ritual is 275.

Ritual of Summoning Creature of Light (Q - 3, General Knowledge Ritual)

This Ritual summons from the surrounding lands a creature that allies itself with the Powers of Light. If successful, the Adept rolls on the appropriate column of the random encounter table (Table 63.2), adding [5 + Rank] to the result (ignoring modifiers for surrounding danger level). The number of creatures that respond is ALWAYS one; ignore the "number appearing" listed. The summoned beast will have the maximum characteristics for an animal of its type in addition to intelligence, and will serve the caster as a partner and equal. The creature summoned must be "good"; this bars (most) dragons, undead, and other undesirables (see the College of Lesser Summonings for "Dark" creatures; note that any non-"Dark" creature can be called). If these undesirables are accidentally summoned, they respond to the ritual, but not as an ally (appearing with the appropriate number for the encounter). This ritual takes 1 hour to perform, and requires the burning of sacred incense (costing 1000 SP). The creature arrives in a number of minutes [(D - 2) * 10 - (Rank * 2)]. The Base Chance of performing this Ritual is 20 + 2 per Rank. The XP Mult is 450. Note that this ritual is different from the Lesser Summonings Spell of the same name.

Ritual of Blessing (Q - 4, General Knowledge Ritual)

This ritual operates identically to the Ritual of Enchantment (Q -1, College of Ensorcelments and Enchantments).

SPECIAL KNOWLEDGE SPELLS

Spell of Creating Weapon of Vengeance (S -1)

Range: 5 ft + 5 per Rank

Duration: 20 sec * (D - 5) * (Rank: minimum 1)

XP Mult: 250

Base: 25%

Effects: This spell enchants a melee weapon

with the Righteousness of the Powers of Light. It receives a +1 (+ 1 additional per Rank) to SC, and a + 1 (+ 1 additional per 3 Ranks or fraction thereof) to DM. Against devils, demons, imps, the undead, and "Dark" creatures, the DM bonus is +1 (+ 1 per Rank). In addition, when a demon, devil or undead creature approach within 30 ft., the weapon will glow fiercely; at the discretion of the Adept, this ability may be temporarily suppressed. At Rank 6, the weapon can be created entirely out of magic. At Rank 10, the weapon need not be melee in nature.

Bolt of Purity (S - 2)

Range: 25 ft + 25 per Rank

Duration: Imm

XP Mult: 250

Base: 20%

Resist: Active and Passive

Effects: This spell fires a Bolt of Purity at the target, doing [D + 2 (+ 1 per Rank)]. Against demons, "Dark" entities, and their ilk, the Bolt does an additional +1 per Rank (for total damage of [D + 2 (+2 per Rank)]).

Armor of Righteousness (S - 3)

Range: 15 ft + 15 per Rank

Duration: 30 min. + 30 per Rank

XP Mult: 200

Base: 20%

Effects: Gives the recipient magical armor of a type familiar to the Adept, which confers an additional +2 DEF bonus per Rank. At Rank 11, the armor will absorb an additional 1 pt of damage from ANY source; at Rank 20, it will absorb 2 pts. This armor is made entirely from light and will illuminate the surrounding area like a torch, at the Adept's discretion. Alternatively, existing armor may be enhanced by this spell.

Spell of Purifying Food and Drink (S - 4)

Range: 15 ft

Duration: Imm

XP Mult: 175

Base: 20%

Effects: This spell will purify enough food and drink of toxins and diseases, magical or otherwise, for 1 meal (+ 1 per Rank).

Spell of Removing Disease (S - 5)

Range: 5 ft + 5 per Rank

Duration: Imm

XP Mult: 150

Base: 25%

Effects: This spell will purify the target of all diseases, even those created by magic.

Spell of Blessing Crops (S - 6)

Spell of Blight on Crops (S - 7)

Spell of Blessing on Livestock (S - 8)

Spell of Pestilence on Livestock (S - 9)

Spell of Bless Unborn Child (S - 10)

Spell of Curse Unborn Child (S - 11)

Spell of Causing Disease (S - 12)

These spells operate exactly as the BLACK MAGIC spells of the same names

Spell of Magic Fire Resistance (S - 13)

This spell is identical to the Fire Magics spell of the same name.

Spell of Deflection (S - 14)

This spell is identical to the spell of the same name (see Ensorcelments and Enchantments, above)

Spell of Righteous Fire (S - 15)

Range: 30 ft + 20 per Rank
Duration: Imm
XP Mult: 300
Base: 20%
Resist: Passive only
Effects: This spell affects either a 20 ft. square

area, or a circle with a radius of 12 ft. The entirety of the area of affect must be within the range of the spell. Those within the area affected suffer [D - 2] (+ 1 per Rank) damage, though the Adept may choose to not harm any entity within the area of effect at his discretion.

Spell of Increasing Power (S - 16)

Range: 15 ft + 15 per Rank
Duration: (D - 4) hrs. + 1 per Rank
XP Mult: 400
Base: 10%
Effects: This spell increases a single target's

characteristic by 1 per 3 Ranks (minimum of 1). This spell can increase ST, MD, AG, WP, FT, PC, TMR, or PB. A target can only be under the influence of one of these spells at a time.

Light of Judgment (S - 17)

Range: 25 ft + 25 per Rank
Duration: Imm
XP Mult: 550
Base: 10%
Resist: Passive only (for half damage), at -20
Effects: This spell releases the fury of the

Powers of Light, manifesting in a beam of white light that erupts from the Adept's hands, shooting into and through any targets in a straight line, to be designated by the caster. Friendly targets caught within the beam are unaffected, and the beam passes harmlessly through them (unless the friend is a Black Mage, a Greater Summoner, has sold their soul, etc.). The beam causes [D + 1 (+ 2 per Rank)] damage. Demons (ONLY demons; not devils, imps, undead, etc.) suffer an additional +2 per Rank.

SPECIAL KNOWLEDGE RITUALS

Healer's Ring (R - 1, Special Knowledge Ritual)

This Ritual creates an area enfused with the Adept's powers of Healing, with a radius of 2 ft + 2 per Rank. Within the Ring, each friendly figure may heal ([D - 6] + 1 per 3 Ranks, or fraction thereof) points of damage per pulse, at the end of the turn. This cannot raise the dead, though it can bring back companions from unconsciousness. The Base Chance of performing this ritual is 20%; the XP Mult is 375.

Sign of Holiness (R - 2, Special Knowledge Ritual)

This Ritual allows the Adept to fashion a sign of Holiness, a physical link to the Powers of Light. This ritual requires the Adept to acquire an item specifically fashioned for this purpose by a Shaper. The item grants the Adept a +20 to all Rituals. There is no XP Mult for this ritual.

Soul Cleansing (R - 3, Special Knowledge Ritual)

This ritual cleanses the soul of the Adept, making it pure for a number of hours equal to his Rank with this ritual. During that time, the Adept receives a bonus of (+ Rank) to ALL spells, talents, and Rituals of this College. The ritual requires the burning of sacred incense, costing 100 sp. The ritual always succeeds, and has an XP Multiple of 200.

Commune (R - 4, Special Knowledge Ritual)

This ritual allows the Adept to summon an agent of the Powers of Light. The agent may take any form, but will always be ridiculously powerful (use maximum stats for a Devil, with an additional +6 to all stats except TMR, which receives a +4 bonus), and is capable of divining the future at 20% (although he will only very rarely reveal this knowledge to a mortal). The agent will answer some questions posed by the Adept and act according to the whims of the GM (as the ways of the Powers of Light are unknowable to the mere mortals). This Ritual has a Base Chance of 1%, with a XP Multiple of 500. The summoned Agent of Light will have the Major Curse spell at Rank 20, Geas at Rank 30, Remove Curse (Major) at Rank 20, and Remove Curse (Minor) at Rank 20, in addition to knowing all spells of the Light Magics college at Rank 15. Whether or not they have any skills is up to the GM. The entity will stay until the GM decides it wants to leave.

109. THE COLLEGE OF WHITE MAGICS (also known as Light Magics) – unknown contributor variation #2.

The college of light deals with the power of light over darkness.

Among the practitioners of this college it is known that without them and their light, nothing but darkness would exist. It is well known that darkness is weaker than light. Even a single candle can light a large room. These adepts get their power from light and use it to channel mana through themselves to do incredible things.

The Base Chance of performing any talent, spell, or ritual of the College of

Light is modified by the addition of the following numbers:

It is full daylight +40

It is a day with an overcast +30

It is medium daylight (morn / evening) +20

The area is brightly lit +20

The area is dimly lit (torches / lanterns) -20

It is a moonlit night -20

It is a dark night -40

The area is totally dark -50

Talents

1. Ultravision

Similar to infravision, this allows the adept to see radiation in the ultraviolet spectrum.

Thus, he/she can see at night as a normal human can see at dusk because of the continual bombardment of ultraviolet radiation upon the earth. Note that this talent does not function well underground as there is no such radiation there. The higher the rank, the better the vision. The experience multiple for this talent is 100.

2. Detect Aura

This talent is identical in all ways to the talent of the same name of the College of Earth Magic (see 43.3, T-1, p.52).

3. Speak with Creatures of Light

This talent allows the adept to speak with all creatures of light. The range is 10 feet (+10 per rank). Communication is verbal in some cases but is normally a

combination of telepathy, signs, and a few verbal symbols at its lowest ranks.

Creatures of light include eagles, dolphins, brownies, nagas, unicorns, and golden dragons.

General Knowledge Spells

1. Spell of Light

Range: 15' (+15'/rk)

Duration: 15 minutes x (D-5) x rk.

Multiple: 100

Base Chance: 50%

Resist: Cannot be resisted.

Effects: This spell causes an item to release the light that it has absorbed while

exposed to sunlight, effectively glowing. This glow will light an area of 20 feet (+ 2 / rk) in all directions. Portable items can be moved. The center area with a 40+' radius is considered to be brightly lit. Note that the item must have been exposed to an hour of bright light in the last 24 hour period for any light to still be stored in it.

2. Spell of Hypnotism

Range: 15' (+15'/rk)

Duration: Concentration.

Multiple: 200

Base Chance: 40%

Resist: Actively and Passively

Effects: This spell operates as the spell of the same name in the College of

Sorceries of the Mind. Note that a creature that is hypnotized by this spell can be told that it feels no pain and is thus not able to be stunned during the duration of the spell.

3. Spell of Faerie Lights

Range: 25' (+25'/rk)

Duration: 1 Minute (+30 seconds/rk)

Multiple: 150

Base Chance: 35%

Resist: Cannot be resisted

Effects: The adept can call forth a glow from the target of this spell. Only one

man-sized target per rank is effected. A 12' giant can be caused to glow at rank 2 or

4 3' goblins. If the target is not visible it will still glow and this glow will be visible.

Glowing creatures are easier to strike thus increasing the strike chance against the by +10.

4. Flash of Light Spell

Range: 15' (+15'/rk)

Duration: Immediate

Multiple: 75

Base Chance: 20%

Resist: Passively only

Effects: As the spell of the same name in the College of Illusions.

5. Wall of Light Spell

Range: 15' (+15'/rk)

Duration: 10 minutes (+10/rk)

Multiple: 150

Base Chance: 25%

Resist: Cannot be resisted

Effects: This spell operates in the same manner as the Wall of Starlight Spell in the College of Celestial Magic.

6. Light of Courage Spell

Range: 15' (+15'/rk)
Duration: 1 Minute (+1 / rk)
Multiple: 200
Base Chance: 30%
Resist: Cannot be resisted

Effects: This spell creates an area of an almost invisible glow. Those that are friendly to the adept and within range have their morale greatly increased. Fear checks are all made with a bonus of +5% / rank. In addition, all magic resistance checks and strike checks are increased by +1 per rank. At rank 11 and above, those who strike a foe will have their damage increased by one point.

7. Spell of Purification

Range: 15' (+15'/rk)
Duration: Immediate
Multiple: 100
Base Chance: 40%
Resist: Cannot be resisted

Effects: The adept can purify enough food and water to generously feed 1 person (+1 additional person per rank). The food will thereafter be edible, however, it can spoil again later. This spell will remove the harmful effects of poison in food but will have no effect on a quantity of poison.

8. Spell of Brilliance

Range: 15' (+1'/rk)
Duration: 10 minutes (+10/rk)
Multiple: 150
Base Chance: 20%
Resist: Cannot be resisted

Effects: The target of this spell is enveloped in a bright blinding flashing light. Any attempt to hit the target will have 5 (+1 % additional per rank) subtracted from the strike chance. This effect applies only to physical attacks and not magic.

9. Spell of Sun Shading

Range: Touch
Duration: 3 hours (+1 hour/rk)
Multiple: 125
Base Chance: 45%
Resist: Cannot be resisted

Effects: This spell negates the harmful effect of the hot burning sun. The target of this spell shall have the effective benefit of being in a shady environment. Thus, they will not get sun burned or suffer any additional loss of fatigue while in a desert type environment. Note that the spell does not lower the temperature in the area, only block the sun.

General Knowledge Rituals

1. Ritual of Summoning and Binding Creatures of Light

The Adept can summon and bind 1 creature of light (+1 for every 5 or fraction of 5 ranks). The Base Chance is 20% (+4% per rank). Any creature thus called must be native to the area. If the ritual is successful, the creature(s) will arrive and be allowed a magic resistance check to avoid being bound. If it resists it may either assist, leave as it came, or attack the summoner. If it fails to resist it will be bound to the will of the adept. If the ritual backfires the creature(s) will arrive and attack the caster. If merely unsuccessful nothing will arrive. Bound creatures will serve the adept as long as he concentrates on controlling them or until released. If the adept loses concentration he will likely be attacked by the creature. If he releases it, it will likely flee in fear. The Experience multiple for this ritual is 175.

Special Knowledge Spells

Bolt of Light
(D-5)+1/rk

Blade of Light
As Starsword

Healing
1 pt en or ft (+1/ 2 rk)

Blindness
blinds single target

Summon Energy
1 ft (+1/ 2rk) to group Destroy Undead D+1 (+2/rk)

Spell of Sunbeam
destroy undead with sunlight

Spell of Lightbend Invisibility

Special Knowledge Rituals

Summon and Compell Creature of Light

As the general knowledge ritual except that there is no concentration required and the duration is until dispelled. Also, the resistance check of the summoned creature is at -20%. If this spell is used to call a Guardian Naga to guard a great treasure of good or evil alignment it cannot resist.

VIII. Monsters

66. COMMON LAND MAMMALS

[66.1] Apes and Prehumans

CHIMPANZEE

Natural Habitat: Woods, Forest (Rainforest)

Frequency: Uncommon

Number: 1-5 (40)

Description: Chimpanzees are smaller sized apes, usually no more than 3 feet tall. Males weigh about 100 pounds, females slightly smaller at about 70 pounds. They have brown fur, are quite social, and are excellent climbers. They usually forage for food in groups of 4-6, carrying their young with them as they go. Males "Patrol" the area surrounding the females. They walk and climb on all fours, but can stand up on their hind feet. Chimpanzees are omnivorous, but their diet consists mostly of fruit and plants. Occasionally, they will hunt and eat small antelope, snakes, or other woodland creatures.

Talents, Skills, and Magic: Chimpanzees have no special talents or skills, except their amazing ability to climb almost any surface. A trained Chimp would make an excellent ally for a thief or spy. Chimpanzees are not tool-users, but will occasionally use small sticks or stones to crack open nuts or for other simple tasks.

Movement Rates: Running: 300; Climbing: 200

PS: 10-15 **MD:** 16-22 **AG:** 18-23 **MA:** None

EN: 8-12 **FT:** 16-20 **WP:** 8-12 **PC:** 17-22

PB: 8-10 **TMR:** 5/3 **NA:** Fur absorbs 2 DP

Weapons: Chimpanzees attack in Melee or Close Combat in the same manner as humans (bare hands). They can have Rank 1-3 with this attack and receive 1 attack per Pulse. In Close Combat, they can bite: Base Chance 25%, Damage -2.

Comments: Chimpanzees are curious, social, and generally friendly creatures. However, they will attack if their young are threatened. They are quite intelligent, and can be easily trained by a Beast Master who specializes in Apes (+10% chance for checks). An untrained young Chimpanzee will fetch about 400 Silver Pennies in most cities. Adults are worth about 3 times that amount.

MONKEY

Natural Habitat: Forest, Jungle, Plains

Frequency: Common **Number:** 1-3 (20)

Description: Monkeys are the smallest of the apes, ranging in size from 6 inches to as much as 2 feet in height and as much as 10 pounds. They have small round faces, gray or brown fur, and are generally playful and curious creatures. Monkeys are actually bipedal, although they will use their hands to move, climb, and run. They are also quite intelligent, and can be trained to perform many tasks and tricks for entertainment (or other) purposes. Monkeys are generally vegetarian, although they do eat small insects and rodents from time to time.

Talents, Skills, and Magic: Monkeys have no special skills or magical abilities. However, they are apt climbers, and can use their tails as a "fifth" hand, for climbing, holding, grabbing, etc.

Movement Rates: Running: 250; Climbing: 250

PS: 3-6 **MD:** 18-24 **AG:** 20-24 **MA:** None

EN: 4-8 **FT:** 12-16 **WP:** 10-12 **PC:** 17-22

PB: 5-10 **TMR:** 3/3 **NA:** Fur absorbs 1 DP

Weapons: Monkeys will only attack if they are completely cornered. Even when they are involved in combat, they will simply look for the soonest chance they have of escaping and fleeing. They can only attack in close combat with their bite, Base Chance of 55% and a -5 to damage.

Comments: Monkeys can be valuable as pets, and therefore an adult monkey captured will sell for as much as 200 Silver Pennies. A domesticated or trained monkey will sell for three times this amount.

[66.2] Felines

PUMA (Cougar, Mountain Lion)

Natural Habitat: Rough, Mountains

Frequency: Uncommon **Number:** 1-2 (1)

Description: Cougars are very sleek relatives of lions, who make their homes in mountains and rolling hills. They have golden brown fur, which darkens around their face and paws. Unlike lions, male cougars do not grow thicker fur around their head and neck. Males can grow as large as 6 feet long, and weigh over 200 pounds. Cougars have powerful jaws, and are more agile than their cousins. They are also more solitary. They can climb trees with little difficulty, and are rarely affected by difficult terrain. Additionally, they have an amazing stamina, and can travel for long periods with little rest or sleep.

Talents, Skills, and Magic: Cougars possess no skills or talents and are not magic users.

Movement Rates: Running: 450; Climbing: 200

PS: 25-30 **MD:** 20-25 **AG:** 28-32 **MA:** None

EN: 20-25 **FT:** 28-32 **WP:** 10-14 **PC:** 18-23

PB: 6-11 **TMR:** 9/3 **NA:** Fur absorbs 3 DP

Weapons: Bite does +1 damage and has a Base Chance of 35%; it can be used in Melee or Close Combat. Claws do -1 damage and have a Base Chance of 45%. Cougars can attack twice in one pulse (two claws or one claw/one bite) without penalty. They will have rank 1-6 with claws.

Comments: Cougars are wary of humans, and will usually shy away from their presence. However, a hungry cougar (or one feeding its young) may stalk a party of humanoids until the chance to waylay one of them alone presents itself. Often, they will drop from the limbs of a tree onto prey below. They are also very protective of their young and lair. During the spring, there is 70% that a pair of cougars will have a litter of (D-6) +1 cubs. If captured alive, cubs will sell for 400-500 Silver Pennies. Adults will sell for twice this amount. Additionally, a cougar fur will sell for up to 200 Silver Pennies, depending on its condition.

[66.3] Great Land Mammals

ANTELOPE

Natural Habitat: Plains, Hills

Frequency: Common **Number:** 1-8 (35)

Description: Antelope are related to Deer and Cattle. They have thin, agile legs, and long spiraled horns protruding from their heads. They vary in size, with males usually weighing about 300 pounds, and females about 220. They stand about 3 and ½ feet tall at the shoulder, but some rare breeds can be much larger. Antelope travel in herds, going wherever the food takes them. They are very fast, and can jump long distances (as much as fifty feet in one leap). Antelope have poor eyesight, but have an acute sense of smell. They are cud-chewers, preferring the long grass of the prairies over hay or other "farmed" flora.

Talents, Skills, and Magic: These creatures have not special talents, skills, and they do not use magic.

Movement Rates: Running: 750

PS: 30-35	MD: 19-24	AG: 25-30	MA: None
EN: 15-20	FT: 20-25	WP: 8-10	PC: 22-25
PB: 10-12	TMR: 15	NA: Hide absorbs 2 DP	

Weapons: Antelope can attack in Melee combat using their horns: Base Chance of 30% doing +4 Damage. In Close combat they will use their hooves to kick at opponents: Base Chance of 20% doing D-4 Damage. They will usually flee from combat if they are injured in any way.

Comments: Antelope are wary of humans, but will usually not run away unless threatened. They are afraid of horses and dogs, however, and will leave if a party has such animals with them. The horns of an Antelope will fetch anywhere from 5 to 25 Gold Shillings if recovered in good condition. Unlike Deer, antelope do not shed their horns each spring.

BISON (Plains Buffalo)

Natural Habitat: Plains, Fields

Frequency: Common **Number:** 1-20 (100)

Description: Bison are very large creatures vaguely resembling cattle, but with huge shoulders, large, muscular backs, large thick horns, and thick fur around the neck and forequarters. Males can be as tall as 7 feet, weighing more than 2000 pounds. Females are somewhat smaller, but do have horns like the males. They travel in herds, usually in large numbers. There will be many more females in a herd than males.

Talents, Skills, and Magic: Bison have no talents, skills, or magic.

Movement Rates: Running: 350

PS: 70-80	MD: 7-10	AG: 9-12	MA: None
EN: 35-40	FT: 40-45	WP: 12-16	PC: 13-16
PB: 8-10	TMR: 6	NA: Hide absorbs 5 DP	

Weapons: Bison can attack in Melee Combat with their horns, with a Base Chance of 30% and a +4 bonus to Damage. In close combat they can trample an opponent, with a Base Chance of 40% and a +6 bonus to Damage. They receive 4 attacks per pulse when trampling.

Comments: Bison are somewhat stupid animals, and will usually not run from human presence unless attacked. They will rarely attack any creature, unless cornered. The hide of a male Bison is worth 500 Silver Pennies if not badly damaged. If leather armor is fashioned from Bison, it will have a protection rating of 5 rather than the usual 4 for that type of armor. The entrails and bones of a bison are also valuable to Nomadic Tribes and human settlements for use as tools and implements.

GIRAFFE

Natural Habitat: Plains, Woods

Frequency: Uncommon **Number:** 1-16 (6)

Description: Giraffes are tall mammals with long necks and a horse-like head. They can grow as tall as 18 feet, averaging 12 feet high at the shoulder, and can weigh over 3000 pounds. They have long legs, round bodies, and are quite fast. Giraffes are vegetarian, feasting on the leafy tops of tall trees. Their fur ranges in color from golden to brown, usually dotted with darker spots meant to help hide the creature from predators. The head of the Giraffe has three small flesh covered horns, valued for their chemical properties. Giraffes travel in small herds, usually led by one dominant male. They will generally flee from the presence of humanoids who come closer than 200 yards. They are 4 hex monsters.

Talents, Skills, and Magic: Giraffes have no special skills or talents, and are not magic users.

Movement Rates: Running: 600

PS: 20-26	MD: 14-18	AG: 12-16	MA: None
EN: 22-26	FT: 30-35	WP: 10-12	PC: 18-22
PB: 12-16	TMR: 12	NA: Fur absorbs 2 DP	

Weapons: Giraffes can attack in Melee or Close Combat with a base chance of 20%, Damage +1. In Close Combat they are allowed 2 attacks per pulse with no penalty.

Comments: Giraffe horn is valuable to Alchemists and Wizards. One horn from a full grown Giraffe can sell for 100 Gold Shillings or more. The horn is often used to make potions or as an item to be imbued with magical properties (effectively adds 1 Rank to spell cast into item, see section 32.3).

HIPPOPOTAMUS (River Horse)

Natural Habitat: Plains, Marsh, Woods (Jungle Rivers)

Frequency: Uncommon

Number: 1-10 (4)

Description: Hippos are huge aquatic mammals with long round bodies, short ears, and large oblong snouts. They can grow to lengths of over 14 feet, and often weigh more than 4 tons. They are somewhat short, however, growing to heights of only about 5 or 6 feet at the shoulder. Their skin is rough, usually dark brown or gray. They have round flat teeth (treat bite as Class C Weapon), and horrible breath. These monsters have a great lung capacity, and can stay comfortably submerged for up to 1 hour. Young hippos nurse underwater. While submerged, hippos are difficult to spot, as usually only their nostrils and eyes protrude above the water. These animals are territorial, and will challenge any creature or boat that comes too close to their young. They will often attempt to surprise and capsize any craft that comes too close or appears hostile. Hippos often release pink milky mucus through their skin when they are about to attack. They are 4 hex monsters.

Talents, Skills, and Magic: These animals have no special skills accept their ability to stay submerged for long periods of time.

Movement Rates: Running: 250; Swimming: 250

PS: 40-50	MD: 7-9	AG: 7-10	MA: None
EN: 25-30	FT: 35-40	WP: 10-12	PC: 14-18
PB: 6-9	TMR: 5/5	NA: Skin absorbs 2 DP	

Weapons: Hippos can attack in Melee or Close with their bite, Strike Chance of 35%, +2 to Damage. Additionally, they can attempt to upend boats or small watercraft (20' long or shorter), Base Chance varies, but GM's should note Hippos' weight and strength when figuring this attack.

Comments: Hippos are Herbivores, and will so generally will not attack other creatures unless threatened. On land, Hippos are virtually defenseless, and are hunted by Tigers and Suarime. A full grown Hippo can provide as much as 1.5 tons of meat if prepared properly.

MOUNTAIN BEAR (Grizzly/Kodiak Bear)

Natural Habitat: Rough, Forest, Plains

Frequency: Rare **Number:** 1-2 (1)

Description: A Mountain Bear is larger than other bears, growing as tall as 12 feet and weighing as much as 2500 pounds. They are also more easily enraged, although they do share the curiosity of their smaller cousins. They have brown fur, huge forepaws, and thick skin. They will very rarely be afraid of parties of less than 6 humans. They cannot climb trees, but they will attempt to shake one loose if one attempts to evade them by climbing a tree. Breeds of this bear include Kodiak (Plains), Polar Bears, and Mountain Grizzly Bears.

Talents, Skills, and Magic: Mountains bears have not talents, skills, or abilities with magic.

Movement: Running: 350

PS: 40-45 **MD:** 10-15 **AG:** 10-15 **MA:** None
EN: 35-40 **FT:** 40-45 **WP:** 12-14 **PC:** 18-21
PB: 6-10 **TMR:** 7 **NA:** Fur absorbs 5 DP

Weapons: Mountain Bears can make 2 claw attacks in melee with a base chance of 35% doing D+4 and can achieve ranks 1-4 with claws. They can bite in Melee or Close Combat, base chance of 25% doing D+5 damage. They can bite or claw during the same pulse while in Close Combat, or they can attempt to hug their victims after two successful claw attacks in the same pulse while in Close, base chance of 60% doing D+10 damage.

Comments: These bears are difficult to train, but it is possible (-10% to Beast Master checks). A cub will sell for approximately 300 Silver Pennies. A trained adult will sell for as much as 1200 Silver Pennies. The fur of an adult Mountain Bear is also valuable, and can fetch as much as 200 Silver Pennies.

RAM (Big Horn Sheep)

Natural Habitat: Waste, Rough

Frequency: Rare **Number:** 1-2 (12)

Description: Rams are large sheep with huge curling horns which form an effective helmet above their head. They stand as large as 4 feet at the shoulder and males weight about 380 pounds. They range in color from gray to dark-brown and their fur is coarse. They are agile climbers while in their natural habitat. Their movement rates are not affected by rough terrain. Rams are highly territorial toward any trespasser, especially another male. Males will often battle for a "harem" of females, usually about 10-12 ewes. These battles are ferocious, and the clashing of horns can be heard for several miles. Ewes will almost always be tending at least some young.

Talents, Skills, and Magic: Rams have no special talents or skills and are not tool users. However, they can climb through very rough terrain with little problem.

Movements Rates: Running - 650

PS: 26-30 **MD:** 12-15 **AG:** 24-26 **MA:** None
EN: 17-21 **FT:** 22-25 **WP:** 10-12 **PC:** 16-18
PB: 10-12 **TMR:** 12 **NA:** Hide absorbs 3 DP

Weapons: Rams attack in Close combat using their hooves, with a base chance of 30% doing +3 damage. In Melee, they attack with their massive horns in a "head-butt" type style. This has a base chance of 60% and does D+6 Damage. Additionally, any man-sized or smaller character who suffers effective damage from this attack must role 3x Physical Strength or be thrown prone, suffering an additional D-6 Damage *not* absorbed by armor. They can have Rank 1-3 with this attack. Rams can charge up to half their TMR and use their horn attack in Melee combat with no penalty.

Comments: Rams will shy away from humans, but are somewhat territorial and will attack intruders who come too close to the herd. The Horns of an adult Ram are very valuable in most areas, and will fetch 3D10 Gold Shillings. If the male is particularly old, the value of the horns will be doubled.

RHINOCEROS (African Rhino)

Natural Habitat: Plains, Marsh, Woods

Frequency: Uncommon

Number: 1-4 (1)

Description: A Rhino is a large land mammal with a huge head, small eyes, and one or two horns protruding from their snout. Their skin is gray and thick, generally with short abrasive hairs covering their head and neck. They can grow as large as 6 feet high at the shoulder, 8 feet long, and often weigh over 3 tons. Rhinos are solitary herbivores, although bulls will fight over females and territory during mating seasons: Spring and Autumn. These creatures are generally not afraid of anything, including lions, tigers, or man. Additionally, they consume a great deal of food (about 400 pounds per day). Rhinos will usually not attack unless provoked. They are 3 hex monsters.

Talents, Skills, and Magic: Rhinos posses no special skills or magic. They are not tool users.

Movement Rates: Running: 350

PS: 50-60 **MD:** 10-12 **AG:** 10-12 **MA:** None
EN: 35-45 **FT:** 45-50 **WP:** 10-14 **PC:** 12-14
PB: 5-8 **TMR:** 7 **NA:** Hide absorbs 7 DP

Weapons: A Rhino can attack in Melee or Close combat with his horn(s) once per pulse. He has a base chance of 40% and a +2 Damage Modifier. If the horn attack comes at the end of a Charge (treat as pole weapon), the base chance is increased to 60%, and Damage is +6. Additionally, a Rhino can trample a target in Close Combat, base chance of 25%, Damage +2 (4 attacks per pulse).

Comments: Rhinos are not shy, but they do have a short temper and will attack if annoyed. Rhinos can be tamed with difficulty (treat as Rebellious Creature). Generally, a trained Rhino is used as a Mount or as a siege weapon (battering ram). A trained Rhino will sell for 90 Gold Shillings or more. Their skin is also valuable as an armor (treat as Leather, Protection 5), and can sell for up to 500 Silver Pennies. Courtesans have also found use for the horn of a Rhino as an aphrodisiac. Horns will sell for 25 Gold Shillings each in most cities.

WALRUS

Natural Habitat: Ocean (Arctic), Waste

Frequency: Uncommon **Number:** 1-5 (20)

Description: Walrus are huge marine mammals who inhabit the sub-arctic coastal regions feasting on fish, clams, and seals. They have plump, oblong bodies, with almost hairless skin. The Walrus has no legs or feet, but they do have reversible front flippers which facilitate movement across the ice. Walrus bulls can grow as long as 12 feet, and weigh as much as 3200 pounds or more. They are generally gray in color, with thick hides, long sharp teeth (or tusks), and an abundant layer of blubber to protect them from the cold waters of the sea, in which they hunt and live. Walrus will sometimes lurk in the water below the ice of a frozen piece of water, and attack creatures on it from below by propelling themselves up through the surface. A Walrus bull may have as many as 10 or more cows (females) in his herd. Bulls often fight over females and territory, as the Walrus is very protective of its property.

Talents, Skills, and Magic: A Walrus has no talents, skills, or special abilities, except that they are able to hold their breath under water for as long as 1 hour.

Movement: Running: 150; Swimming: 200

PS: 25-30 **MD:** 5-8 **AG:** 6-10 **MA:** None
EN: 25-35 **FT:** 30-35 **WP:** 12-16 **PC:** 12-16
PB: 5-8 **TMR:** 3/4 **NA:** Hide absorbs 5 DP

Weapons: A walrus can attack in Close Combat, where it can use its tusks: Base Chance 35%, +8 to Damage. It can have rank 1-4 with this attack. If a successful tusk attack is made in Close Combat, a Walrus can attempt to "roll" its victim. This attack means the animal will roll on top of its target and attempt to crush them into the ice with their weight. This attack has a Base Chance of 20%, and the Damage is +10, not absorbed by non-metallic armor. **Comments:** Walrus herds will generally be found lazily lounging in the sun near the waters where they feed. If a party comes to near the herd, bulls will not hesitate to challenge them. GMs should decrease the chance for surprise for a Walrus encounter, as they are generally quite loud. Walrus tusks are valuable, fetching about 2 Gold Shillings per pound (average weight D-4 pounds per tusk).

[66.4] Small Land Mammals

FERRET

Natural Habitat: Woods, Plains, Hills

Frequency: Uncommon

Number: 1-2 (1)

Description: Ferrets belong to the weasel family, but they do not share the harsh temper of their relatives. They are cheery creatures, curious, and playful. They are also excellent hunters and trackers. They are approximately 16 inches long, and weigh 4 to 5 pounds. Ferrets have gray fur, with black patches around their eyes. They will defend themselves if they feel threatened, but are more likely to attempt to run away.

Movement Rates: Running: 200

PS: 1-2 **MD:** 18-24 **AG:** 24-28 **MA:** None

EN: 1-2 **FT:** 3-4 **WP:** 14-18 **PC:** 17-23

PB: 12-16 **TMR:** 4 **NA:** Fur absorbs 1 DP

Weapons: Ferrets can only attack in close combat, where their Base Chance 60%, -2 to Damage.

Comments: Ferrets are often trained for hunting foxes and rabbits. They are sleek, and can fit into small crevices with little trouble. They can also climb surprisingly well. Ferrets will trade for about 100 Silver Pennies if captured, or 3 times that amount if they are trained.

FOX (Arctic Fox)

Natural Habitat: Woods, Plains, Field

Frequency: Uncommon

Number: 1-2 (1)

Description: Foxes are small sleek dogs, averaging 10 inches high at the shoulder, although they can grow larger. Male foxes can weigh as much as 15 pounds. They vary in color from bright orange to white. They skill will usually match the color of their environment. Foxes hunt mostly at night, preferring to sleep during the day, except during the winter. Fox are generally frightened of humans, although they do live near human settlements where small farm animals (chickens, rabbits, cats, etc.) might be present. These creatures are quite cunning and are difficult to trap or tame. They also have an acute sense of smell.

Talents, Skills, and Magic: Foxes have no special talents, or skills. They do not use magic or tools.

Movement Rates: Running: 300

PS: 4-6 **MD:** 18-20 **AG:** 22-26 **MA:** None

EN: 5-7 **FT:** 10-12 **WP:** 10-12 **PC:** 22-26

PB: 10-14 **TMR:** 6 **NA:** Fur absorbs 1 DP

Weapons: Foxes can only attack in close combat with its bite: 50%, -2 to Damage.

Comments: A fox fur is quite valuable, and can sell for as much as 100 Silver Pennies. An Arctic Fox fur will sell for twice that amount.

RABBIT

Natural Habitat: Woods, Plains, Field

Frequency: Common

Number: 1-20 (4)

Description: Rabbits are small woodland creatures with large hind legs and pointing ears. They are shy of almost all creatures, most especially man. They live in burrows beneath the ground, and forage for grasses, clover, any vegetables grown by man, particularly carrots. They vary in color from brown to gray to white, and can weigh as much as 7 pounds.

Talents, Skills, and Magic: Rabbits have no special talents or skills, and they are not tool users. They have no affinity for magic.

Movement Rates: Running: 450

PS: 1-2 **MD:** 12-16 **AG:** 18-24 **MA:** None

EN: 1-2 **FT:** 2-4 **WP:** 8-10 **PC:** 16-20

PB: 4-8 **TMR:** 9 **NA:** Fur absorbs 1 DP

Weapons: Rabbits can only attack in Close Combat, where they can bite with a base chance of 20% and a damage modifier of -7.

Comments: Rabbit furs will sell for 5-10 Silver Pennies in most cities. Rabbits provide about 1 2 pounds of meat if prepared properly. They will always attempt to flee from danger of any kind.

SEAL

Natural Habitat: Ocean, Sub-Arctic, Coast

Frequency: Common **Number:** 1-20 (20)

Description: Seals are medium sized mammals with slick brown skin, flippers for swimming, and long tubular bodies. They are deft swimmers, and commonly spend their days hunting and playing in the waters near Arctic coasts. They are intelligent animals, and will generally flee to water if threatened, where they can usually avoid any predator. Their main enemies are Walrus, Killer Whales, and Polar Bears. Seals eat fish and shellfish almost exclusively, although their digestive systems are conducive to almost any food. Seals can weigh as much as 700 pounds, and grow to lengths of up to 8 feet.

Talents, Skills, and Magic: Seals have no special skills or talents, and they cannot use magic. Seals can hold their breath for as long as 70 minutes, and can dive as deep as 2,000 feet underwater.

Movement Rates: Running: 150; Swimming: 350

PS: 10-14 **MD:** 4-6 **AG:** 12-16 **MA:** None

EN: 10-14 **FT:** 16-20 **WP:** 10-14 **PC:** 14-17

PB: 10-12 **TMR:** 3/7 **NA:** Skin absorbs 2 DP

Weapons: Seals can attack in Melee Combat with their snouts, Base Chance of 35%, Damage -2. In Close Combat they can bite, Base Chance of 30%, Damage +1.

Comments: Seals are generally hunted for their skins, meat, and blubber. A Seal skin will sell for 30 Silver Pennies in cities trading in such goods. Baby seal skin is quite valuable, at 200 Silver Pennies each. There is a 25% chance that if seals are encountered they will have D10 calves with them.

SQUIRREL

Natural Habitat: Woods, Fields, Plains, Rough (Hills), Marsh

Frequency: Common **Number:** 1-3 (2)

Description: Squirrels are small furry creatures who can grow to be about 2 feet in length (including tail). They can weigh as much as 5 pounds. They are generally brown or tan, although some breeds are white. They eat nuts, plants, and berries and will make their homes in trees, burrows, or beneath rocks. They can climb quite well, especially trees, which their claws are ideal for gripping.

Talents, Skills, and Magic: Squirrels do not have any talents, skills, or magic.

Movement Rates: Running: 100; Climbing: 100

PS: 2-3 **MD:** 16-22 **AG:** 26-32 **MA:** None

EN: 1-2 **FT:** 2-3 **WP:** 6-12 **PC:** 20-26

PB: 6-10 **TMR:** 2/2 **NA:** None

Weapons: Squirrels attack with their bite in Close Combat where they have a base chance of 25% and receive a -7 to damage. If a character is infected by a squirrel bite, there is a 5% chance that they will have contracted rabies or some other animal borne disease.

Comments: Squirrels will be shy of humans unless food is offered them. They will be wary and run away at any sign of danger. Squirrels will only attack if picked up or grabbed.

WARDOG

Natural Habitat: Any (Near Man)

Frequency: Uncommon

Number: 1-2 (1)

Description: A Wardog is any type of dog trained by humans for use in combat, hunting, or other difficult tasks. These breeds include: Mastiff, Bulldog, Husky (Malamute), German Shepherd, Boxers, and Setters.

These dogs are larger and stronger than most dogs, averaging 2 to 3 feet high at the shoulder and weighing 70-90 pounds. They also have slightly different characteristics than other dogs (or Dingoes). These dogs can be trained and sold without restriction (see below).

Talents, Skills, and Magic: Wardogs have no special skills or talents, and they are not magic users. They have good stamina and generally have an excellent resistance to cold weather.

Movement Rates: Running: 350

PS: 10-12 **MD:** 15-20 **AG:** 16-20 **MA:** None

EN: 12-18 **FT:** 22-25 **WP:** 12-16 **PC:** 20-24

PB: 12-14 **TMR:** 7 **NA:** Fur absorbs 2 DP

Weapons: Wardogs can bite in Melee Combat with a Base Chance of 65% doing D10 points of damage. In close combat, they receive a +1 bonus to their damage rolls for biting.

Comments: Wardogs are more likely to attack humans than most dogs, but will usually not do so if their master is present, unless they are very hungry. They can be trained to fight, hunt, and even track (if the Beast Master who trains them works with or is a Ranger of at least Rank 0). Well trained Dogs will sell for as much as 100 Silver Pennies in most cities. If the new master of a Wardog is *not* a Beast Master, he must spend 1 week with the dog and the trainer learning the proper commands for directing its actions, or two weeks if the old master is not available. He can still adventure during the time period, but there will be a chance equal to [Dogs Willpower] x 4 that the dog will not obey him if he issues it a command.

WOLVERINE

Natural Habitat: Woods, Rough

Frequency: Uncommon

Number: 1-2 (1)

Description: Wolverines resemble small bears, but they are actually members of the Weasel family. They have dark gray or black fur, sharp teeth, and a vicious temper. They will not hesitate to attack anything that annoys them. They are extremely territorial, and will charge a person who comes near them or their homes. They are about 3 feet long, but can weigh as much as 80 pounds. Wolverines are virtually impossible to tame (treat as Intelligent/Rebellious creature). Wolverines are solitary, nocturnal predators, who hunt most creatures in their domain.

Talents, Skills, and Magic: Wolverines have no skills or talents, except that they are virtually fearless.

Movement Rates: Running: 250

PS: 16-22 **MD:** 18-22 **AG:** 22-26 **MA:** None

EN: 18-22 **FT:** 20-25 **WP:** 18-23 **PC:** 17-23

PB: 4-8 **TMR:** 5 **NA:** Hide absorbs 3 DP

Weapons: A Wolverine can attack 3 times in Close Combat with no penalty. Their claws have a base chance of 50% and do +2 to Damage. Their bite can be used in either Melee or Close Combat with a base chance of 75%. In Melee Combat the bite has a +4 Damage Modifier, but in Close Combat the damage for biting goes up to +5.

Comments: Wolverines have been known to kill bears and other creatures much larger than they are. They are commonly used for Bear-bating by those who can afford the price of their capture (usually around 1000 Silver Pennies for an adult). Wolverine fur is highly valuable, as it repels water. A fur will sell for as much as 150 Silver Pennies.

67. AVIANS

[67.2] Fantastical Avians

DRAGONET

Natural Habitat: Rough, Waste, Woods

Frequency: Very Rare

Number: 1-2 (1)

Description: Pseudo-Dragons resemble Gold or Red Dragons, except that they are very small, averaging about 8 to 10 pounds. They are semi-intelligent, and generally good natured. Their bodies are about 2 feet long. These small dragons do not share any of the magical abilities of their very distant cousins, but they can fly. These creatures usually make their homes in small caves or nest as birds in hollowed trees. There is a 10% chance that a Dragonet's lair will have 1-3 eggs, which will usually be protected by two parents. A Dragonet can live up to 2000 years, and will generally have a vast knowledge of the history of their area. Their memory is nearly perfect.

Talents, Skills, and Magic: Dragonet can speak the ancient language of Dragons (DragonSpeak) at Rank 4. They have no other skills, abilities, or magic.

Movement Rates: Running: 150; Flying: 350

PS: 2-4 **MD:** 12-18 **AG:** 14-16 **MA:** None

EN: 3-4 **FT:** 10-12 **WP:** 10-16 **PC:** 18-24

PB: 6-10 **TMR:** 3/7 **NA:** Scales absorb 2 DP

Weapons: Dragonets can only attack in Close Combat with their bite. This attack has a base chance of 35%, and has a +2 Damage Modifier.

Comments: These creatures are quite rare, and therefore are protected by Elves, Dryads, and other creatures native to their areas. They are solitary, but do get together to mate about once every 10 years. Dragonets may be willing to help a party in exchange for some small treasure, for which Dragonets share an affinity with their cousins. However, they are not able to understand difficult or complex instructions unless one speaks their ancient tongue. As familiars or pets, a Dragonet can sell for as much as 4000 Silver Pennies. An egg will sell for about 1500 Silver Pennies.

69. CLIZARDS, SNAKES AND INSECTS

[69.1] Lizards and Kindred

BEHIR (Dragon Snake)

Natural Habitat: Rough, Plains, Woods

Frequency: Rare

Number: 1-2 (1)

Description: The Behir are large snake-like reptiles with a dozen legs on each side of their 20-foot long bodies. These legs allow them to move deceptively fast, and also enable them to climb steep surfaces at half their normal TMR. They can also fold their legs against their bodies and slither along on their bellies. They are semi-intelligent, and speak a limited language with one another. They are smart enough to know when to retreat from battle, but are quite hearty and generally unafraid of combat. Behir have large heads, similar in appearance to that of a dragon (hence the name). They have thickly plated scale-like hides, although their underbellies are softer (PROT 1 or 2). They range in color from brown to blue, depending on the climate and season. Behir mate once every year, and

there is a 15% chance that a female Behir will have 1-2 young with her when encountered. Their domain will usually be patrolled vigorously within a range of about 100 square miles. They are mortal enemies to dragons, and will never knowingly enter the territory of a dragon. Behirs are 3-Hex Monsters.

Talents, Skills, and Magic: The bite of a Behir is venomous. Any successful damage (above a PC's armor protection rating) will result in the character being poisoned. The poison is paralytic in nature, although it does take effect slowly. Once a character has been bitten, they will lose 1 point of Agility, Strength, and Manual Dexterity per pulse until these characteristics have been reduced by [D10 +3] each. (Note: Characteristics cannot be reduced to less than 5). The poisoning will last for 25 – [Victim's Willpower] hours. The Behir have no other talents, skills, or magic.

PS: 35-40 **MD:** 12-14 **AG:** 16-20 **MA:** None
EN: 26-32 **FT:** 35-40 **WP:** 12-15 **PC:** 12-15
PB: 4-8 **TMR:** 8/4/2 **NA:** Scales absorb 6 DP

Movement Rates: Running: 400; Climbing: 200; Swimming: 100

Weapons: Bite has a Base Chance of 45% and damage of +2, and can be used in Melee or Close Combat (see poison above). A Behir will attempt to enter close, where it can use up to six claw attacks per pulse without penalty. Claws have a Base Chance of 35%, and do +1 Damage. (Note: A Behir can attack in Melee via its bite and in Close with claws in the same pulse with a –10% to each separate attack).

Comments: Although generally solitary carnivores, Behirs do raise their young until they are full grown (which takes about 2 years). After biting their prey, Behir will usually drag them back to their lair for feasting. They will usually be found making their homes in caves or among thickets. They feed on deer, elk, antelope, great cats, and (of course) man, eating once in about every 12 days. The poison of a Behir is highly valuable, trading in most cities for over 10 TSG/Pint. An adult will have over 2 pints worth to collect after it is slain, assuming an adventurer knows how to dress such a monster. The hides of an adult Behir will also sell, fetching over 300 GS in good condition. Since they swallow their victims whole, the lair of a Behir will also generally be littered with the once upon a time belongings of previous meals (metals and wood will generally go undigested).

KOMODO DRAGON (Sea Dragon)

Natural Habitat: Ocean, Waste, Rough

Frequency: Rare

Number: 1-4 (2)

Description: Komodo Dragons are large lizards, growing to lengths in excess of 10 feet and weighing about 350 pounds. Rare breeds can grow to twice this size (add 10 to Physical Strength and Endurance). They have long claws, used for disemboweling their prey, and sharp teeth. They are Carnivorous, and hunt deer, bush pigs, and smaller members of their own species. They have been known to attack humanoids, but will generally not attack a party of more than 3 if they are alone. These creatures are apt swimmers, and can even submerge for periods of up to 3 minutes if necessary to elude enemies such as tigers, pythons, and man. Komodos generally sleep during the heat of the day, hunting in the cool mornings and evenings near the warm coastal waters they live in. Young members of this species can climb trees, but a full grown Komodo will usually make its home in small caves or thick brush. Like most reptiles, the Komodo Dragon is cold blooded and will have difficulty surviving in cold weather.

Skills, Talents, and Magic: Komodo Dragons, despite their namesake, have no special talents or skills.

Movement Rates: Running: 200; Swimming: 200

PS: 18-24 **MD:** 6-8 **AG:** 7-9 **MA:** None
EN: 10-14 **FT:** 15-18 **WP:** 7-9 **PC:** 15-18
PB: 7-10 **TMR:** 4/4 **NA:** Scales absorb 4 DP

Weapons: A Komodo is a formidable opponent. It can attack in Melee Combat with its bite, base chance of 55%, Damage +4. The

tail can be used to knock down opponents behind the Komodo: treat as trip (Base Chance 40%, D10 damage, target must roll 3xAgility or be thrown prone). In Close Combat it can attack 3 times in each pulse without penalty: 2 Claws have base chance 50% and do +2 damage, and it can bite with base chance now at 65%. Additionally, the tail of a Komodo Dragon can be wrapped around a victim in Close Combat after 2 successful Claw attacks. Wrap: Base Chance of 80%, +5 Damage per pulse the tail squeezes, no roll needed to hit once initial squeeze has been made. The Komodo can still bite and claw while executing a squeeze action.

Comments: Komodos are valued as curiosities, and live adults fetch 1200-1500 Silver Pennies. Additionally, Komodos can be domesticated and trained as mounts for small humanoids (Halflings or Dwarves). A trained Komodo will sell for up to 2500 Silver Pennies. The claws of the Komodo can also be sold to Alchemists and Wizards for 15 Silver Pennies for each claw.

SHARAZ

Natural Habitat: Waste (especially desert)

Frequency: Rare

Number: 1-3 (1)

Description: Called "Sand Demons" by nomadic tribes, these reptiles are the unusual combination of a semi-humanoid upper body and a lizard-like lower body. They are over 9 feet tall, and weigh more than 500 pounds. They have muscular arms and chests, sharp claws and teeth, and long necks. Their heads are reptilian in appearance, with sleek eyes and a scaly flesh. The tail of a Sharaz is usually 10 or more feet long, and can be controlled with great skill, augmenting their combat ability (see below). Their legs are lean and strong, allowing them to sit on their haunches during combat. Sharaz have near human intelligence, allowing them to speak their own language and use weapons and tools. They make their homes in caves or among rocks. Because they are cold-blooded, Sharaz cannot survive in cold climates.

Talents, Skills, and Magic: Sharaz use weapons and tools for combat and survival. They can also go for extended periods without water. They are not magic users.

Movement Rates: Running: 300

PS: 25-29 **MD:** 15-18 **AG:** 17-21 **MA:** None
EN: 24-28 **FT:** 30-35 **WP:** 12-15 **PC:** 10-18
PB: 4-7 **TMR:** 6 **NA:** Scales absorb 4 DP

Weapons: Bite has a Base Chance of 50% and damage of +2, and can be used in Melee or Close Combat. They can also attack using claws, Base Chance of 65% and D+1 Damage. Claws are rated for Close or Melee Combat, and two attacks are allowed per pulse without penalty. Sharaz can also use their tails to attack into any of its rear hexes, allowing it to attempt to trip any man-sized or smaller creature. This attack has a Strike Chance of 40% and Damage is D10. If the attack is successful, target must roll 3 x Modified Agility or less to avoid being thrown prone. In addition to its natural combat abilities, Sharaz will also carry swords and spears, which they will use at Ranks 1-5.

Comments: Sharaz generally attack by surprise, burrowing into the crests of sand dunes near human settlements and waiting for the unwary to approach. They will nearly always be found hunting alone, but occasionally may be encountered in small groups. Their social system keeps them divided into simple families, but they do participate in trade and festival activities. Sharaz lairs will generally be guarded by a female, and there is a 20% chance that young will be present.

74. UNDEAD

[74.2] Greater Undead

MUMMY

Natural Habitat: Crypts, Ruins

Frequency: Very Rare

Number: 1

Description: Mummies are undead beings whose life-force has been sustained through elaborate magical rituals performed by the being while still alive. Mummies generally do not immediately become active after their death, instead requiring the passage of great amounts of time (for more details, see Comments, below). When they do finally activate, mummies emerge from their deathly sleep in a state of near mindlessness. However, their condition improves with time, eventually becoming fully aware and sentient by the tenth year of their undead existence. Mummies generally appear to be zombies, though beings that can detect magic will be able to clearly and easily distinguish them quickly. They smell like rotting flesh, and generally attract the attention of flies.

Talents, Skills, and Magic: These creatures may use any and all human skills, talents, and magic that they knew in their mortal life, though they cannot access these abilities until they achieve some degree of sentience. In general, they will be at least Rank 10 with whatever College of Magic they studied while alive. They can use weapons, wear armor and carry shields just as they did when they were alive. Their touch is frighteningly chilled, and any character that comes into contact with a mummy suffers D+1 damage. This damage is never absorbed by normal armor.

Movement Rates: Running: 150

PS: 30-40 MD: 10-12 AG: 6-10

MA: 20-30 EN: 28-35 FT: 30-40

WP: 25-30 PC: 20-30 PB: 1-2

TMR: 4 NA: None

Weapons: Mummies are treated as humans for all purposes in combat, except that they cannot be harmed by non-magical weapons. In addition, the touch of a Mummy causes D+1 damage, which cannot be absorbed by mundane armor.

Comments: Mummies are the by-product of magical structures, rather than any sort of curse or ritual. In order for a mummy to be created, the corpse of an Adept must be interred into a suitable structure. A suitable structure are those structures that can absorb and focus the ambient mana of the world and environment, such as pyramids, ziggurats, specially prepared crypts (usually involving obelisks or other mana-gathering monuments such as standing stones), or any other structure of interment that the GM deems suitable. The corpse to be transformed is placed in a location that allows them to receive the unique magical focusing efforts of the tomb, where it rests for several decades (or longer). At a certain point, a critical amount of absorbed mana is reached, whereupon the corpse re-animates, becoming a mummy. Note that only adepts can become mummies, though once activated they will not regain their magical capabilities for some time.

IX. ADVENTURE

81. MONETARY MATTERS

[81.5] Expanded Goods Cost List.

See the Expanded Goods Cost List Table 81.5.

83. ADVENTURE ACTIONS

[83.5] (Optional Rule) An adventurer can use his/her climbing skill to climb a structure.

Climbing Skill is an adventure skill like Horsemanship and Stealth. The prime difference is that Characters do not begin at rank 0. They must expend 100 experience points to become rank 0. Other than that, it operates in exactly the same fashion as the thief's climbing skill: $([4 \times MD] + [10 \times Rank]) - (\text{Distance climbed in feet}/10)$. A check is made for each entire vertical surface. If a failure occurs, roll % dice to determine at which height the character fell. A 100 would indicate that character fell from the top of the climb. Consult falling damage rules if a fall occurs.

Further descriptions not included in the Thief ability, but which should apply equally:

Once a ledge, or similar area, where a character can stand freely and rest is reached, the climb has ended. If he proceeds upward from that point, another success check must be rolled.

GM should account for loss of fatigue as climbing is a strenuous activity, and penalizes the climber as he sees fit. Typically a -10 should be applied for any character with 0 Fatigue.

A character can have both thief and climbing skill, in which case the higher rank applies for determining success.

If a character's rank in Thief is higher than his rank in Climbing, he need only expend half the experience to gain rank in the Climbing skill.

A character who has the Ranger Skill, and is has selected mountains (not caverns), as his area of specialty, need only expend half the experience points to gain rank in climbing, up to a rank equal to his rank in Ranger.

Armor effects a character's chance to successfully climb, similar to the way it effects Stealth, only the penalty is doubled, with the exception that Leather receives a -5 penalty, and cloth does not receive any bonus.

Furthermore, the chance of success is increased or reduced by 1 for each point above or below 15 that a character has in Physical Strength and Modified Agility.

Roll of 00 is an automatic failure, no matter what the percentage chance was, and likewise a roll of 01 is always a success.

Climbing Skill Experience Cost Chart:

Rank	Experience Cost
0	100
1	500
2	1000
3	1500
4	2000
5	2500
6	3000
7	3500
8	4000

9	4500
10	5000

[83.6] (Optional Rule) Falling Damage.

These rules provide for accidental falls as well as planned falls and jumping down from heights.

Here's the formula with explanations to follow:

Damage Points = Falling Points - Absorption Points

Damage Points = $(\text{Dist} \times \text{Sfc Mult}) - (\text{Mod AG} - 2d10)$

How it works:

1. Falling Points are calculated based on distance fallen and landing surface.

Falling Points = Distance (in feet) x Landing Surface Multiplier

Landing Surface Multiplier Chart

0.5 = Water, Hay Stack.

1.0 = Hard Ground, Flat Rock.

1.5 = Hard Protrusions, Jagged Rock.

GM should assess Multiplier as he sees fit. Perhaps a 0.9 for a wooden floor.

2. Absorption Points are determined based on Mod. AG minus (-) a dice roll. For planned jumps, use just the Mod. AG without the dice roll.

Absorption Points = Modified Agility - 2d10 (special - see note)

Note 1 - Roll 2d10, but treat 0's as zero not ten, ie. a roll of 2&0 would total 2 and not 12. There is also a special rule for rolls of 99. If a fall results in damage to the character, and a 99 was rolled, then the character has received a broken neck.

Note 2 - If it is a controlled fall or jump, rather than an uncontrolled fall, only one D10 is rolled and subtracted from Modified Agility. I.e. a character who decides to jump down into a 10 foot pit would use the controlled fall rules. A character that fell into a 10 foot pit that opened beneath his feet would use the regular uncontrolled fall rules.

3. Actual Damage Points are a result of subtracting Absorption Points from Falling Points. Actual damage is applied to Fatigue and then Endurance. Unlike combat damage, once Fatigue runs out, the remainder of the actual damage is subtracted from Endurance.

Damage Points = Falling Points - Absorption Points

4. Grievous Injuries: For every 10 Endurance points taken due to a fall, roll a Class C grievous injury check. For most characters, you'd have to be dead to receive 2 grievous rolls. If the roll falls between 01-69, no grievous injury occurs. 70-00, take the grievous injury.

EXAMPLE A: Delion gets pushed off a 35 foot cliff by a nasty Orc. Delion has FT=21, EN=19, and Mod AG=12. Lucky for

Delion there are no jagged rocks where he lands. He rolls a 2&6 on his dice roll. He takes: $(35 \times 1.0) - (12 - 8) = 35 - 4 = 31$ points of damage. He loses all his Fatigue and $31 - 21 = 10$ points to Endurance so he's down to 9 EN and rolls a grievous. 78! Oh no! A massive chest wound! Broken ribs and other nasty stuff, he takes 5 more Endurance, now he's down to 1 EN. In 4 months when he recovers, he'll kick the Orc's behind I'm sure.

EXAMPLE B: Strongbow returns the favor to the Orc, unfortunately for the Orc, he doesn't miss the jagged rocks and boulders. The Orc has FT=24 EN=23 Mod AG=14. The Orc rolls a 7&9, he takes: $(35 \times 1.5) - (14 - 16) = 42 - (-2) = 44$ points of damage. All 24 FT and 20 more to EN now he's down to 3 EN, and has to roll for grievous twice. The first roll = 03, nothing. The second roll = 68, nothing again. The lucky Orc is unconscious but alive.

EXAMPLE C: Strongbow, realizing that his friend is hurt, and that the Orc isn't dead yet, decides to jump down and correct the situation. FT=24 EN=17 Mod AG=14. He tosses down his pack and weapons (hope nothing broke), now his Mod AG is 17. He hangs off the side of the ledge, effectively reducing his fall by 5 feet, and jumps from there. He rolls 1 D10, a 9 and takes: $(30 \times 1.0) - (17 - 9) = 30 - 8 = 22$ points of damage. He's got 2 FT and all 17 EN, plenty of strength to kill the Orc, and help the Dwarf to safety.

(Optional) Miracle Rule: Everyone has heard about someone falling a great distance, and surviving, well maybe your character needs the same miracle. If your character dies from a fall, you can call upon the god(s) for just such a miracle. Calculate the damage the character took from the fall, and the resulting negative Endurance points. The Character can get 2 points of Endurance back, but has to make a Class C grievous check. A roll of 70-00 means the character takes that injury. However, should he roll 01-69, he will get the 2 points back on EN. The character can continue to do this until he is either alive or mutilated beyond all recognition. Basically any character that needs more than 4 EN points to regain life will have to be very lucky to survive. It might even be fun to keep a tally of the mounting injuries a character takes until he finally gives up GM can pull the plug on the character after any grievous if he wants.

[83.7] (Optional Rule) Jumping.

Here are guidelines for various types of jumps.

1. Broad Jump

A broad jump is any jump where a character does not take a running start to make a jump. One or two steps make little difference in the distance actually cleared. A successful broad jump can be completed without tripping or falling, and needs only one step for recovery room where he or she lands. A player needs only room to plant his or her feet to make a standing broad jump.

2. Long Jump

A running long jump requires a good deal of running room to gain the maximum distance. Both a runway and landing strip are required for long jumps. The runway should be equal to twice the distance attempting to be cleared, and the landing strip should be equal to the distance jumped.

3. Jumping Distances

An average character can make a standing broad jump a distance equal to their height plus 6", and a running long jump equal to twice the broad jump distance. Modifications to this are based on higher and lower than average Physical Strength and Agility scores. Add 3" to a character's height for each point PS or Agility are over 15, and subtract 3" for each point under 15. Use modified ability scores to determine a character's ability in armor and with the items he or she is carrying.

Example Delion has a PS of 24 and a Modified Agility of 11 in his armor. He is 4' 3" tall, so he can broad jump $4' 9" + \text{Strength } (9 \times 3")$ and - Agility $(4 \times 3")$ for a total of 6'0". His long jump would be 12'0".

4. Extending for that extra distance

Extra distance can be added to a broad jump by diving forward. You can gain up to half your height in this fashion, but an agility check should be made. If for example Delion were broad jumping a 7' pit, he would have to dive, and catch onto something. Increase or decrease the agility roll depending on what there is to catch on the other side. If for example there were a handrail built into the edge of the pit, he should have a fairly good chance of catching it, say 5 times agility.

Two types of extensions can be attempted for a long jump, the leg extension or the dive. Leg extension landings, similar in fashion to Olympic long jumping, can add half of your height to a jump. If you extend in this fashion, you come to a crash landing, and take 1 fatigue point of damage, if no fatigue, then endurance.

Diving forward at the end of a long jump is a very dangerous maneuver. If attempted, a character should suffer damage similar to a fall of the same distance jumped. Like falls, the surface landed on can reduce or even eliminate any damage. In the case of a dive, the player must catch on to something similar to a broad jumping dive.

5. Short Runways and Landings

There are often times when the runway is not the required two times the distance to be jumped. A runway must be longer than the character's height who is attempting the jump, only broad jumps may be made if the runway is less than the jumper's height. In the case of a short runway follow these procedures to determine jumping distances.

Lets say Delion, in armor, needs to clear a pit that is somewhat less than 10 feet across, but he has only a 10' runway. Divide the runway distance (10') by Delion's maximum long jump runway distance, $(12' \times 2 = 24 \text{ feet})$ the result is 42%. Multiply this by Delion's broad jumping distance $(.42 \times 6' = 2.5')$ then add it to his broad jumping distance $(6' + 2.5' = 8.5')$ to see how far he can jump with the short runway. He may jump 8.5' with the 10' runway. Only dive extensions are available for short runway jumps. In this case, Delion can either dive to make sure he clears that pit, or remove his armor and weapons, and throw them across before jumping.

If the required amount of landing strip is not available, there are two options. In the case where a player is attempting to jump a 15' pit in a passageway, but the passage turns 10' after the pit, the player will end up slamming into the wall before coming to a controlled stop. The player should roll for falling damage of Required Landing strip minus Available Landing strip. In this case it would be a 5' fall, which would usually not end up in any damage. If a player were jumping a 15' pit and were trying to land on a 3' ledge, ouch! Essentially the player would be running full speed into a wall. That can really hurt.

The second option is the case where the landing strip ends into open space. If you are jumping from rooftop to rooftop, and you end up jumping a 15' gap and landing on a small roof area, with only 10' of landing space, you will need to dive onto the roof to avoid sailing over the edge. In this case you can continue your jump to another roof, hope one is near by, or do a fall and roll, take damage similar to hitting the wall. If the rooftop is even smaller, you'll have to make a dive or leg extension landing, and take appropriate damage.

6. Pole vaulting and High Jumping

What are you running a medieval track meet? Pole vaulting and high jumping skills are not going to be discussed, as they do not

have any practical applications in the fantasy role playing game. Pole vaulting requires an extremely flexible pole, of which the technology in fantasy times does not exist without the aid of magic to make. You also need to plant the pole in a small hole to launch. OK, maybe you could try and leap over an 8' foot fence

with a pole, but the average pole will snap into splinters if treated in such a fashion, and don't forget, that there is no padded landing pit on the other side for you. Plus who walks around carrying a 10 foot pole? If it is your pike, then you just left it behind you at the fence, as you do have to let go of it to complete the jump.

High jumping is a skill everyone possesses to a degree, but like pole vaulting it has no practical game time application. Of course you may want to jump over something, but since you can usually touch whatever it is you are jumping over, you can simply grab the top of the 8' fence, and swing your legs over it. You would look pretty dumb making a great effort to clear the same fence, and then crashing on your head on the other side of it, while your companions simply grab the top, swing their legs over and continue on there way.

[81.4] EXPANDED GOODS COST LIST

Name	Weight	Cost
Animals / Livestock		
Boar	75 lb	40 sp
Bull	1250 lb	150 sp
Calf	60 lb	15 sp
Cart Horse	1200 lb	30 gs
Cow	600 lb	60 sp
Ewe	75 lb	20 sp
Goat	100 lb	25 sp
Kid	25 lb	10 sp
Lamb	85 lb	20 sp
Ox	2000 lb	35 sp
Pig	60 lb	25 sp
Piglet	15 lb	10 sp
Ram	200 lb	50 sp
Sheep	120 lb	25 sp
Clam	4 oz	1 cf
Cod	4 lb	3 sp
Crab	12 oz	2 cf
Dogdrave	8 lb	9 sp
Eel	5 lb	18 sp
Flounder	2 lb	1 sp
Herring	4 oz	1 cf
Lamprey	4 lb	9 sp
Lobster	2 lb	30 sp
Mussel	2 oz	1 cf
Oyster	2 oz	1 cf
Pike	18 lb	40 sp
Salmon	8 lb	15 sp
Trout	2 lb	4 sp
Capon	24 oz	4 sp
Cock	4 lb	8 sp
Coot	12 oz	3 sp
Duck	3 lb	6 sp
Falcon	3 lb	800 sp
Goose	8 lb	24 sp
Heron	4 lb	10 sp
Lark	4 oz	2 cf
Mallard	4 lb	8 sp
Ostrich	60 lb	100 sp
Partridge	2 lb	4 sp
Peacock	10 lb	45 sp
Pheasant	5 lb	10 sp
Pigeon	1 lb	2 sp
Plover	24 oz	6 sp
Quail	1 lb	3 sp
Swan	12 lb	40 sp
Teal	18 oz	4 sp
Foods and Provisions		
Apples	1 lb	3 sp
Dates	1 lb	4 sp
Figs	1 lb	2 sp
Kumquats	1 lb	6 sp
Lemons	1 lb	16 sp
Olives	1 lb	4 sp
Oranges	1 lb	16 sp
Onions	1 lb	1 sp
Peaches	1 lb	4 sp
Pears	1 lb	6 sp
Potatoes	5 lb	1 sp
Pickles	2 lb	1 sp
Plums	1 lb	4 sp
Prunes	1 lb	3 sp

Raisins	1 lb	4 sp
Turnips	1 lb	2 cf
Cinnamon	8 oz	4 sp
Cloves	8 oz	3 sp
Curry	8 oz	10 sp
Garlic	8 oz	2 sp
Ginger	8 oz	4 sp
Honey	16 oz	5 sp
Lemon Peel	8 oz	2 sp
Molasses	8 oz	4 sp
Paprika	8 oz	8 sp
Pepper	8 oz	2 sp
Saffron	8 oz	10 sp
Salt	8 oz	1 sp
Sugar	16 oz	6 sp
Tea	4 oz	2 sp
Gallon of Ale	8 lb	6 sp
Gallon of Beer	8 lb	8 sp
Gallon of Dwarven Beer	8 lb	18 sp
Gallon of Cider	8 lb	4 sp
Gallon of Wine	8 lb	12 sp
Gallon of Elven Wine	8 lb	40 sp
Gallon of Liquor	8 lb	25 sp
Butter	16 oz	4 sp
Cheese	16 oz	6 sp
Cream	16 oz	3 sp
Lard	16 oz	1 sp
Pint of Milk	16 oz	2 sp
Mustard	8 oz	10 sp
Olive Oil	16 oz	20 sp
Peanut Oil	16 oz	12 sp
Rape Oil	16 oz	6 sp
Almonds	1 lb	4 sp
Chestnuts	1 lb	5 sp
Currants	1 lb	6 sp
Peanuts	1 lb	4 sp
Dried Beef	1 lb	8 sp
Household Items		
Armoire	150 lb	100 sp
Bathtub (Copper)	90 lb	125 sp
Bookcase	35 lb	55 sp
Chair	8 lb	20 sp
Desk	60 lb	120 sp
Divan	90 lb	145 sp
Feather Bed	80 lb	100 sp
Hammock (Cloth)	2 lb	10 sp
Ottoman	15 lb	130 sp
Settee	70 lb	90 sp
Sq. yard Burlap	8 oz	2 sp
Sq. yard Cotton	4 oz	10 sp
Sq. yard Damask	6 oz	20 sp
Sq. yard Felt	5 oz	15 sp
Sq. yard Linen	4 oz	18 sp
Sq. yard Sack Cloth	6 oz	2 sp
Sq. yard Satin	4 oz	25 sp
Sq. yard Silk	4 oz	85 sp
Sq. yard Velvet	5 oz	25 sp
Sq. yard Wool	6 oz	8 sp
Table (4 person)	40 lb	65 sp
Table (8 Person)	65 lb	90 sp

Tools

Corkscrew	6 oz	2 sp
Crowbar	4 lb	3 sp
Collar (Animal)	6 oz	1 sp
Loom	450 lb	80 gs
Mortar & Pestle	12 lb	4 sp
Vice	5 lb	20 sp
Winepress (Small)	120 lb	40 gs
Wood Clamp	5 lb	2 sp

Adventure Equipment

Arm Sheath (Small)	26 oz	3 sp
Balance, Alchemist	20 lb	400 sp
Balance, Merchant	5 lb	80 sp
Bear Trap	18 lb	45 sp
Blanket, Light	24 oz	2 cf
Bowstring	2 oz	5 sp
Caltrops	1 lb	5 sp
Compass, magnetic	3 lb	85 sp
Compass, geometric	1 lb	40 sp
Cooking Set	3 lb	10 sp
Dice	4 oz	20 sp
Hammock, Cloth	2 lb	8 sp
Hunting Horn	1 lb	20 sp
Falconry Kit	12 oz	30 sp
Falconry Gauntlet	1 lb	8 sp
Leg/Boot Sheath	14 oz	5 sp
Magnifying Glass	2 lb	400 sp
Magnifying Glass (sm)	6 oz	100 sp
Perfume (Common)	4 oz	45 sp
Playing Cards	8 oz	22 sp
Scissors	12 oz	12 sp
Sextant	3 lb	30 gs
Spyglass	4 lb	50 gs
Telescope	30 lb	150 gs
Wallet	12 oz	4 sp

Instruments

Coronet	6 lb	20 gs
Dulcimer	8 lb	15 gs
Fiddle	3 lb	22 gs
Flute, Wooden	12 oz	45 sp
Harp, Concert	100 lb	120 gs
Harp, Personal	4 lb	20 gs
Harpsichord	450 lb	180 gs
Longhorn	22 lb	12 gs
Lyre	3 lb	10 gs
Mandolin	5 lb	15 gs
Military Drum	8 lb	10 gs
Military Horn	3 lb	5 gs
Piano	800 lb	250 gs
Recorder	12 oz	30 sp
Tambour Drum	2 lb	15 gs

Hirelings / Journeymen

Archer (per week)	15 sp
Bathers (per bath)	1 cf
Bookkeeper (per day)	12 sp
Buyer (per day)	3 sp
Coach/driver (per day)	20 sp
Cook (per day)	5 sp
Courtier/Courtesan	(See 58.5)
Falconer (per hunt)	20 sp
Footman/Infantry	15 sp
Forger (per job)	100 sp
Greensman/Gardener	10 sp
Groom (per animal)	2 cf
Guide (City)	5 sp/day
Guide (Overland)	12 sp/day
Hairdresser (per day)	2 cf
Herald (per day)	4 sp
Horseman/Cavalry (per week)	4 sp
Hunter (per hunt or day)	4 sp
Laborer (per day)	2 sp
Maid (per day)	2 cf
Manservant (per day)	2 sp
Masseuse (per whatever)	5 sp
Messenger (In town)	2 sp/message
Messenger (Overland)	5 gs + 1 gs/day
Minstrel (per party)	25 sp
Mourner (per funeral)	1 cf
Musician/Singer (per evening)	10 sp
Oarsmen (per day)	1 sp
Pilot/Navigator (per day)	2gs(+ bonuses)
Porter (per day)	2 cf
Ranger (per week)	50 sp
Riveman w/boat	2 gs + 1 sp/mile
Scribe (per day)	2 sp
Squire (per day)	12 sp
Tailor (per item)	4 sp + cost

Transportation

Raft	200 lb	30 gs
Junk	2000 lb	130 gs
32 ft Sailboat	4 tn	400 gs
Longboat	1200 lb	200 gs
Riverboat (flat bottomed)	650 lb	100 gs
Frigate	50 tn	25000 gs

